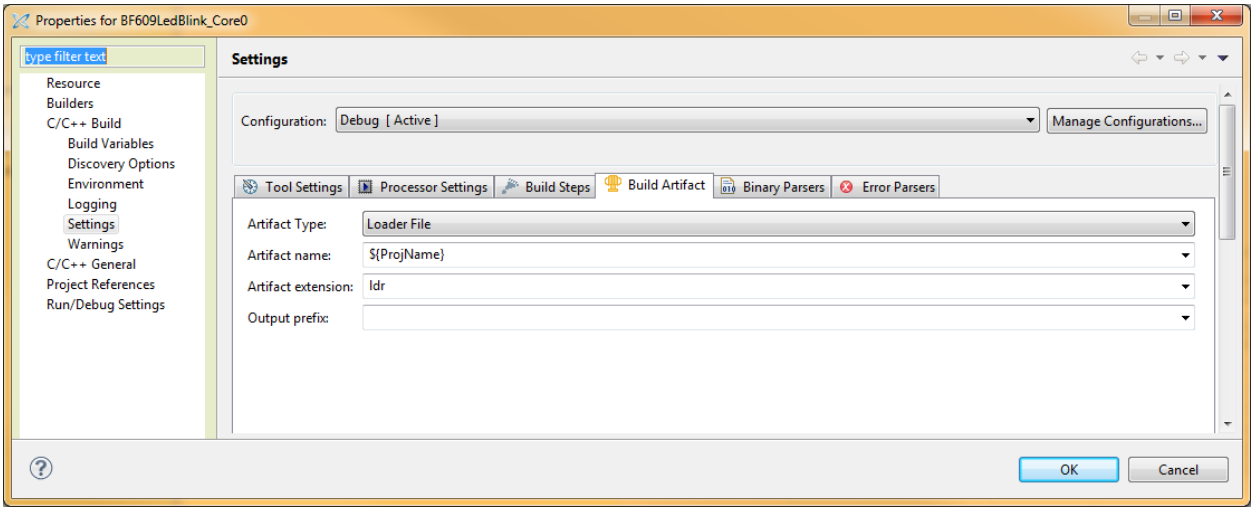
ADI BlackFin Memory programming:

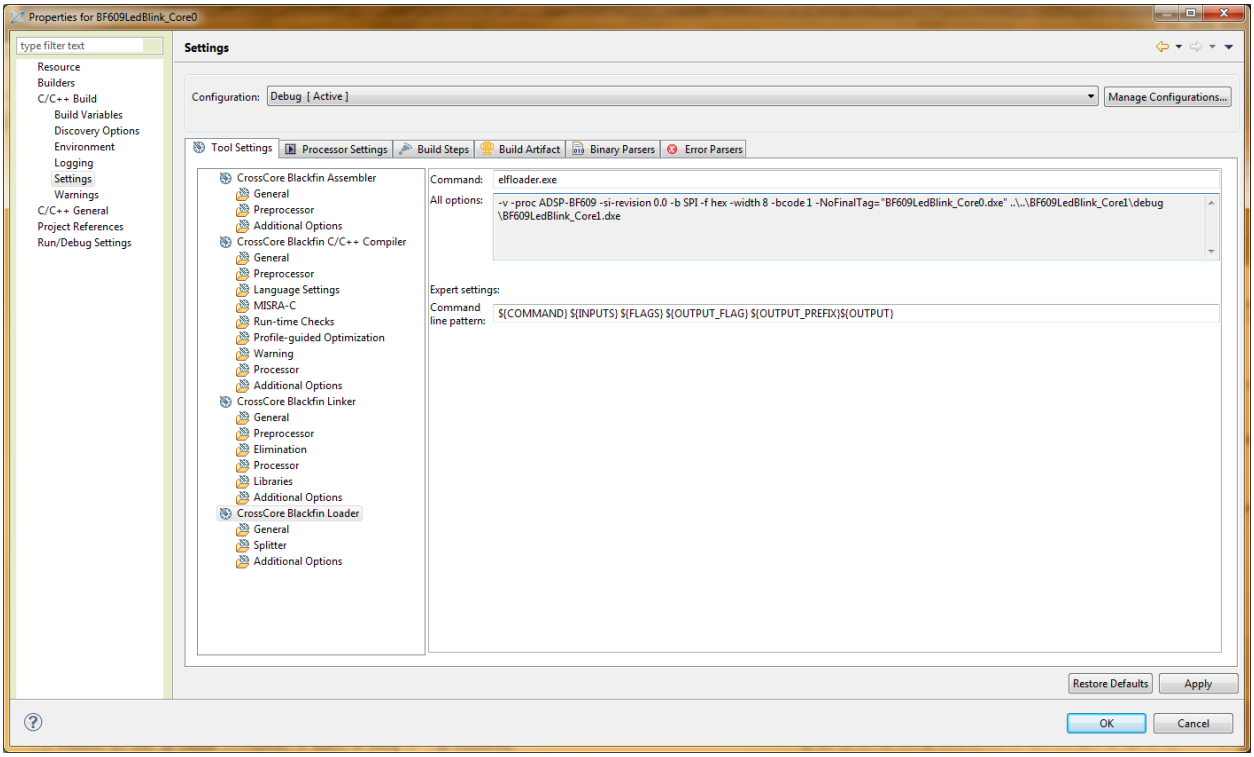
Using CCES Version:

