

MCUXSDKMCXN9XXGSUG

Getting Started with MCUXpresso SDK for MCX-N9XX-EVK

Rev. 0 — 14 November 2022

User guide

Document information

Information	Content
Keywords	Getting Started, MCUXpresso SDK, MCX-N9XX-EVK
Abstract	The MCUXpresso Software Development Kit (SDK) provides comprehensive software support for Kinetis and LPC Microcontrollers.



1 Overview

The NXP MCUXpresso software and tools offer comprehensive development solutions designed to optimize, ease and help accelerate embedded system development of applications based on general purpose, crossover and Bluetooth-enabled MCUs from NXP. The MCUXpresso SDK includes a flexible set of peripheral drivers designed to speed up and simplify development of embedded applications. Along with the peripheral drivers, the MCUXpresso SDK provides an extensive and rich set of example applications covering everything from basic peripheral use case examples to full demo applications. The MCUXpresso SDK contains optional RTOS integrations such as FreeRTOS and Azure RTOS, a USB host and device stack, and various other middleware to support rapid development.

For supported toolchain versions, see *MCUXpresso SDK Release Notes for MCX-N9XX-EVK* (document MCUXSDKMCXN9XXRN).

For more details about MCUXpresso SDK, see [MCUXpresso Software Development Kit \(SDK\)](#).

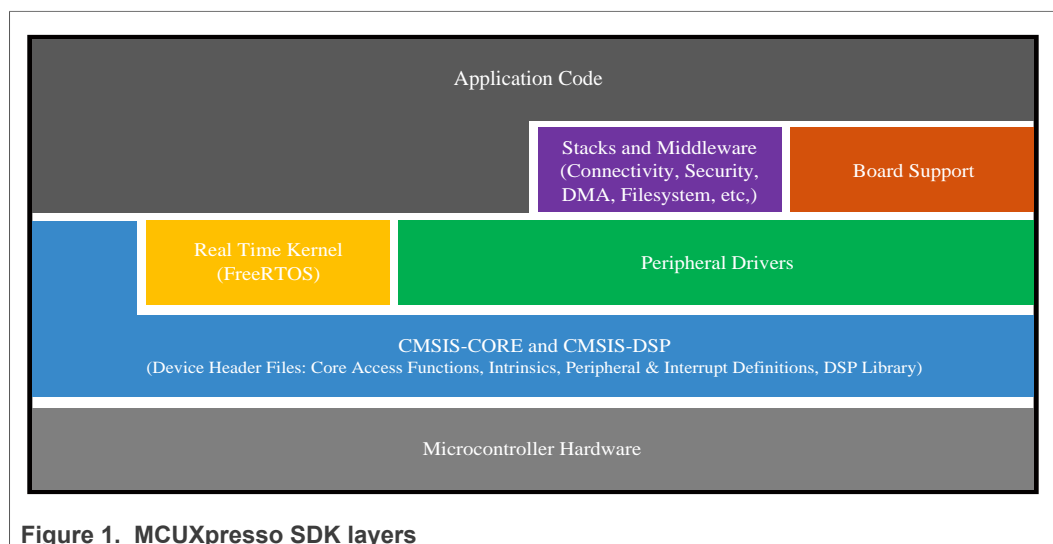


Figure 1. MCUXpresso SDK layers

2 MCUXpresso SDK board support package folders

MCUXpresso SDK board support package provides example applications for NXP development and evaluation boards for Arm Cortex-M cores including Freedom, Tower System, and LPCXpresso boards. Board support packages are found inside the top level boards folder and each supported board has its own folder (an MCUXpresso SDK package can support multiple boards). Within each `<board_name>` folder, there are various sub-folders to classify the type of examples it contain. These include (but are not limited to):

- `cmsis_driver_examples`: Simple applications intended to show how to use CMSIS drivers.
- `demo_apps`: Full-featured applications that highlight key functionality and use cases of the target MCU. These applications typically use multiple MCU peripherals and may leverage stacks and middleware.

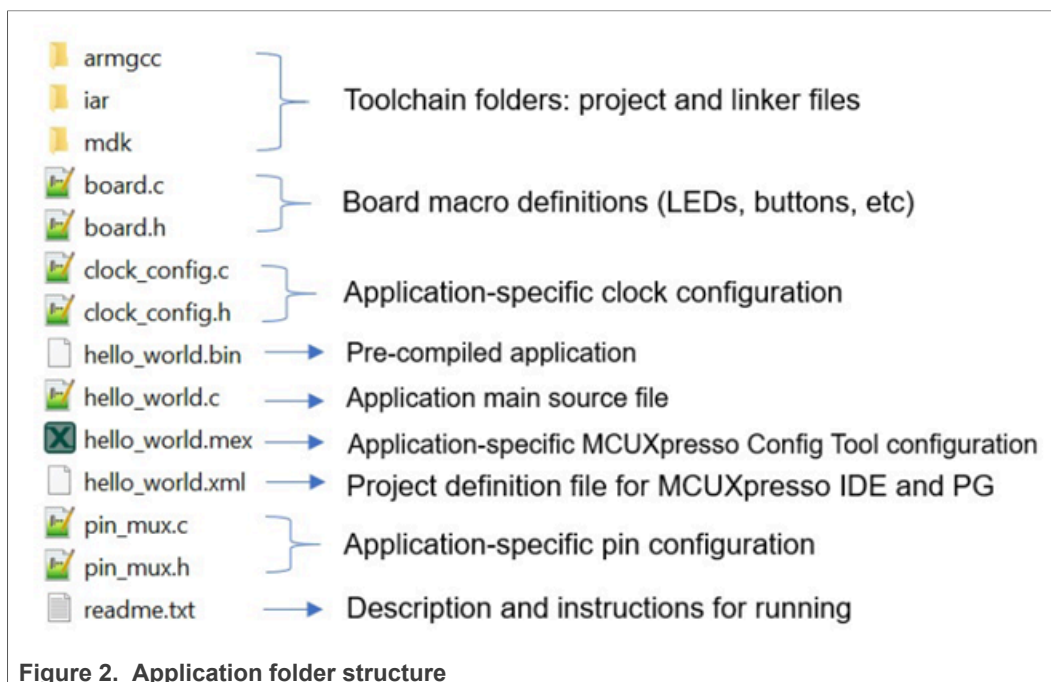
- **driver_examples:** Simple applications that show how to use the MCUXpresso SDK's peripheral drivers for a single use case. These applications typically only use a single peripheral but there are cases where multiple peripherals are used (for example, SPI conversion using DMA).
- **emwin_examples:** Applications that use the emWin GUI widgets.
- **rtos_examples:** Basic FreeRTOS OS examples that show the use of various RTOS objects (semaphores, queues, and so on) and interfaces with the MCUXpresso SDK's RTOS drivers
- **usb_examples:** Applications that use the USB host/device/OTG stack.

2.1 Example application structure

This section describes how the various types of example applications interact with the other components in the MCUXpresso SDK. To get a comprehensive understanding of all MCUXpresso SDK components and folder structure, see *MCUXpresso SDK API Reference Manual*.

Each `<board_name>` folder in the boards directory contains a comprehensive set of examples that are relevant to that specific piece of hardware. Although we use the `hello_world` example (part of the `demo_apps` folder), the same general rules apply to any type of example in the `<board_name>` folder.

In the `hello_world` application folder, you see the following contents:



All files in the application folder are specific to that example, so it is easy to copy and paste an existing example to start developing a custom application based on a project provided in the MCUXpresso SDK.

2.2 Locating example application source files

When opening an example application in any of the supported IDEs, a variety of source files are referenced. The MCUXpresso SDK devices folder is the central component to all example applications. It means the examples reference the same source files and, if one of these files is modified, it could potentially impact the behavior of other examples.

The main areas of the MCUXpresso SDK tree used in all example applications are:

- `devices/<device_name>`: The device's CMSIS header file, MCUXpresso SDK feature file and a few other files
- `devices/<device_name>/cmsis_drivers`: All the CMSIS drivers for your specific MCU
- `devices/<device_name>/drivers`: All of the peripheral drivers for your specific MCU
- `devices/<device_name>/<tool_name>`: Toolchain-specific startup code, including vector table definitions
- `devices/<device_name>/utilities`: Items such as the debug console that are used by many of the example applications
- `devices/<device_name>/project`: Project template used in CMSIS PACK new project creation

For examples containing middleware/stacks or an RTOS, there are references to the appropriate source code. Middleware source files are located in the `middleware` folder and RTOSes are in the `rtos` folder. The core files of each of these are shared, so modifying one could have potential impacts on other projects that depend on that file.

3 Run a demo application using MCUXpresso IDE

Note: Ensure that the MCUXpresso IDE toolchain is included when generating the MCUXpresso SDK package.

This section describes the steps required to configure MCUXpresso IDE to build, run, and debug example applications. The `hello_world` demo application targeted for the MCX-N9XX-EVK hardware platform is used as an example, though these steps can be applied to any example application in the MCUXpresso SDK.

3.1 Select the workspace location

Every time MCUXpresso IDE launches, it prompts the user to select a workspace location. MCUXpresso IDE is built on top of Eclipse which uses workspace to store information about its current configuration, and in some use cases, source files for the projects are in the workspace. The location of the workspace can be anywhere, but it is recommended that the workspace be located outside of the MCUXpresso SDK tree.

3.2 Build an example application

To build an example application, follow these steps.

1. Drag and drop the SDK zip file into the **Installed SDKs** view to install an SDK. In the window that appears, click **OK** and wait until the import has finished.

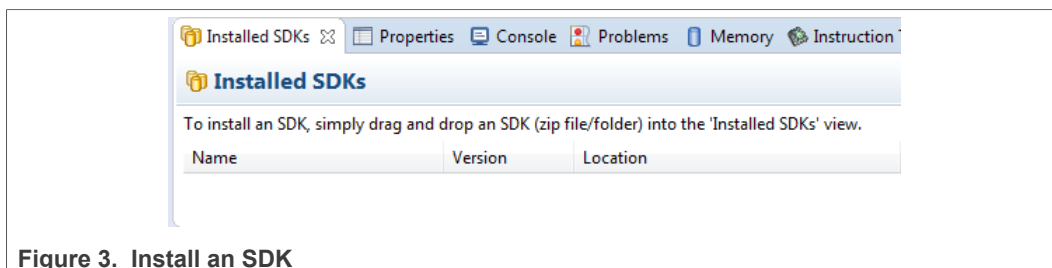


Figure 3. Install an SDK

2. On the **Quickstart Panel**, click **Import SDK example(s)...**

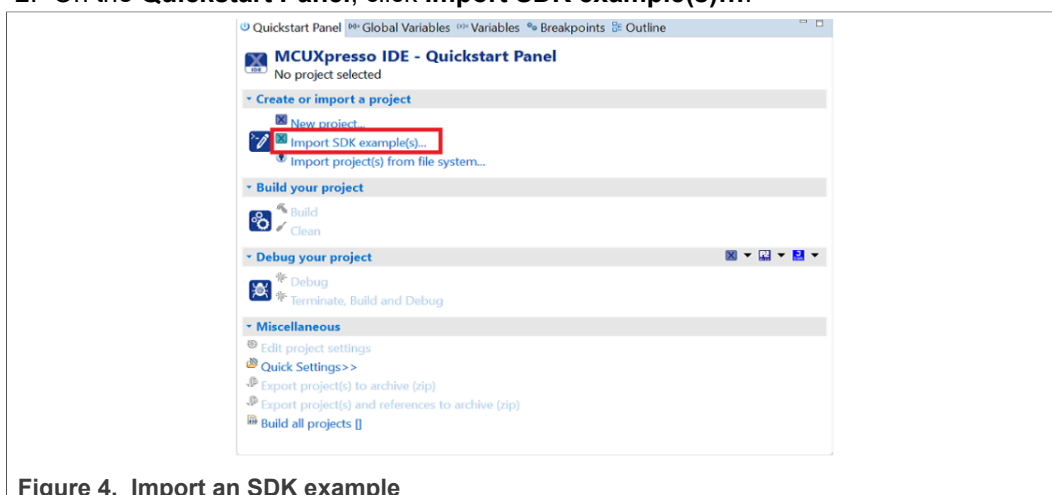


Figure 4. Import an SDK example

3. In the window that appears, expand the **MCXN9XX** folder and select **MCXN947**. Then, select **mcxn9xxevk** and click **Next**.

