

Technical Support

- Overview
- Search
- Contact
- Assistance Request
- Feedback

On - Line Manuals

- Product Manuals
- Document Conventions

ULINK2 User's Guide

- Introduction
- Hardware Description
- Setup ULINK2
- Setup Flash Programming
- Using ULINK2
- Configure Cortex-M Devices for Tracing
- µ Vision Windows
- Real-Time Agent
- Evaluation Boards
 - Analog Devices
 - Analog Devices ADuC702x
 - Analog Devices ADuC712x
 - Ashling
 - Ashling LPC2100
 - Atmel
 - Atmel EB40A
 - Freescall
 - Freescall MAC7100
 - Infineon
 - Infineon XC16x Starter Kits
 - Infineon Easy UTAH
 - Keil
 - Keil MCBXC167
 - Keil MCB2100
 - Keil MCB2103
 - Keil MCB2130
 - Keil MCB2140**
 - Keil MCB2300
 - Keil MCBSTM32
 - Keil MCBSTR7
 - Keil MCBSTR730
 - Keil MCBSTR750
 - Keil MCBSTR9
 - Luminary
 - Luminary Stellaris Boards
 - Nohau
 - Nohau LPC3000
 - OKI
 - OKI ML674000
 - OKI ML67Q4003
 - OKI ML67Q4051
 - OKI ML67Q4061
 - OKI ML67Q5003
 - OKI ML69Q6203
 - Phytec
 - Phytec AT91M55800A
 - Phytec LPC229x
 - Phytec LPC3180
 - Phytec XC16x Boards
 - Revely
 - Revely RMS100
 - Samsung
 - Samsung S3C44001
 - Sharp
 - Sharp LH75401
 - STMicroelectronics
 - STMicroelectronics DK3300
 - TI
 - TI TMS470R1A256
 - TI TMS470R1B1M
 - TQ Systems
 - TQ Systems TQMX16xU
- Appendix

Keil MCB2140

[Home](#) » [Evaluation Boards](#) » [Keil](#) » Keil MCB2140

The Keil MCB2140 Evaluation Board works with the ULINK2 USB - JTAG Adapter. The following instructions show you how to connect and run an example program on this board.



ULINK2 Adapter Connected to MCB2140

To download and run an example project using ULINK2 with the Keil MCB2140 Board:

1. Connect the 20 - pin ribbon connector from the ULINK2 Adapter to the JTAG port of the MCB2140 evaluation board.
2. Make sure that Jumper **J9** - JTAG is ON.
3. Connect power to the board using a standard USB cable. Connect the other end of the USB cable to an unused USB connector on your PC.
4. Start µ Vision.
5. Select the **BLINKY.UV2** example project from **C:\KEIL\ARM\BOARDS\KEIL\MCB2130\BLINKY**.
6. Click the **Download** button to download the program to the target board.
7. Click the **Debug** button to start the debugger.
8. Click the **Run** button to start the program running on the target board.