1 - Dual Core Application for SPI FLASH:

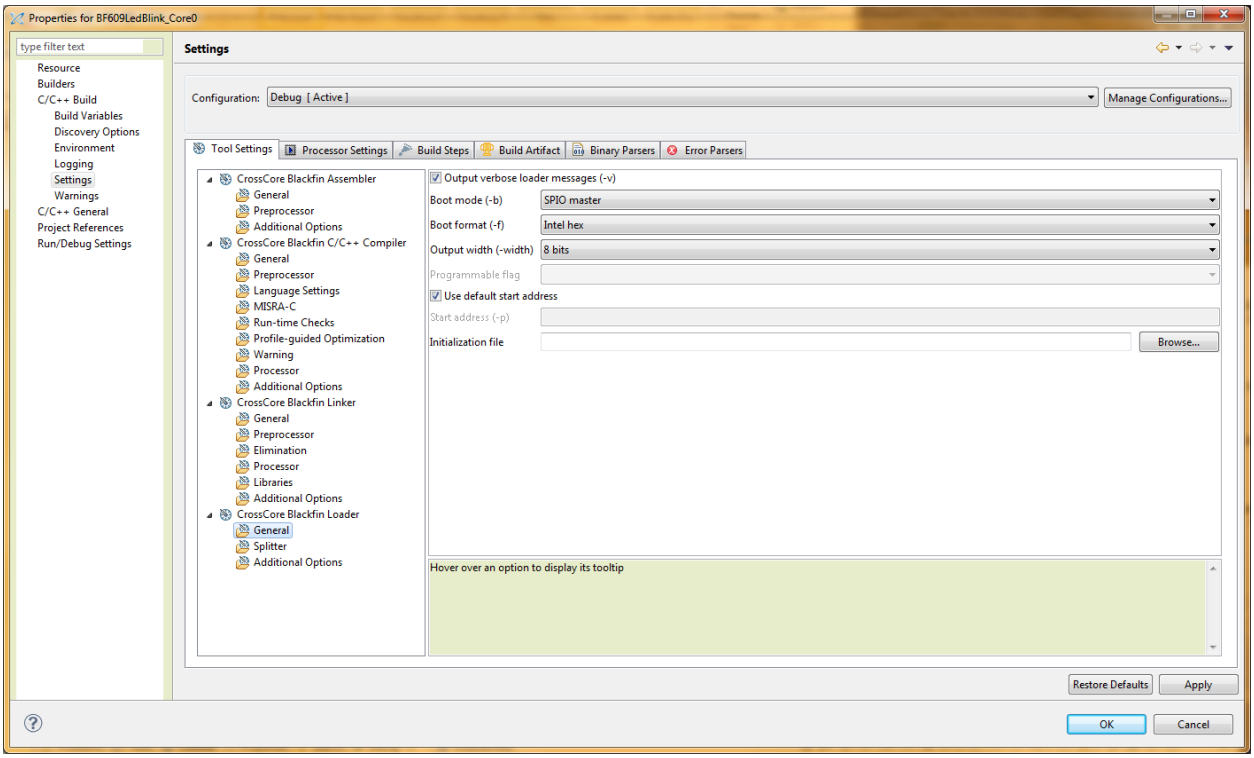
While on the project of interest in CCES, right click and select "Properties" menu, select "Build Artifact" tab. This will allow you to choose the build switches for the .LDR file (on the next page).