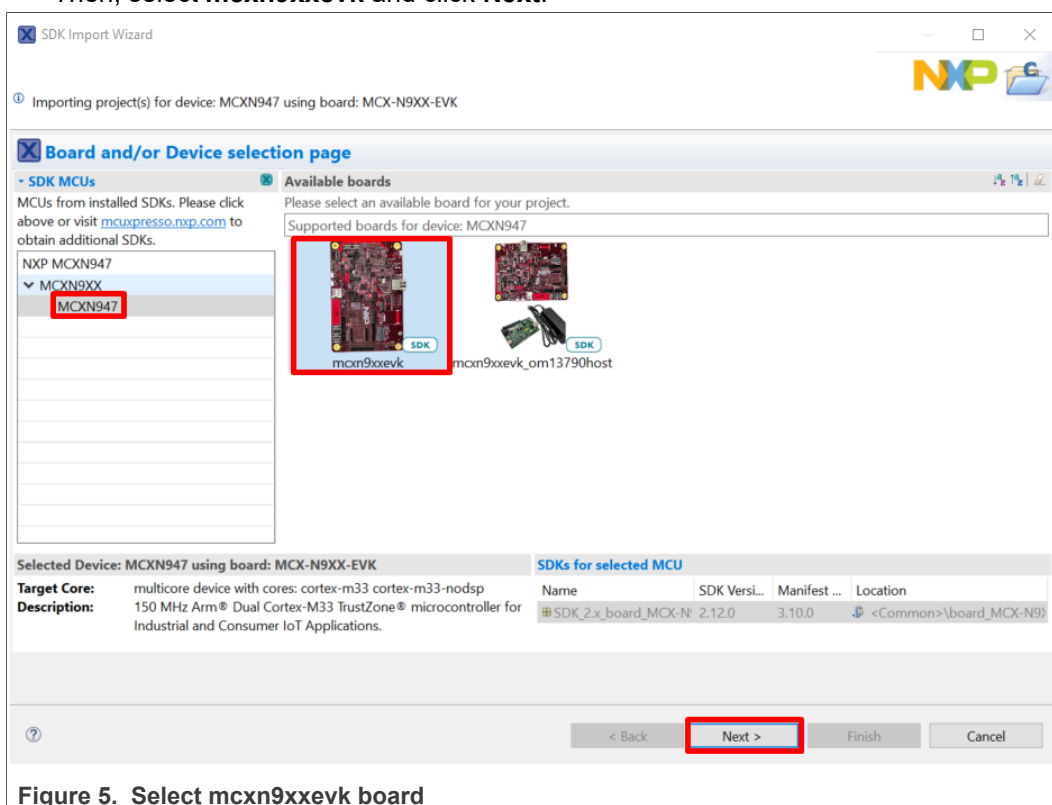


Figure 5. Select mcxn9xxevk board

4. Expand the **demo_apps** folder and select **hello_world**. Then, click **Next**.

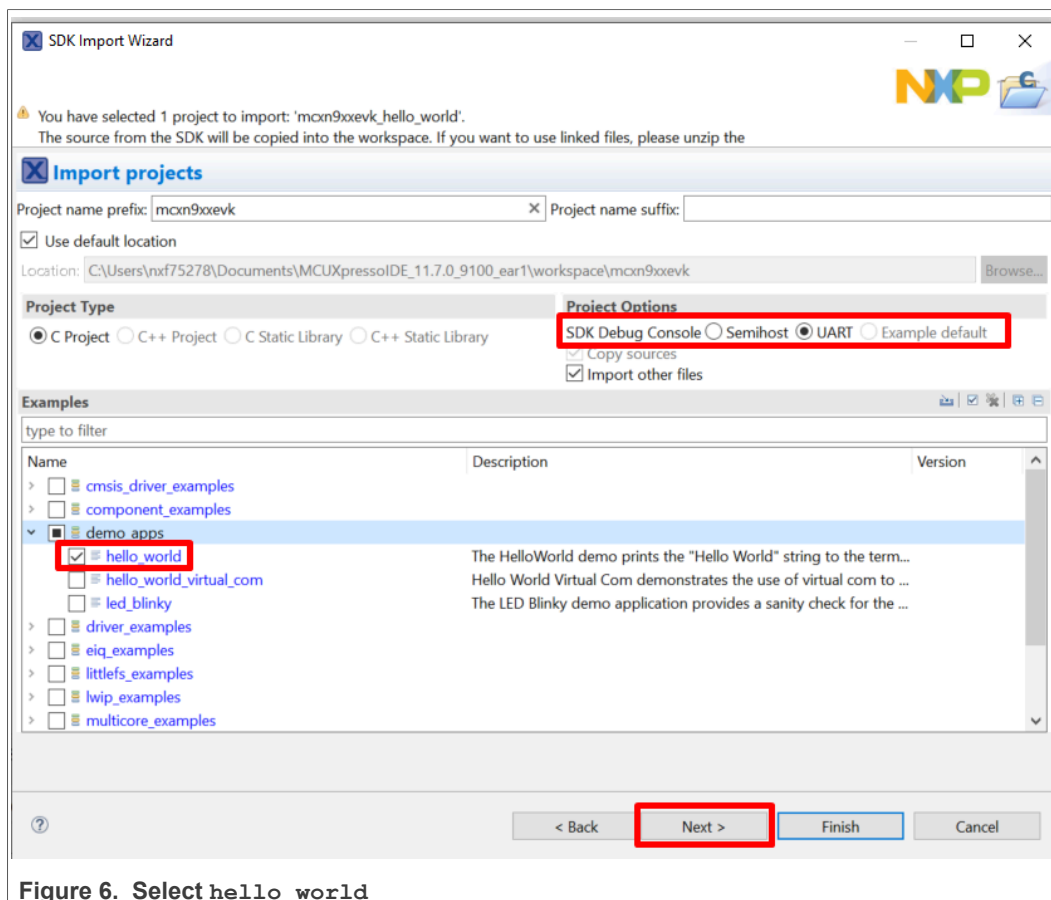
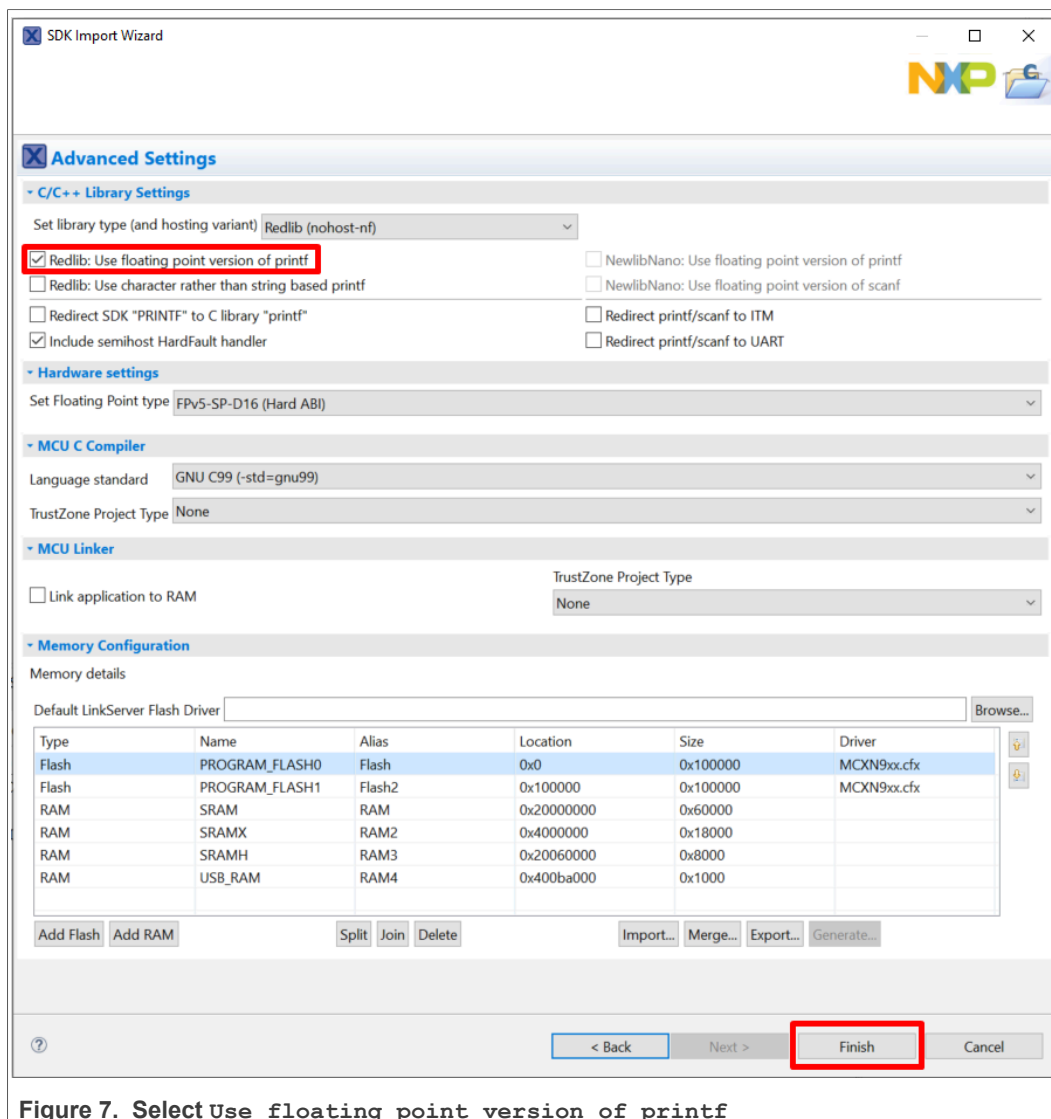


Figure 6. Select hello_world

5. Ensure **Redlib: Use floating point version of printf** is selected if the example prints floating point numbers on the terminal for demo applications such as `adc_basic`, `adc_burst`, `adc_dma`, and `adc_interrupt`. Otherwise, it is not necessary to select this option. Then, click **Finish**.



3.3 Run an example application

For more information on debug probe support in the MCUXpresso IDE, see community.nxp.com.

To download and run the application, perform the following steps:

1. See [Table 2](#) to determine the debug interface that comes loaded on your specific hardware platform. For LPCXpresso boards, install the DFU jumper for the debug probe, then connect the debug probe USB connector.
 - For boards with a P&E Micro interface, see [PE micro](#) to download and install the P&E Micro Hardware Interface Drivers package.
2. Connect the development platform to your PC via a USB cable.
3. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug serial port number (to determine the COM port number, see [Section 9](#). Configure the terminal with these settings:
 - a. 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in board.h file)