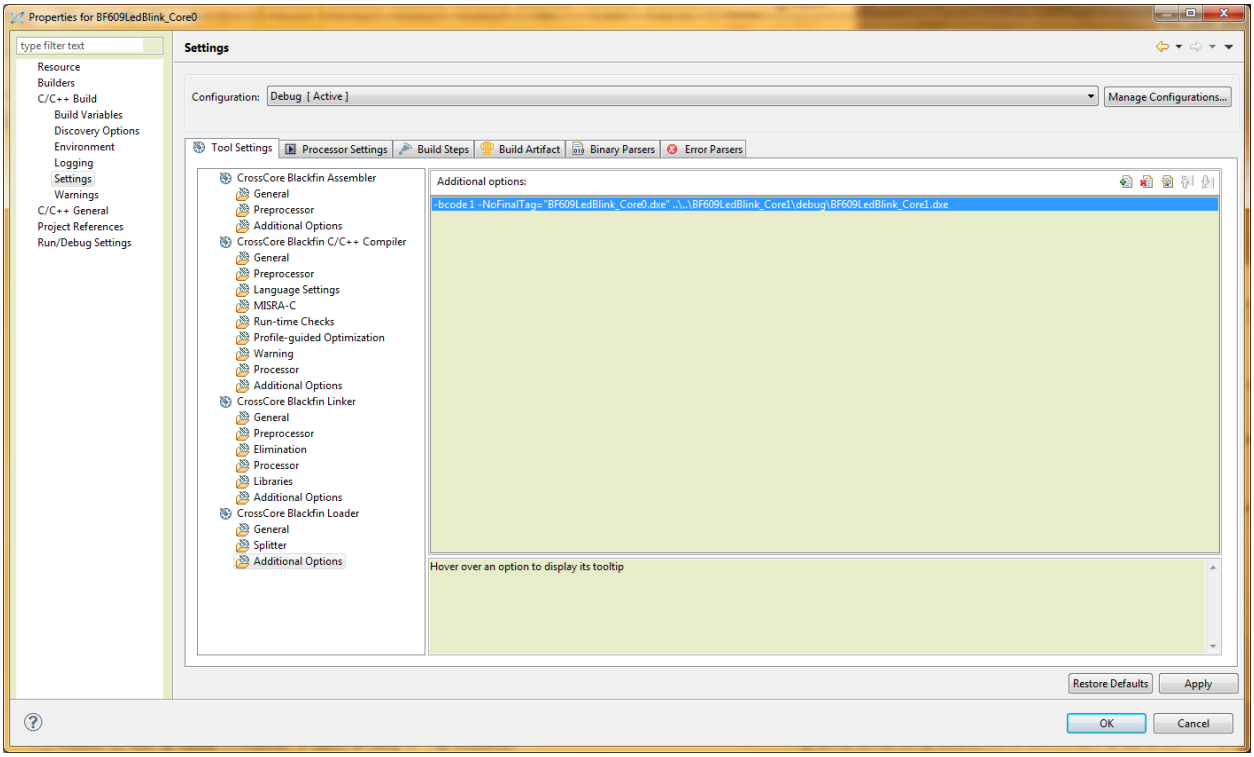


“CrossCore BlackFin Loader” tab. Note the “All options area in the right window”:



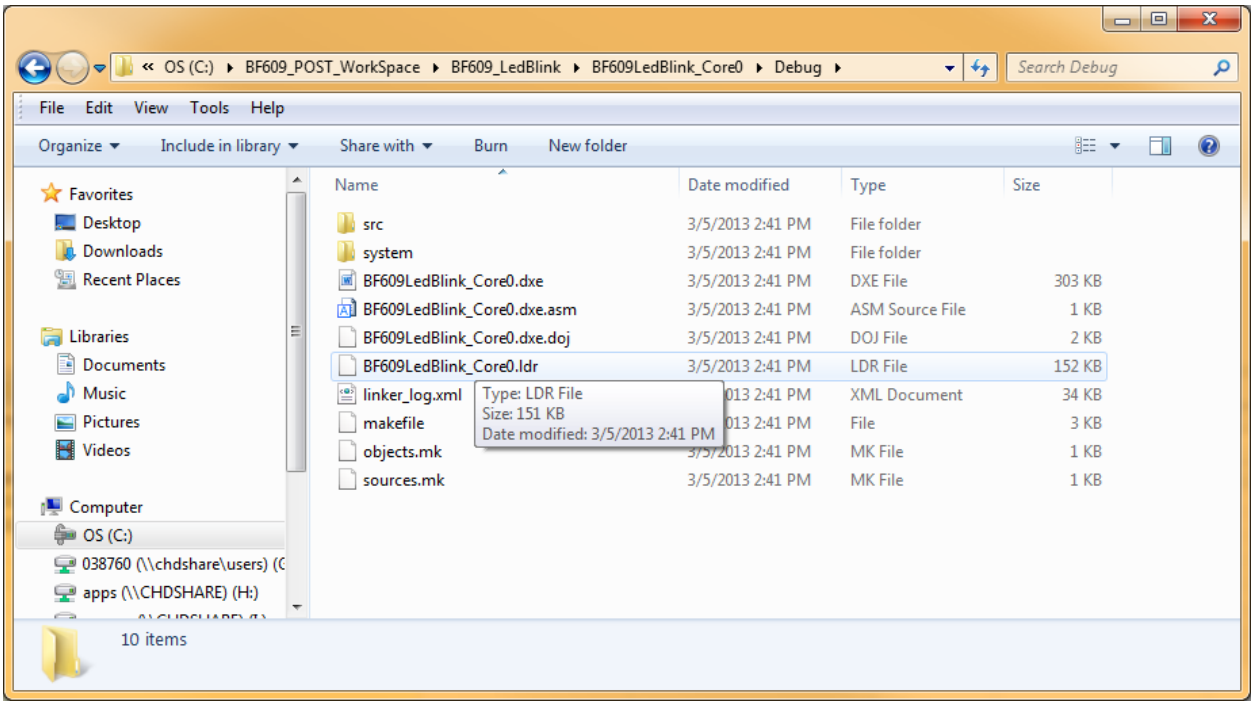
“General” tab where the memory type is selected :





Right click in project and select "Build" project.

In the working directory, under the "debug" directory under Core 0 there will be a new .LDR file that was created by the build. This is the file that will be loaded into SPI memory.