- b. No parity
- c. 8 data bits
- d. 1 stop bit

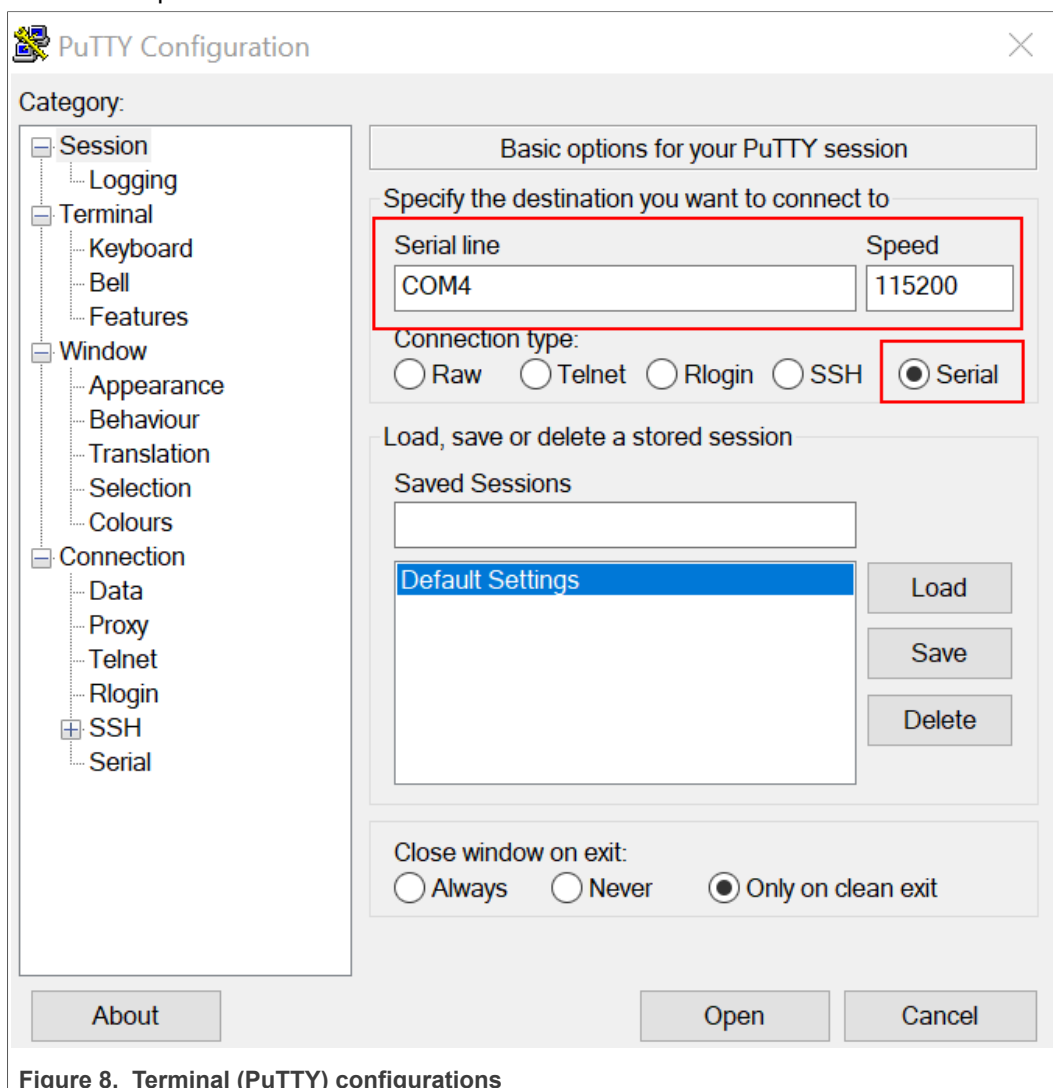


Figure 8. Terminal (PuTTY) configurations

4. On the **Quickstart Panel**, click on **Debug mcxn9xxevk_hello_world [Debug]** to launch the debug session.

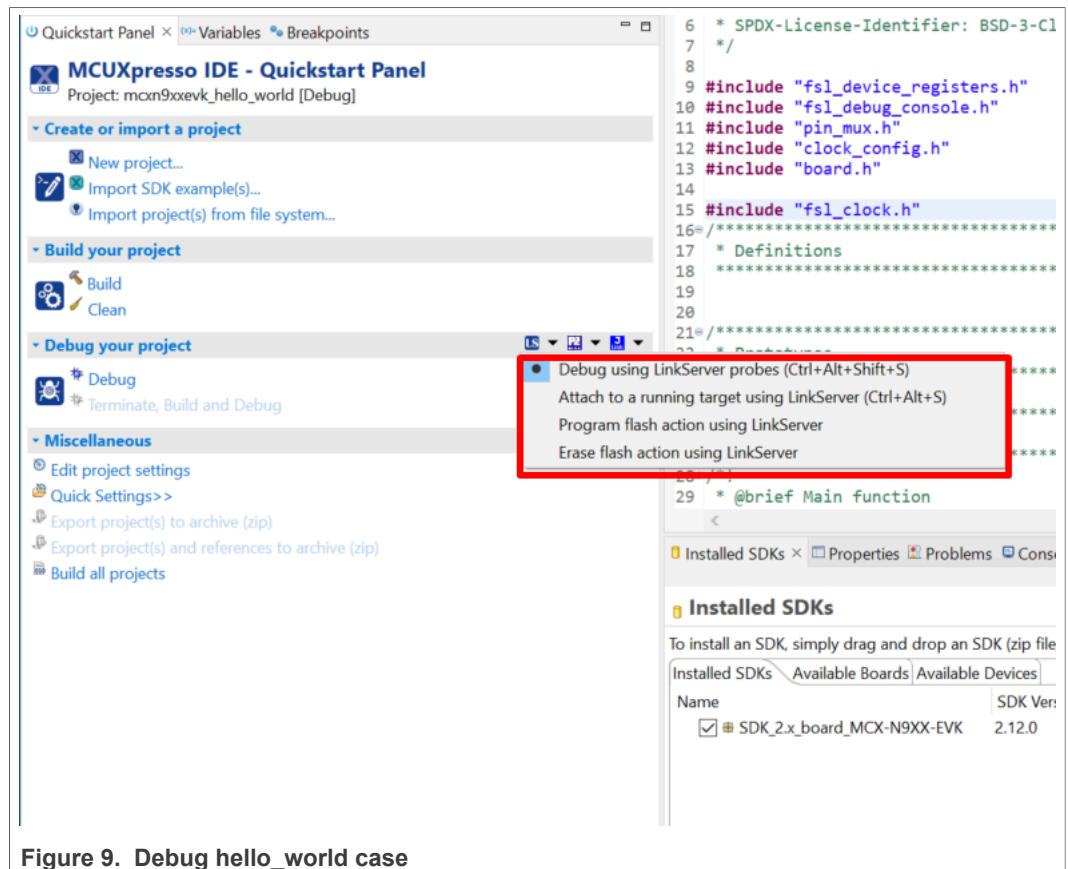


Figure 9. Debug hello_world case

5. The first time you debug a project, the **Debug Emulator Selection** dialog is displayed, showing all supported probes that are attached to your computer. Select the probe through which you want to debug and click **OK**. (For any future debug sessions, the stored probe selection is automatically used, unless the probe cannot be found.)

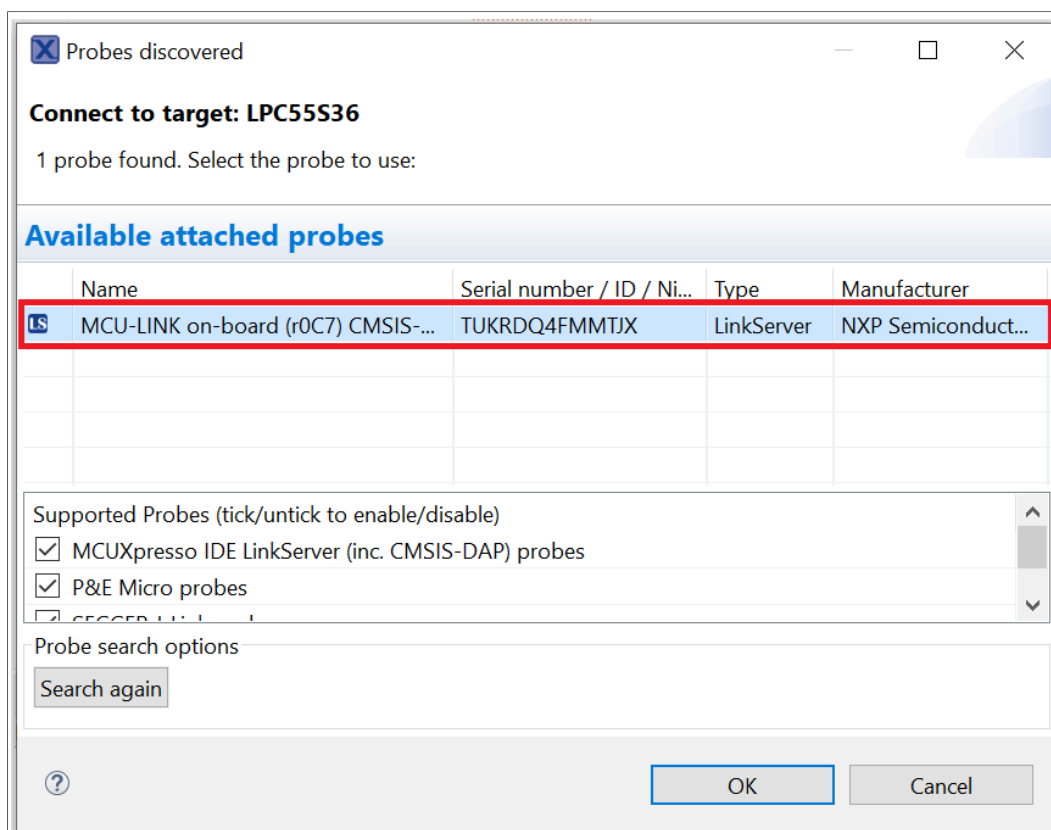


Figure 10. Attached Probes: debug emulator selection

6. The application is downloaded to the target and automatically runs to `main()`.

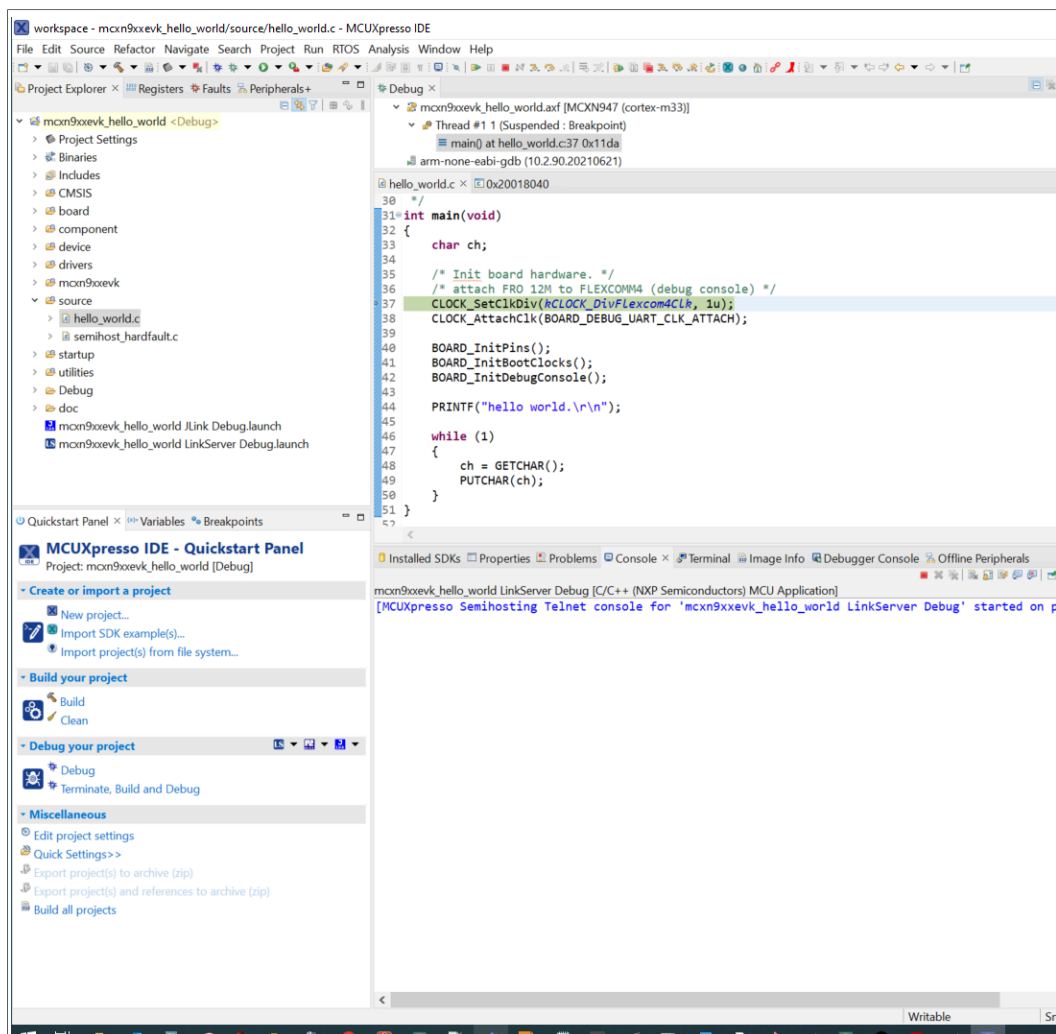


Figure 11. Stop at main() when running debugging

7. Start the application by clicking **Resume**.

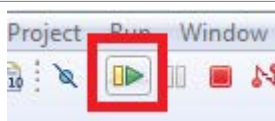


Figure 12. Resume button

8. The `hello_world` application is now running and a banner is displayed on the terminal. If this is not the case, check your terminal settings and connections.

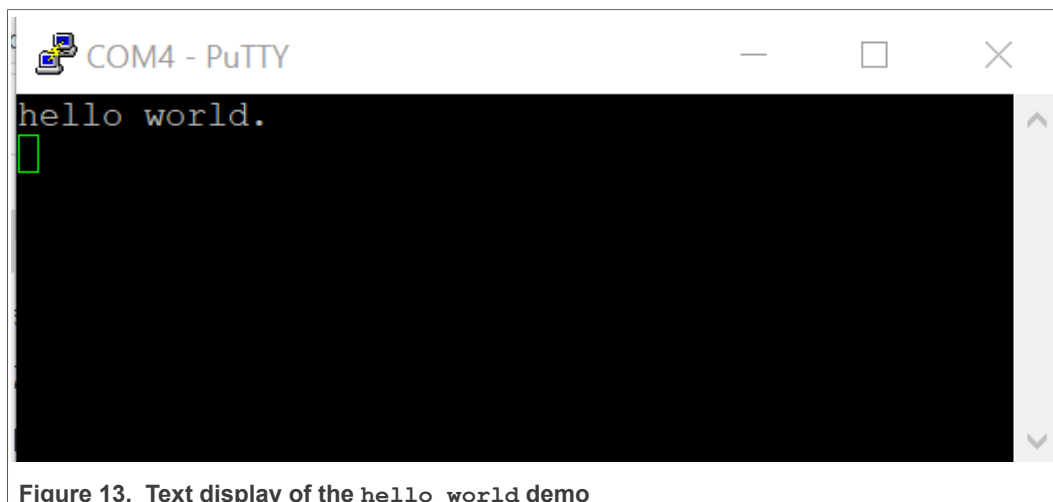


Figure 13. Text display of the `hello_world` demo

3.4 Build a TrustZone example application

This section describes the steps required to configure MCUXpresso IDE to build, run, and debug TrustZone example applications. The trustzone version of the `hello_world` example application targeted for the MCX-N9XX-EVK hardware platform is used as an example, though these steps can be applied to any TrustZone example application in the MCUXpresso SDK.

1. TrustZone examples are imported into the workspace in a similar way as single core applications. When the SDK zip package for MCX-N9XX-EVK is installed and available in the **Installed SDKs** view, click **Import SDK example(s)...** on the **Quickstart** Panel. In the window that appears, expand the **MCXN9XX** folder and select **MCXN947**. Then, select **mcxn9xxevk** and click **Next**.

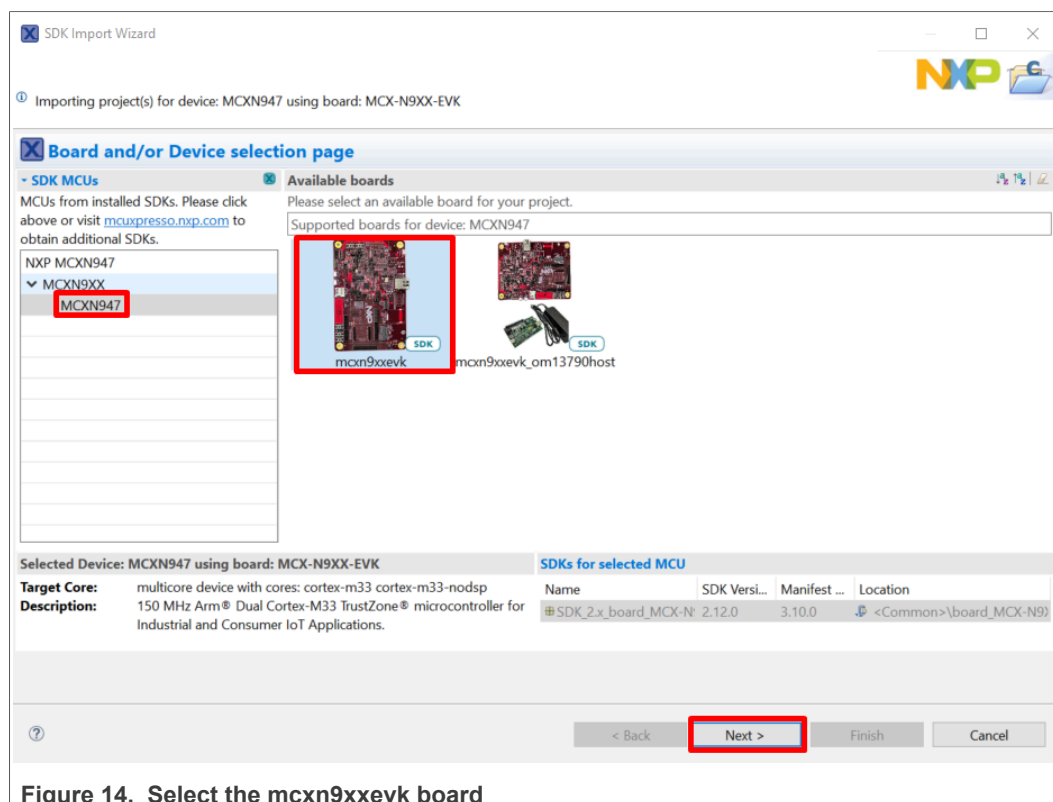


Figure 14. Select the mcxn9xxevk board

- Expand the **trustzone_examples/** folder and select **hello_world_s**. Because TrustZone examples are linked together, the non-secure project is automatically imported with the secure project, and there is no need to select it explicitly. Then select **UART** as **SDK Debug Console**. Then, click **Finish**.

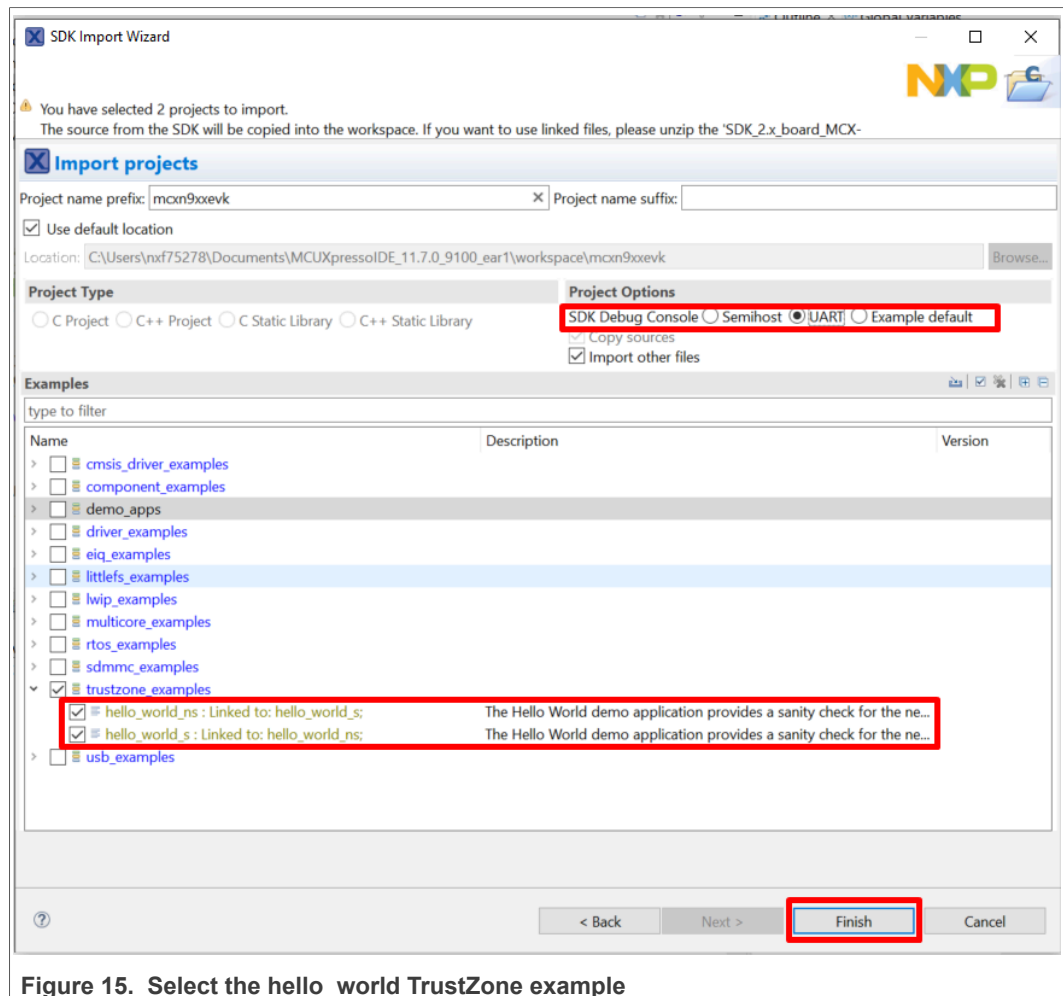


Figure 15. Select the hello_world TrustZone example

- Now, two projects should be imported into the workspace. To start building the TrustZone application, highlight the **mcxn9xxevk_hello_world_s** project (TrustZone master project) in the Project Explorer. Then, choose the appropriate build target, Debug or Release, by clicking the downward facing arrow next to the hammer icon, as shown in Figure 16. For this example, select the Debug target.

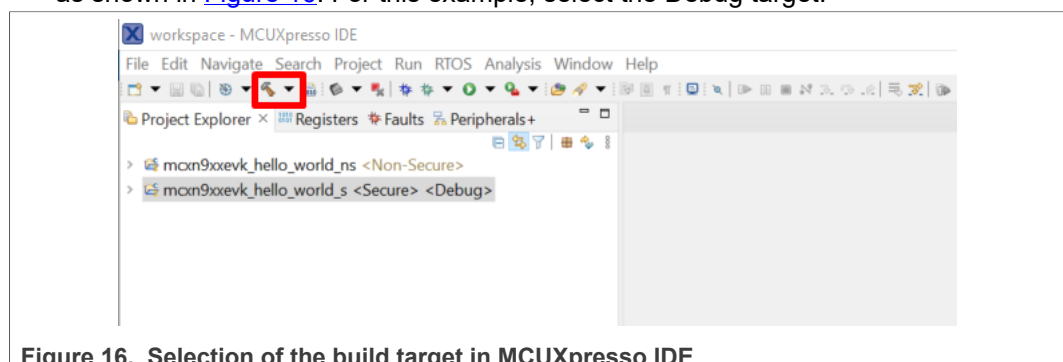


Figure 16. Selection of the build target in MCUXpresso IDE

The project starts building after the build target is selected. It is requested to build the application for the secure project first, because the non-secure project needs to know the secure project since CMSE library when running the linker. It is not possible to finish the non-secure project linker when the secure project since CMSE library is not ready.

Note:

When the Release build is requested, it is necessary to change the build configuration of both the secure and non-secure application projects first. To do this, select both projects in the Project Explorer view by clicking to select the first project, then using shift-click or control-click to select the second project. Right click in the Project Explorer view to display the context-sensitive menu and select **Build Configurations > Set Active > Release**. This is also possible by using the menu item of **Project > Build Configuration > Set Active > Release**. After switching to the Release build configuration. Build the application for the secure project first.

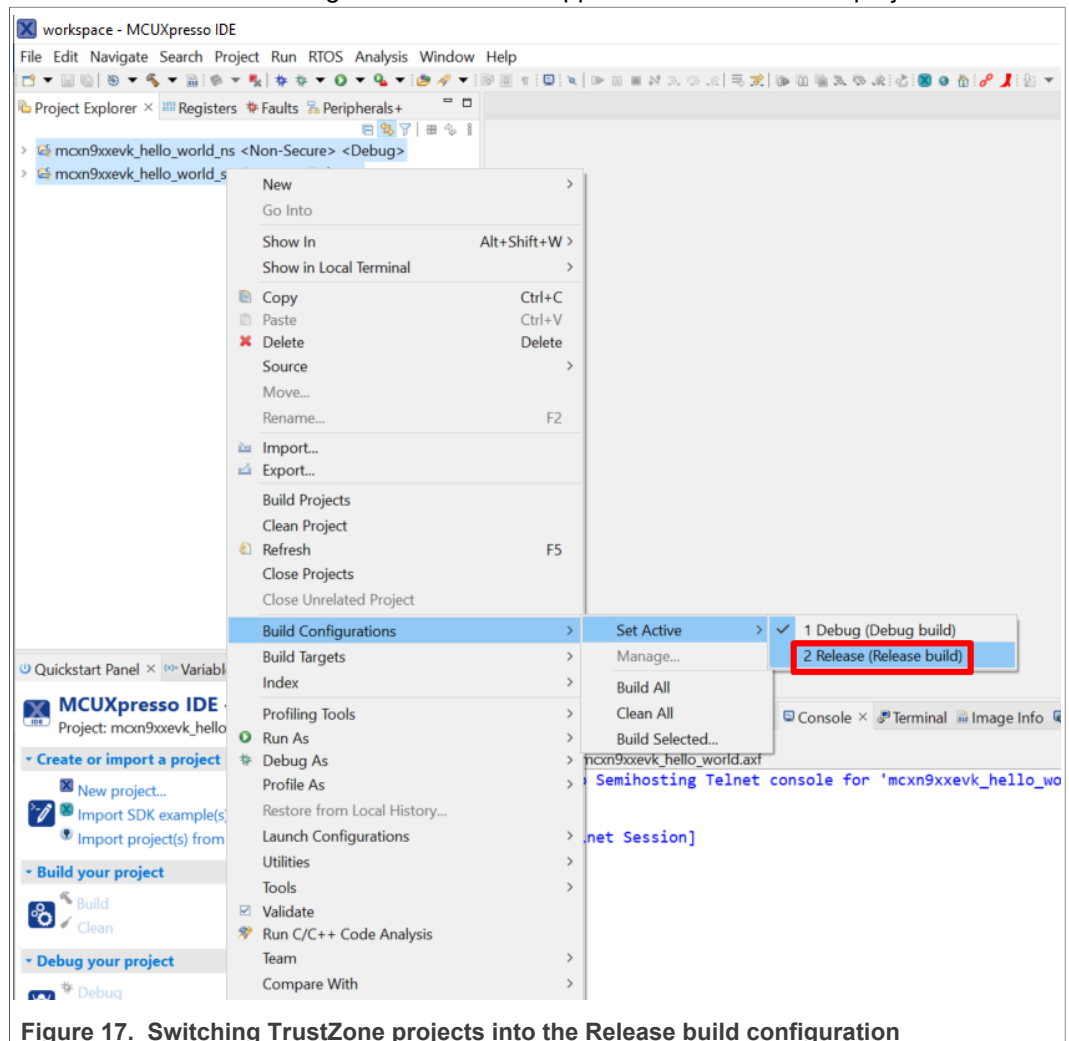


Figure 17. Switching TrustZone projects into the Release build configuration

3.5 Run a TrustZone example application

To download and run the application perform all steps as described in [Section 3.3](#). These steps are common for single core, dual-core, and TrustZone applications, ensuring both sides of the TrustZone application are properly loaded and started secure application. However, there is one additional dialogue that is specific to TrustZone examples. See [Figure 18](#) and [Figure 19](#) as reference.