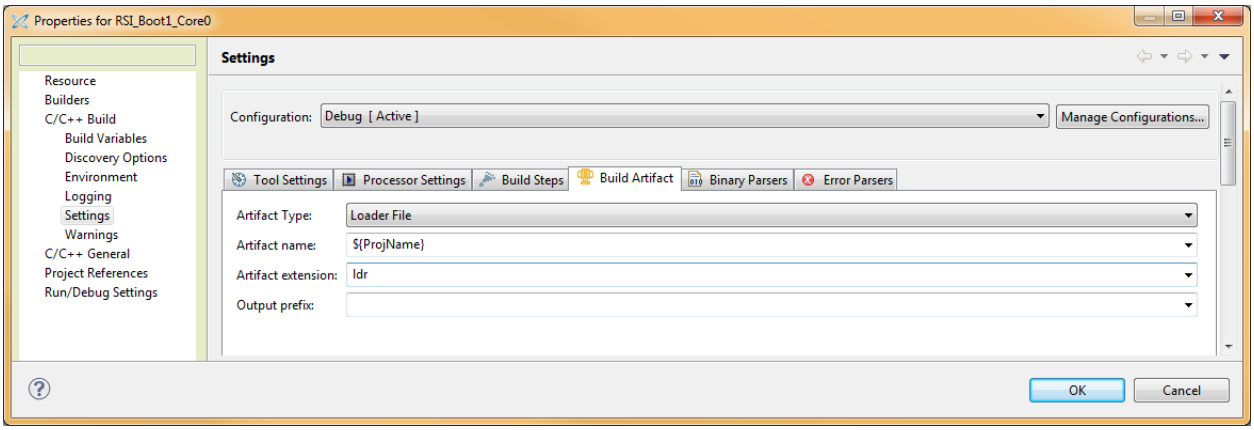


Using the MS-DOS command prompt (preferably in Administrator Mode), navigate to the Analog Devices directory where the CLDP.EXE programming file is. This is where we launch the programming for the board. Use the “Burn_Serial”.bat file for references to the files. In this case, type in the “Burn_Dual_SPI.bat” file.

Once programming is complete, unplug the ICE-100B board and reset or cycle the power on the EVSK.

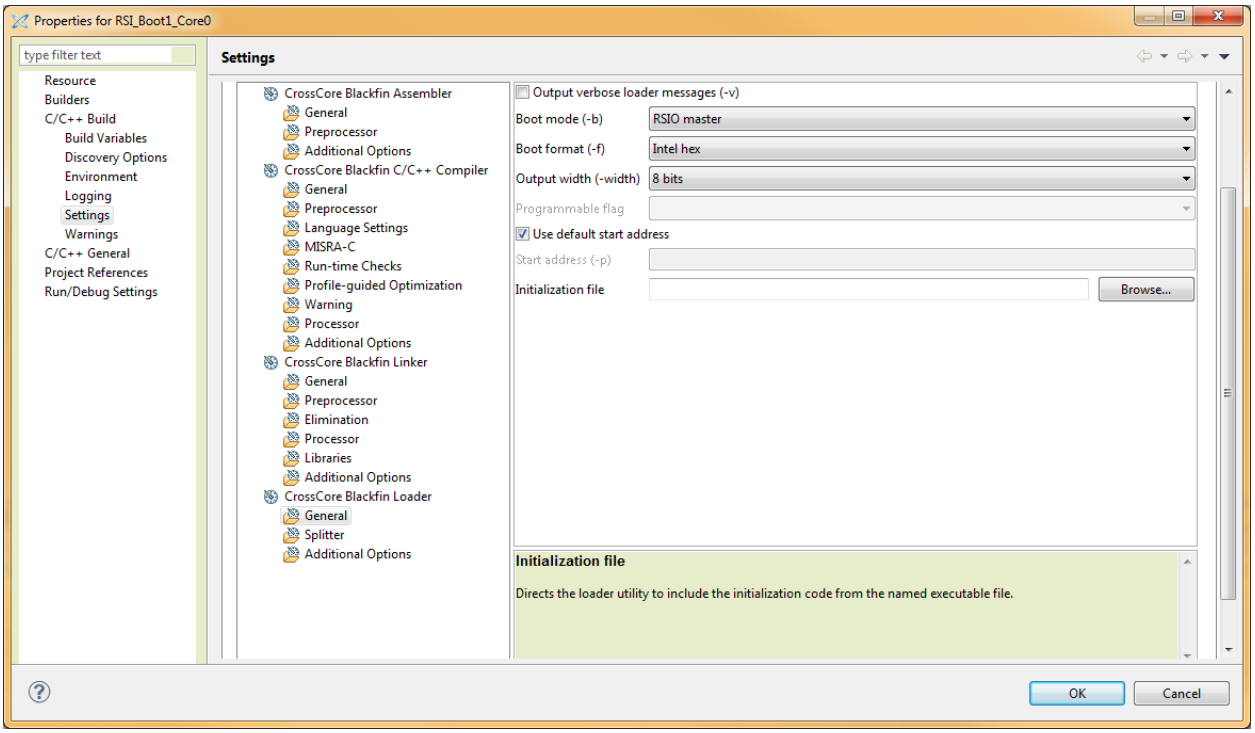
SDCARD (RSIO) Master Boot configuration:

Select “Build Artifact” and select “Loader File”:

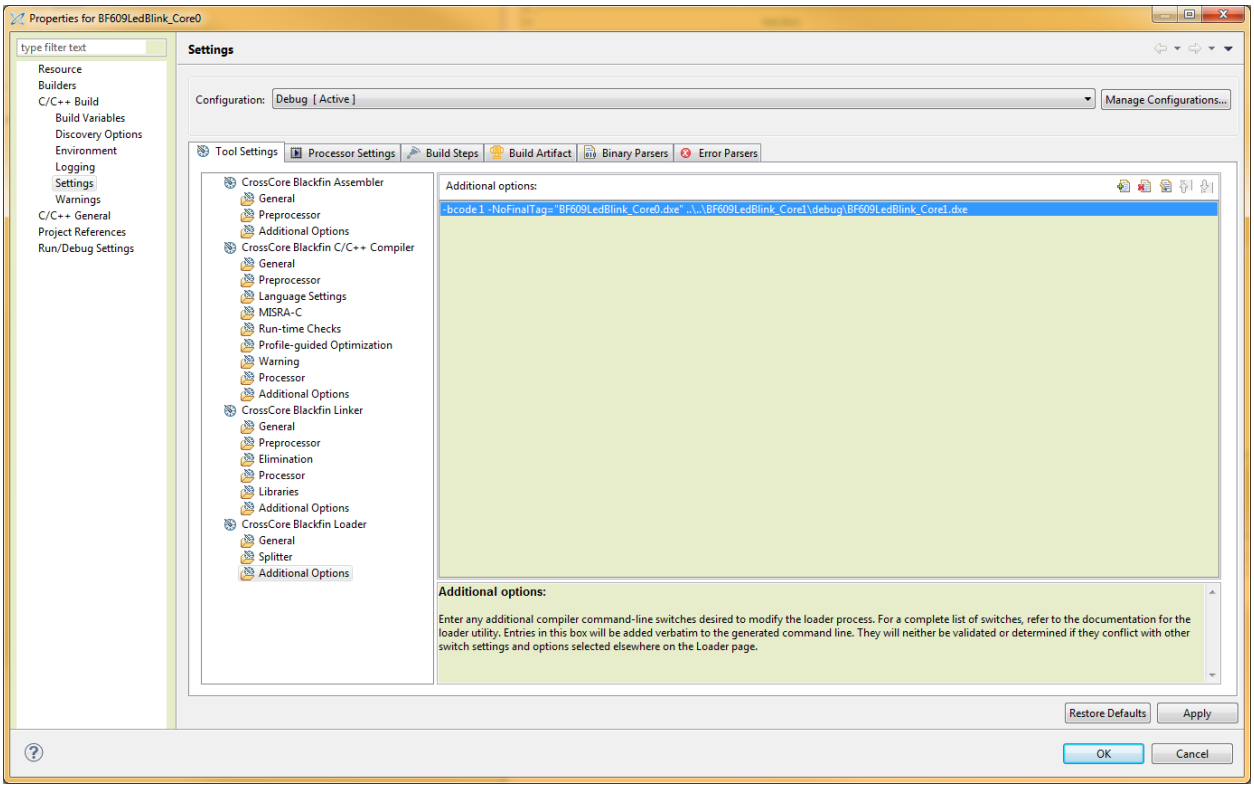


Build the project under normal (Executable) conditions to create the Core0.dxe and Core1.dxe files.
Then proceed as instructed below:

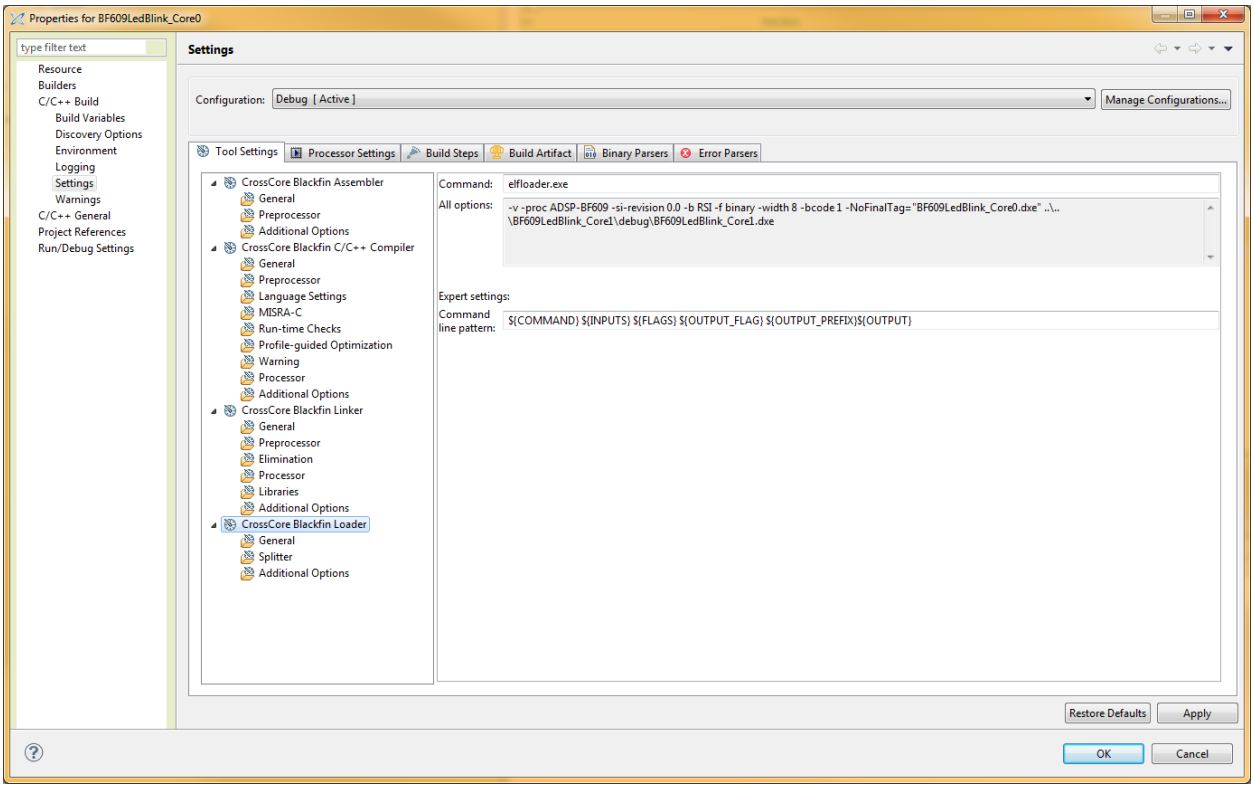
Under “CrossCore BlackFin Loader - General” tab ensure “RSIO Master, Intel Hex, 8 bits” is selected as below:



Under “Additional Options” in the CrossCore BlackFin Loader window, click the green “+” button in upper right corner and add the following: -bcode 1 -NoFinalTag="BF609LedBlink_Core0.dxe" ..\..\BF609LedBlink_Core1\debug\BF609LedBlink_Core1.dxe



When the initial .LDR configuration is completed, the screen will look like this when completed. Notice the new switches in the options window:



Build the project to create the .LDR file.