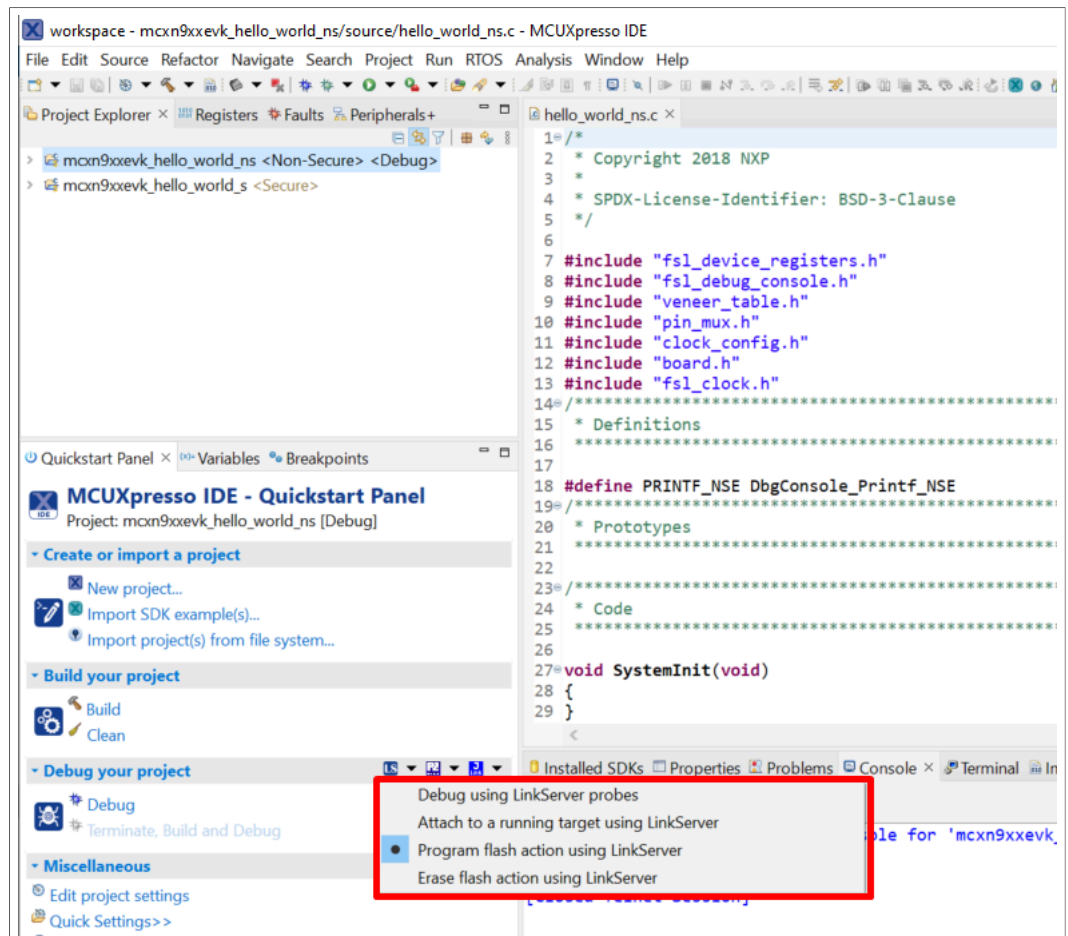


Figure 18. Load mcxn9xxevk_hello_world_ns case

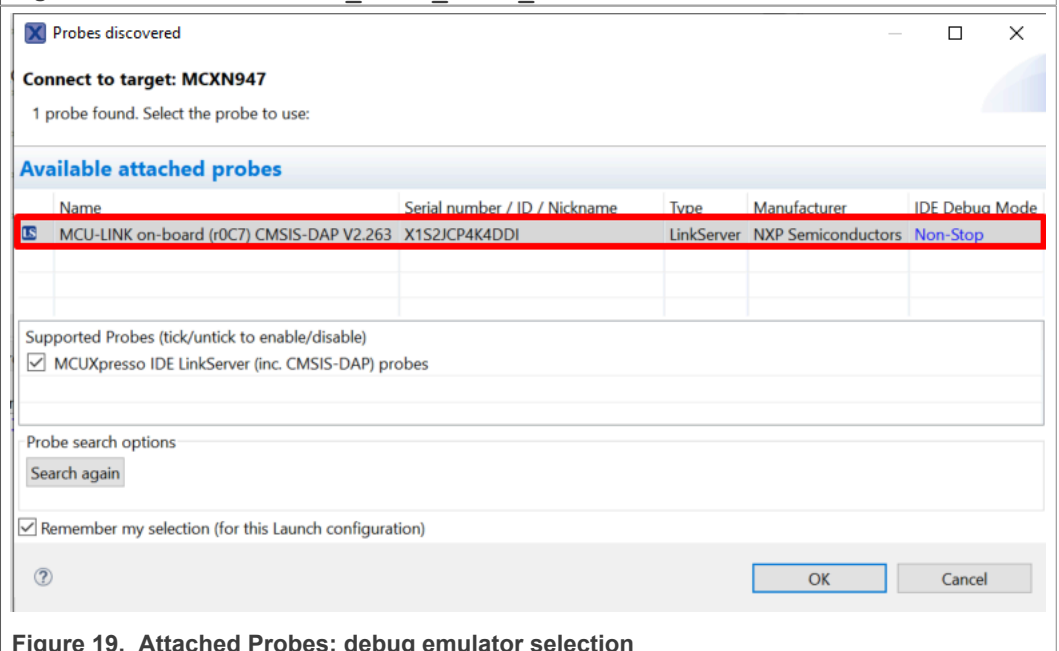


Figure 19. Attached Probes: debug emulator selection

After loading the non-secure application, press **RESET** on board to release the device connect. Then, highlight the `mcxn9xxevk_trustzone_examples_hello_world_s` project (TrustZone master project) in the Project Explorer. In the Quickstart Panel, click `mcxn9xxevk_trustzone_examples_hello_world_s [Debug]` to launch the second debug session.

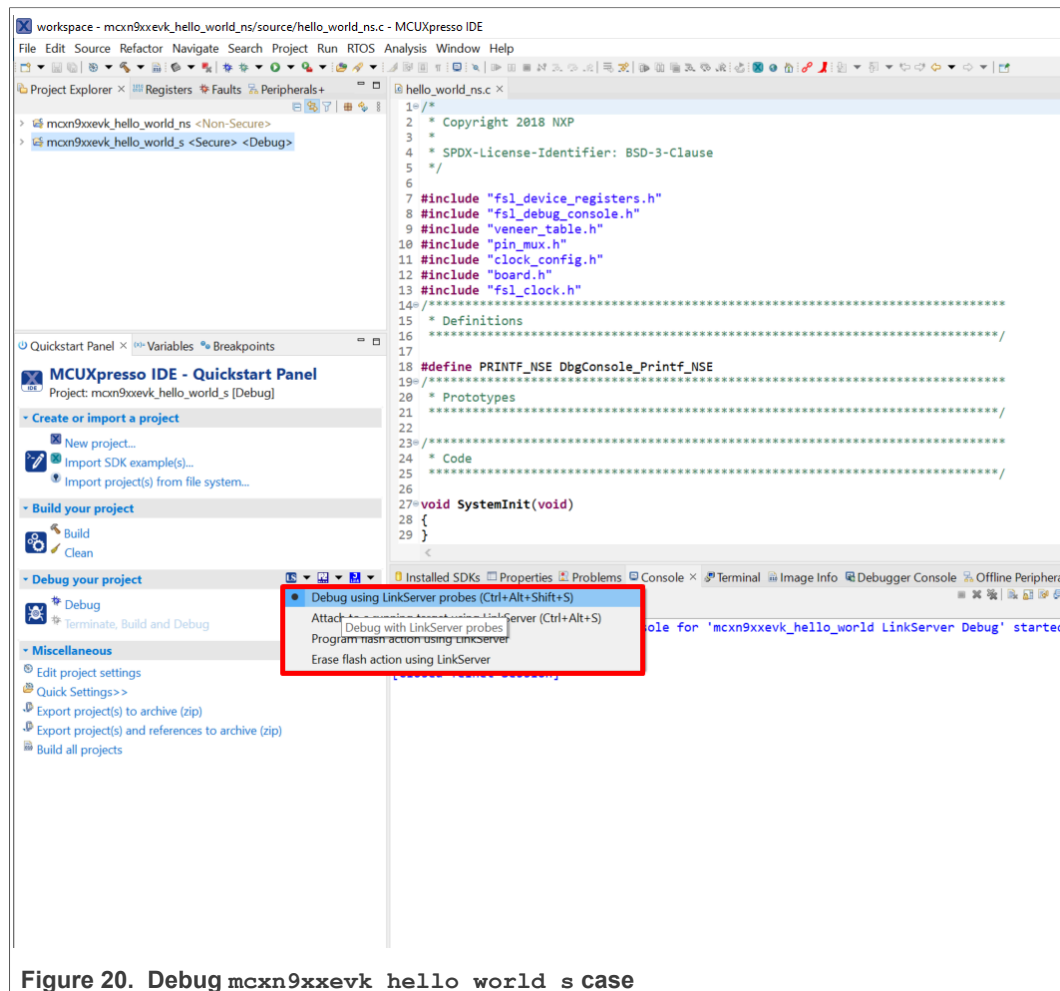


Figure 20. Debug `mcxn9xxevk_hello_world_s` case

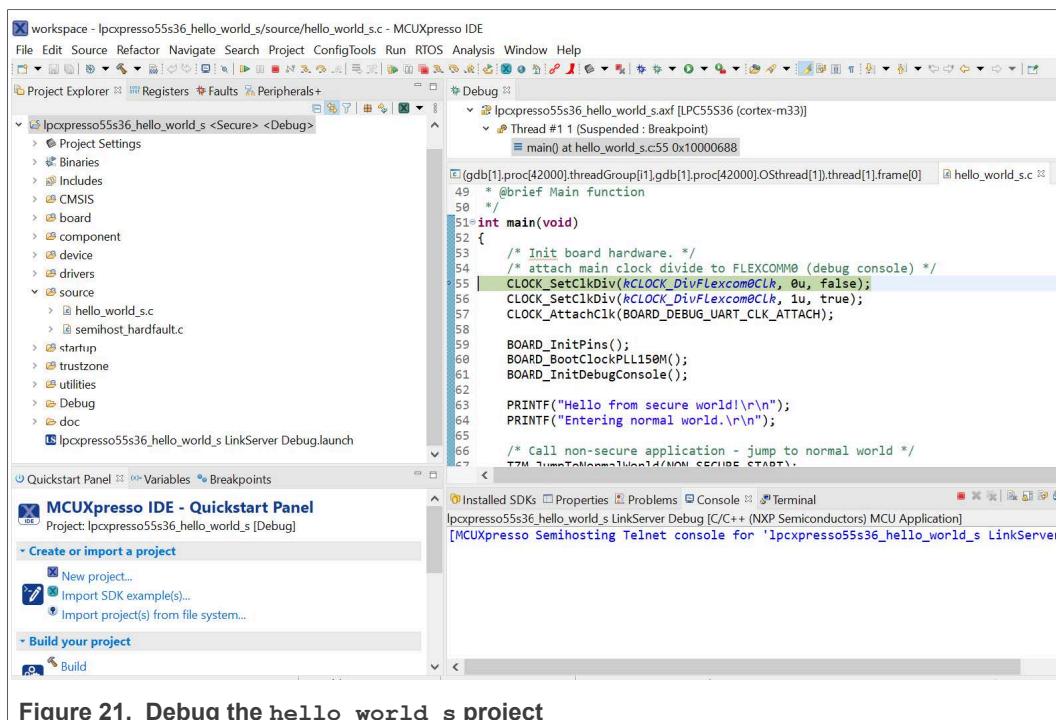


Figure 21. Debug the hello_world_s project

Start the application by clicking **Resume**. The hello_world TrustZone application then starts running, and the secure application starts the non-secure application during run time.

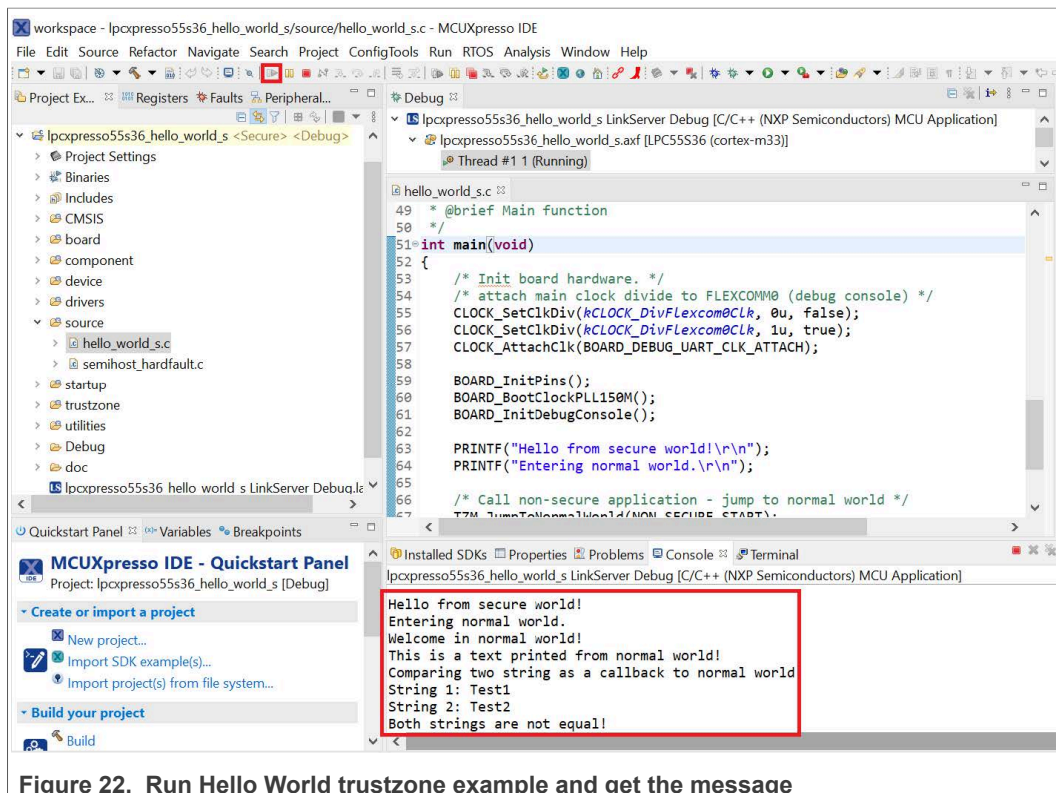


Figure 22. Run Hello World trustzone example and get the message

4 Run a demo application using IAR

This section describes the steps required to build, run, and debug example applications provided in the MCUXpresso SDK.

Note: IAR Embedded Workbench for Arm version 8.32.3 is used in the following example, and the IAR toolchain should correspond to the latest supported version, as described in the MCUXpresso SDK Release Notes.

4.1 Build an example application

Do the following steps to build the `hello_world` example application.

1. Open the desired demo application workspace. Most example application workspace files can be located using the following path:

```
<install_dir>/boards/<board_name>/<example_type>/  
<application_name>/iar
```

Using the `mcxn9xxevk` Freedom hardware platform as an example, the `hello_world` workspace is located in:

```
<install_dir>/boards/mcxn9xxevk/demo_apps/hello_world/iar/  
hello_world.eww
```

Other example applications may have additional folders in their path.

2. Select the desired build target from the drop-down menu.
For this example, select **hello_world – debug**.

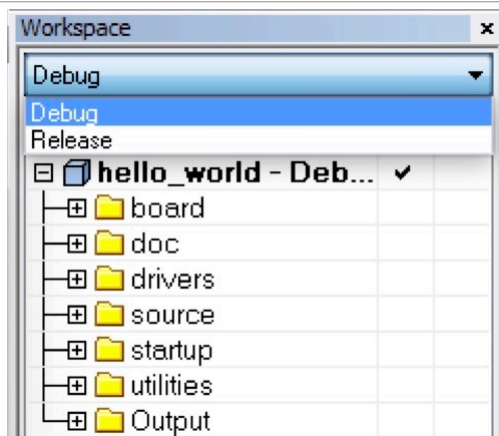


Figure 23. Demo build target selection

3. To build the demo application, click **Make**, highlighted in red in Figure 24.

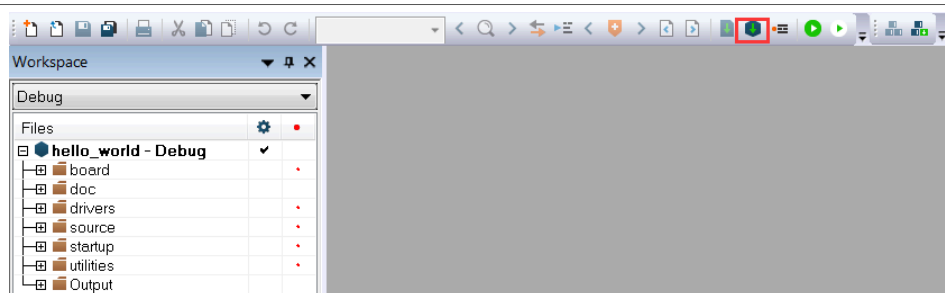


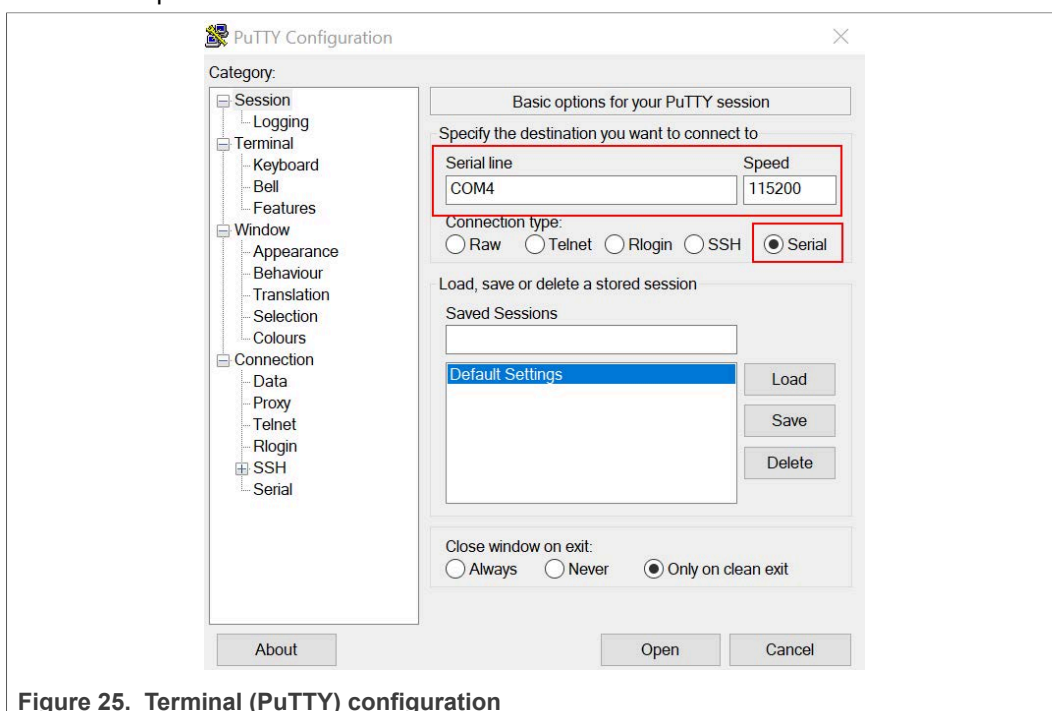
Figure 24. Build the demo application

4. The build completes without errors.

4.2 Run an example application

To download and run the application, perform these steps:

1. See [Table 2](#) to determine the debug interface that comes loaded on your specific hardware platform.
 - For boards with CMSIS-DAP/mbd/DAPLink interfaces, visit developer.mbed.org/handbook/Windows-serial-configuration and follow the instructions to install the Windows operating system serial driver. If running on Linux OS, this step is not required.
 - For boards with P&E Micro interfaces, visit www.pemicro.com/support/downloads_find.cfm and download the P&E Micro Hardware Interface Drivers package.
2. Connect the development platform to your PC via USB cable.
3. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug COM port (to determine the COM port number, see [Section 9](#). Configure the terminal with the MCX-N9XX-EVK settings:
 - a. 115200 or 9600 baud rate, depending on your board (reference `BOARD_DEBUG_UART_BAUDRATE` variable in the `board.h` file)
 - b. No parity
 - c. 8 data bits
 - d. 1 stop bit



4. In IAR, click the **Download and Debug** button to download the application to the target.



5. The application is then downloaded to the target and automatically runs to the `main()` function.

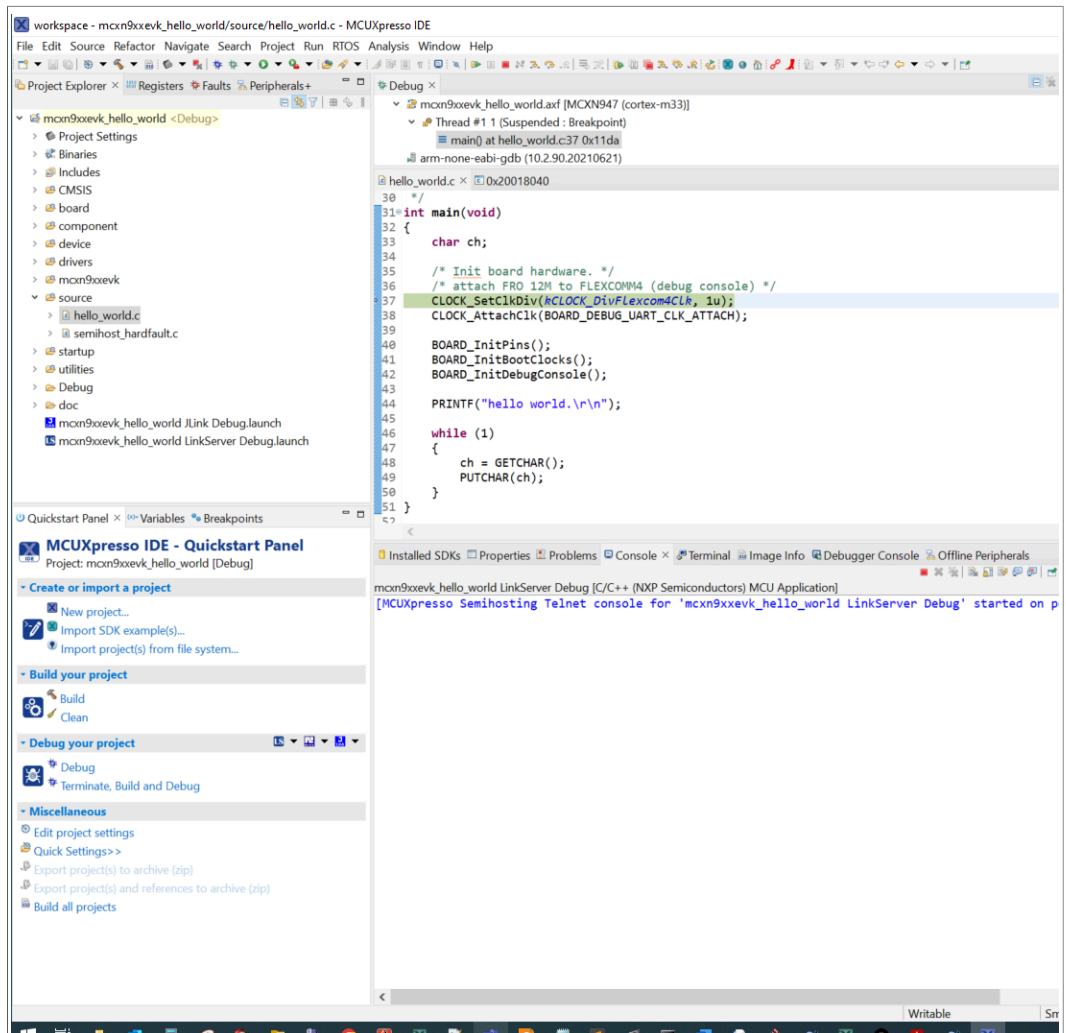


Figure 27. Stop at `main()` when running debugging

6. Run the code by clicking the Go button.



Figure 28. Go button

7. The `hello_world` application is now running and a banner is displayed on the terminal. If it does not appear, check your terminal settings and connections.

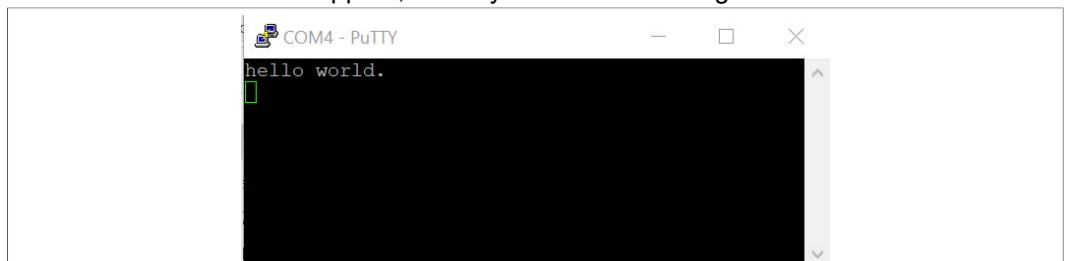


Figure 29. Text display of the `hello_world` demo

4.3 Build a TrustZone example application

This section describes the particular steps that need to be done in order to build and run a TrustZone application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_ns/iar
```

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_s/iar
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World IAR workspaces are located in this folder:

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_ns/iar/hello_world_ns.eww
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_s/iar/hello_world_s.eww
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_s/iar/hello_world.eww
```

This project `hello_world.eww` contains both secure and non-secure projects in one workspace and it allows the user to easily transition from one project to another. Build both applications separately by clicking Make. It is requested to build the application for the secure project first, because the non-secure project needs to know the secure project, since the CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project since CMSE library is not ready.