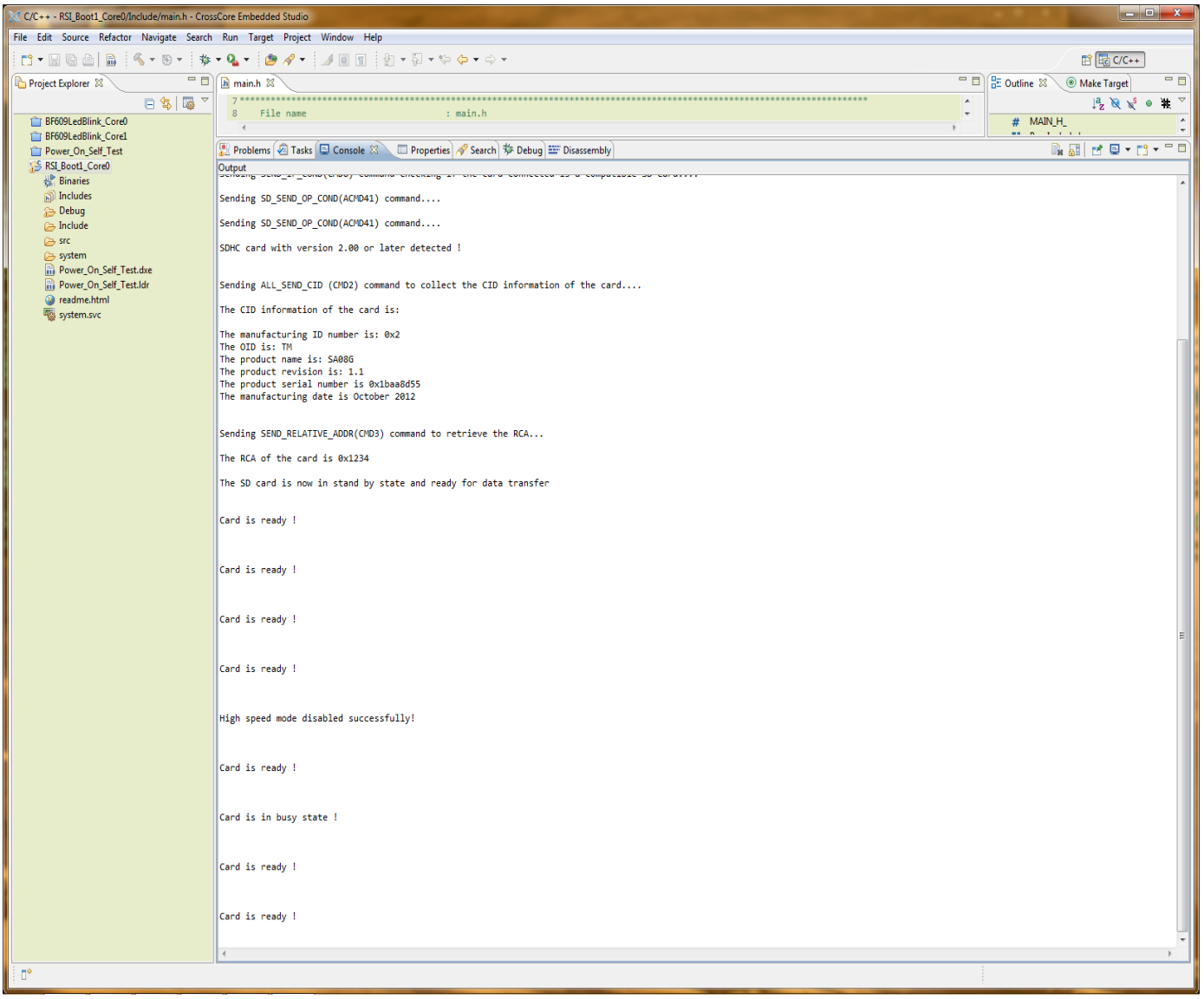
Copy the target project (for example, POST.LDR) you want to program on the board into the following directory:
C:\BF609_POST_WorkSpace\RSI_Boot1_Core0_edited_030812\RSI_Boot1_Core0_edited\Debug.

In CCES, in the RSI_Boot1_Core0 project, edit the “Includes/Main.h” file and insert the actual file size of the target (not the size “used on disk” in Windows) into the #LDRSIZE function.

Build the project RSI_Boot1_Core0 project again (this includes the new file size).

Select “Run As” option on the project, if prompted, select “BF609”, “Emulator” and “ICE-100B” for the configuration utility then “Apply”.

Run the project and wait – it takes several minutes to load the image into flash. Note the Console window outputs:



Remove the ICE-100B Emulator from the board.
Remove power from the EVSK board.
Reapply power to the EVSK board and see if the two LEDs are alternately blinking (D11 & D12).