4.4 Run a TrustZone example application

The secure project is configured to download both secure and non-secure output files, so debugging can be fully managed from the secure project. To download and run the TrustZone application, switch to the secure application project and perform Steps [1](#) – [4](#) as described in [Section 4.2](#). These steps are common for both single core, dual-core, and TrustZone applications in IAR. After clicking **Download and Debug**, both the secure and non-secure image are loaded into the device flash memory, and the secure application is executed. It stops at the `Rest_Handler` function.

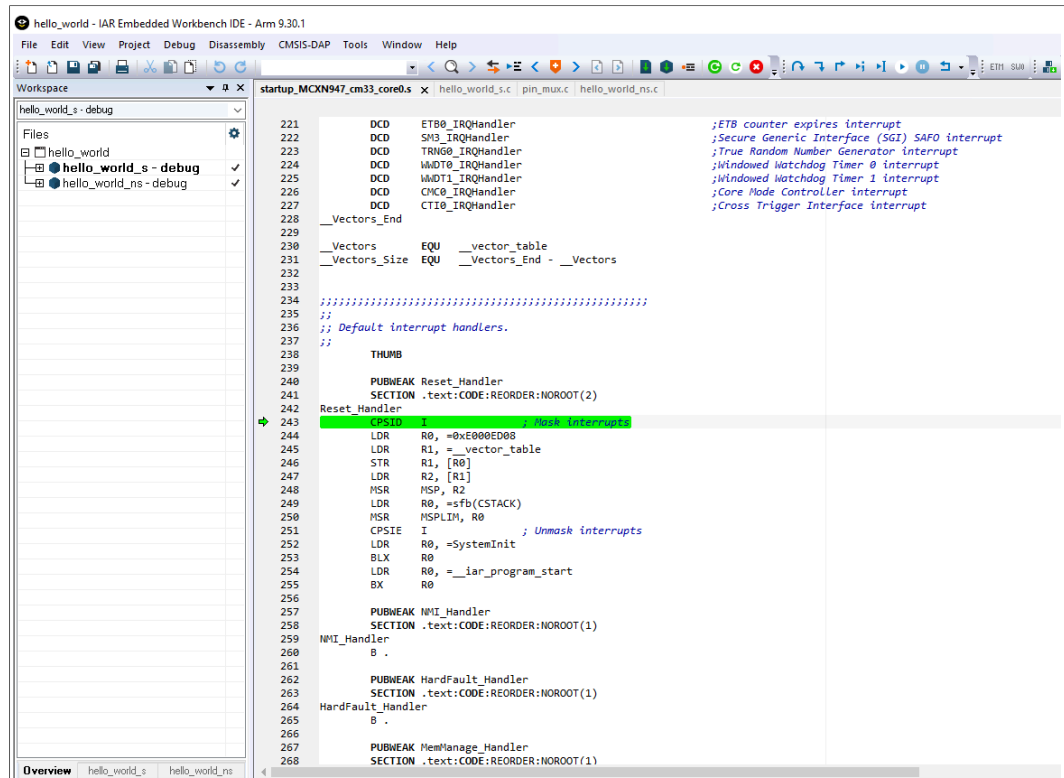


Figure 30. Stop at `Reset_Handler` when running debugging

Run the code by clicking **Go** to start the application.



Figure 31. Go button

The TrustZone `hello_world` application is now running and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.

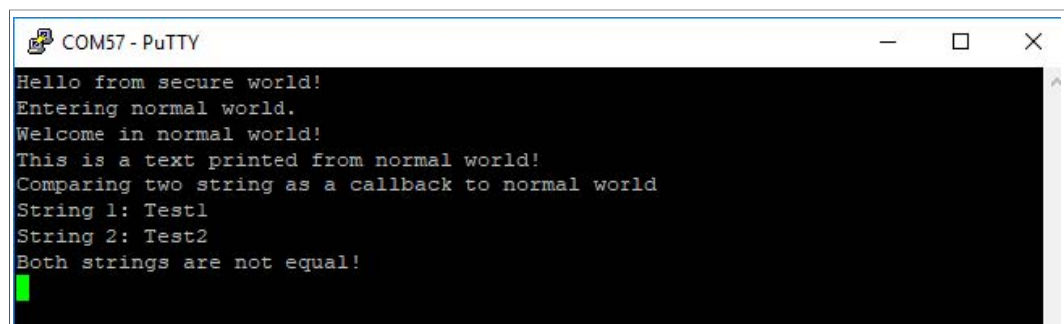


Figure 32. Text display of the trustzone `hello_world` application

5 Run a demo using Keil MDK/μVision

This section describes the steps required to build, run, and debug example applications provided in the MCUXpresso SDK. The `hello_world` demo application targeted for the

MCX-N9XX-EVK hardware platform is used as an example, although these steps can be applied to any demo or example application in the MCUXpresso SDK.

5.1 Install CMSIS device pack

After the MDK tools are installed, Cortex Microcontroller Software Interface Standard (CMSIS) device packs must be installed to fully support the device from a debug perspective. These packs include things such as memory map information, register definitions, and flash programming algorithms. Follow these steps to install the appropriate CMSIS pack.

1. Open the MDK IDE, which is called μ Vision. In the IDE, select the **Pack Installer** icon.

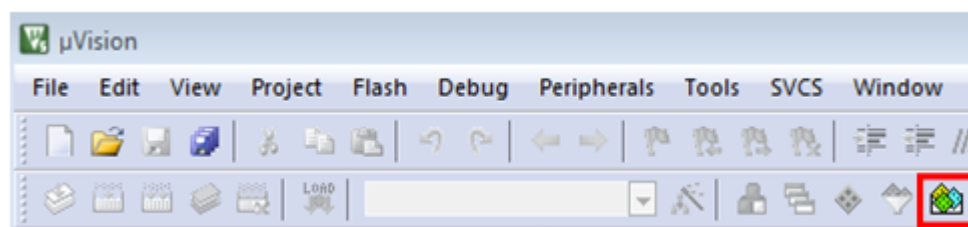


Figure 33. Launch the Pack Installer

2. After the installation finishes, close the Pack Installer window and return to the μ Vision IDE.

5.2 Build an example application

1. Open the desired example application workspace in:

```
<install_dir>/boards/<board_name>/<example_type>/  
<application_name>/mdk
```

The workspace file is named as <demo_name>.uvmpw. For this specific example, the actual path is:

```
<install_dir>/boards/mcxn9xxevk/demo_apps/hello_world/mdk/  
hello_world.uvmpw
```

2. To build the demo project, select **Rebuild**, highlighted in red.

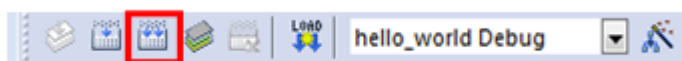


Figure 34. Build the demo

3. The build completes without errors.

5.3 Run an example application

To download and run the application, perform these steps:

1. See [Table 2](#) to determine the debug interface that comes loaded on your specific hardware platform.
 - For boards with CMSIS-DAP/mbd/DAPLink interfaces, visit developer.mbed.org/handbook/Windows-serial-configuration and follow the instructions to install the

Windows operating system serial driver. If running on Linux OS, this step is not required.

- For boards with P&E Micro interfaces, visit www.pemicro.com/support/downloads/find.cfm and download the P&E Micro Hardware Interface Drivers package.
 - If using J-Link either a standalone debug pod or OpenSDA, install J-Link software (drivers and utilities) from <https://www.segger.com/downloads/jlink/>.
 - If using J-Link either a standalone debug pod or J-link firmware programmed into the on-board debug probe, install the J-Link software (drivers and utilities) from <https://www.segger.com/downloads/jlink/>.
 - For boards with the OSJTAG interface, install the driver from <https://www.keil.com/download/>.
2. Connect the development platform to your PC via USB cable.
 3. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug COM port (to determine the COM port number, see [Section 9](#). Configure the terminal with the MCX-N9XX-EVK settings:
 - a. 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in the board.h file)
 - b. No parity
 - c. 8 data bits
 - d. 1 stop bit

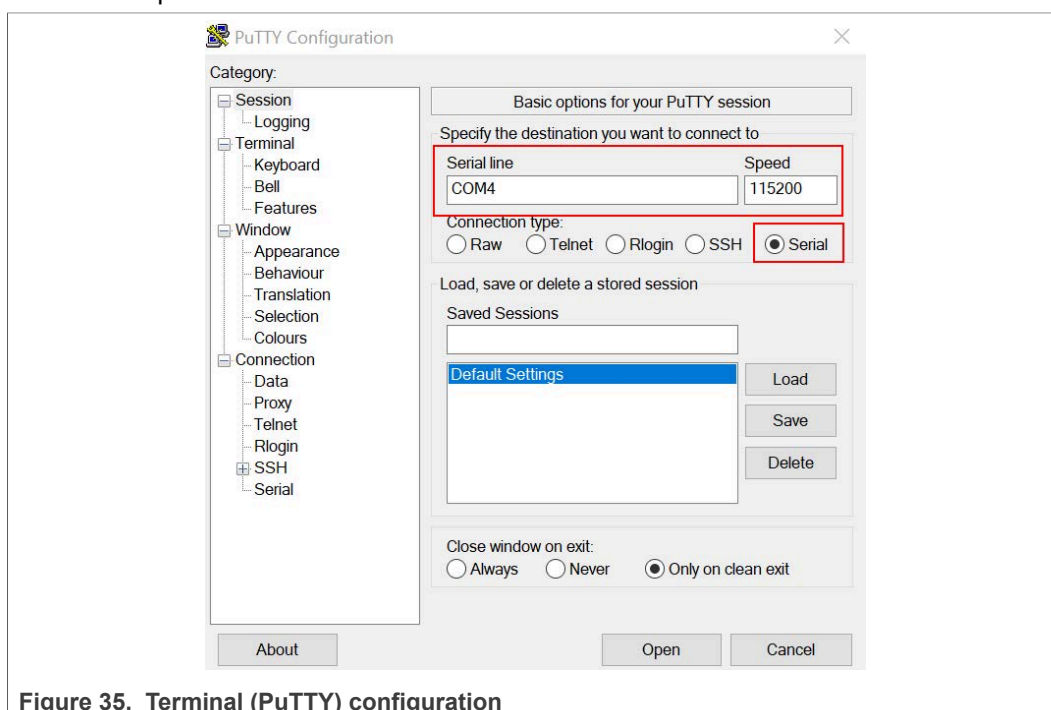


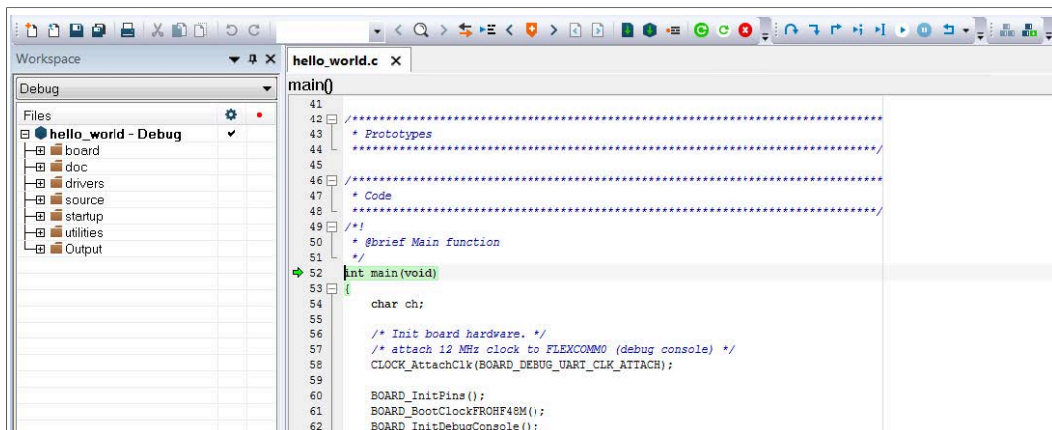
Figure 35. Terminal (PuTTY) configuration

4. In μ Vision, click the **Download and Debug** button to download the application to the target.



Figure 36. Download and Debug button

5. The application is then downloaded to the target and automatically runs to the `main()` function.

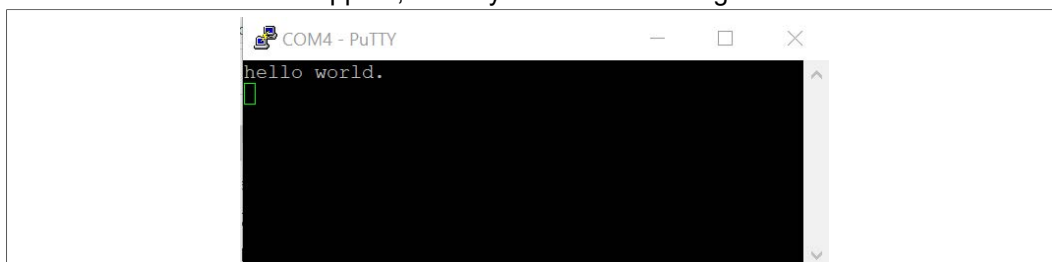
Figure 37. Stop at `main()` when running debugging

6. Run the code by clicking the **Go** button.



Figure 38. Go button

7. The `hello_world` application is now running and a banner is displayed on the terminal. If it does not appear, check your terminal settings and connections.

Figure 39. Text display of the `hello_world` demo

5.4 Build a TrustZone example application

This section describes the particular steps that need to be done in order to build and run a TrustZone application. The demo applications workspace files are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_ns/iar
```

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_s/mdk
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World Keil MSDK/μVision

workspaces are located in this folder:

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_ns/mdk/
```

```
hello_world_ns.uvmpw
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_s/mdk/  
hello_world_s.uvmpw
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
cm33_core0/hello_world_s/mdk/hello_world.uvmpw
```

This project `hello_world.uvmpw` contains both secure and non-secure projects in one workspace and it allows the user to easily transition from one project to another.

Build both applications separately by clicking **Rebuild**. It is requested to build the application for the secure project first, because the non-secure project needs to know the secure project since CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project because CMSE library is not ready.

5.5 Run a TrustZone example application

The secure project is configured to download both secure and non-secure output files so debugging can be fully managed from the secure project.

To download and run the TrustZone application, switch to the secure application project and perform steps as described in [Section 5.3](#). These steps are common for single core, dual-core, and TrustZone applications in μ Vision. After clicking **Download and Debug**, both the secure and non-secure image are loaded into the device flash memory, and the secure application is executed. It stops at the function.

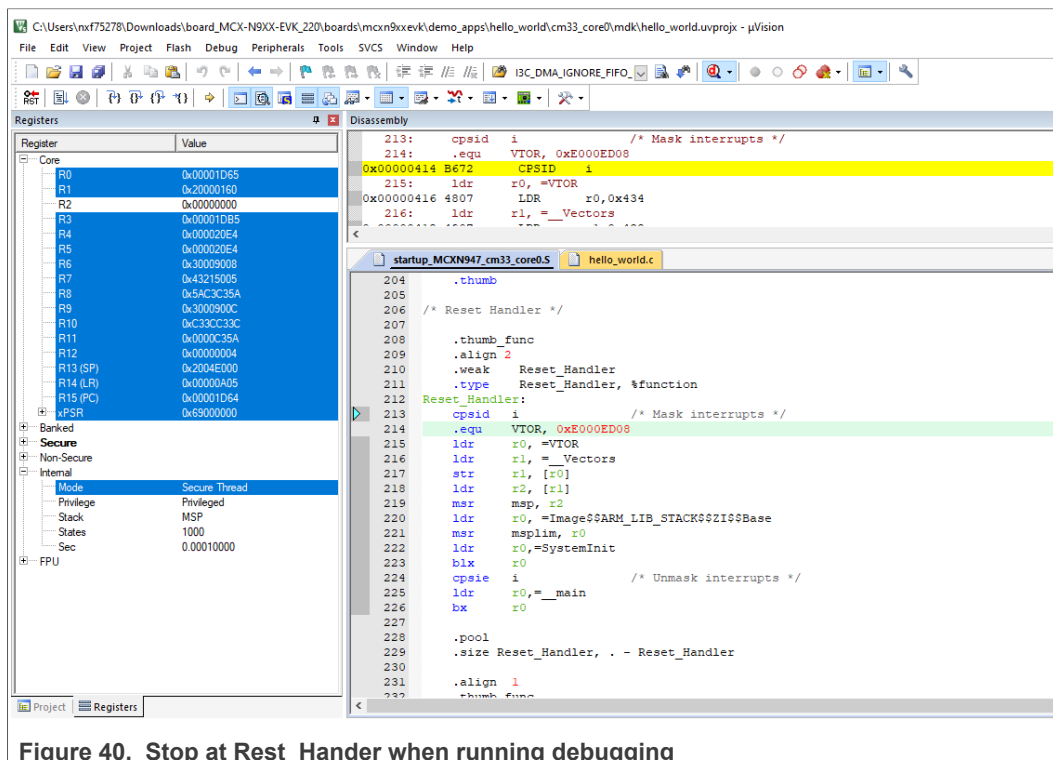


Figure 40. Stop at Rest_Handler when running debugging

Run the code by clicking **Run** to start the application.

The `hello_world` application is now running and a banner is displayed on the terminal. If this is not the case, check your terminal settings and connections.

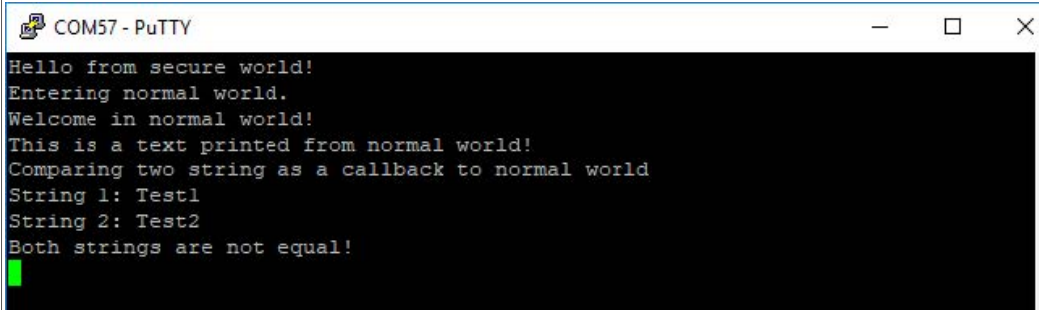


Figure 41. Text display of the trustzone `hello_world` application

6 Run a demo using Arm GCC

This section describes the steps to configure the command line Arm GCC tools to build, run, and debug demo applications and necessary driver libraries provided in the MCUXpresso SDK. The `hello_world` demo application is targeted for the MCX-N9XX-EVK hardware platform which is used as an example.

Note: *Arm GCC version 7-2018-q2 is used as an example in this document. The latest GCC version for this package is as described in the MCUXpresso SDK Release Notes for MCX-N9XX-EVK (document MCUXSDKMCXN9XXRN).*

6.1 Set up toolchain

This section contains the steps to install the necessary components required to build and run an MCUXpresso SDK demo application with the Arm GCC toolchain, as supported by the MCUXpresso SDK. There are many ways to use Arm GCC tools, but this example focuses on a Windows operating system environment.

6.1.1 Install GCC Arm Embedded tool chain

Download and run the installer from GNU Arm Embedded Toolchain. This is the actual toolset (in other words, compiler, linker, and so on). The GCC toolchain should correspond to the latest supported version, as described in *MCUXpresso SDK Release Notes*.

6.1.2 Install MinGW (only required on Windows OS)

The Minimalist GNU for Windows (MinGW) development tools provide a set of tools that are not dependent on third-party C-Runtime DLLs (such as Cygwin). The build environment used by the MCUXpresso SDK does not use the MinGW build tools, but does leverage the base install of both MinGW and MSYS. MSYS provides a basic shell with a Unix-like interface and tools.

1. Download the latest MinGW mingw-get-setup installer from [MinGW](https://www.mingw-w64.org/projects/MinGW/).
2. Run the installer. The recommended installation path is `C:\MinGW`, however, you may install to any location.

Note: *The installation path cannot contain any spaces.*

3. Ensure that the **mingw32-base** and **msys-base** are selected under **Basic Setup**.

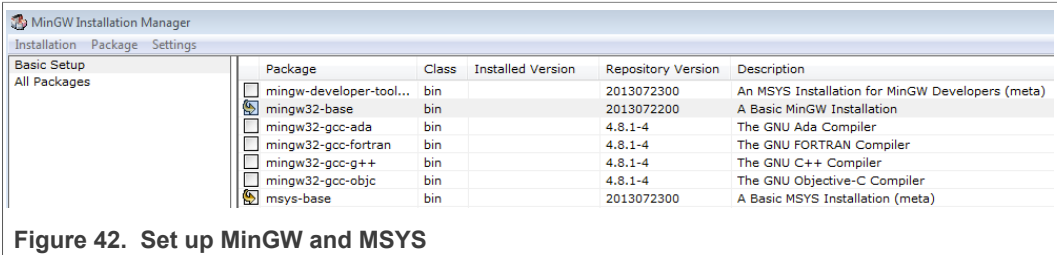


Figure 42. Set up MinGW and MSYS

4. In the **Installation** menu, click **Apply Changes** and follow the remaining instructions to complete the installation.

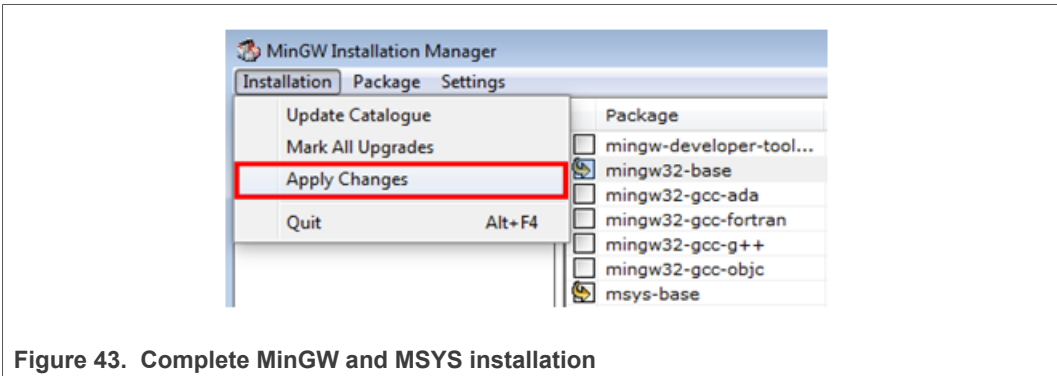


Figure 43. Complete MinGW and MSYS installation

5. Add the appropriate item to the Windows operating system path environment variable. It can be found under **Control Panel->System and Security->System->Advanced System Settings** in the **Environment Variables...** section. The path is:

```
<mingw_install_dir>\bin
```

Assuming the default installation path, C:\MinGW, an example is shown below. If the path is not set correctly, the toolchain will not work.
Note: If you have C:\MinGW\msys*.x\bin in your PATH variable (as required by Kinetis SDK 1.0.0), remove it to ensure that the new GCC build system works correctly.

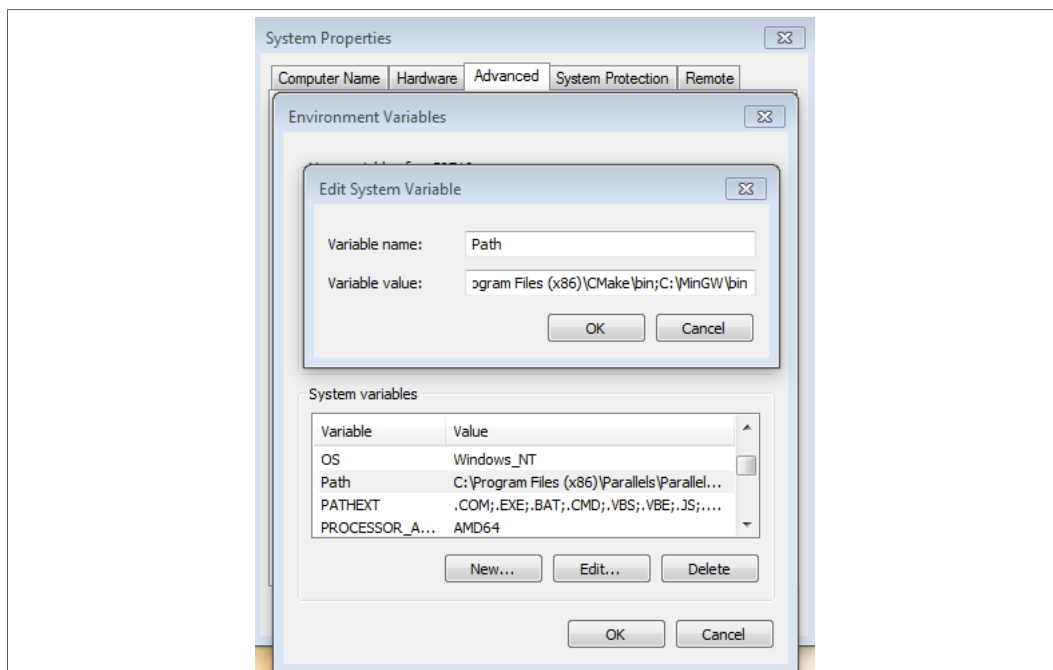


Figure 44. Add Path to systems environment

6.1.3 Add a new system environment variable for ARMGCC_DIR

Create a new *system* environment variable and name it as `ARMGCC_DIR`. The value of this variable should point to the Arm GCC Embedded tool chain installation path. For this example, the path is:

```
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major
```

See the installation folder of the GNU Arm GCC Embedded tools for the exact path name of your installation.

Short path should be used for path setting, you could convert the path to short path by running command `for %I in (.) do echo %~sI` in above path.

```
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major>for %I in (.) do echo %~sI
C:\Program Files (x86)\GNU Tools Arm Embedded\8 2018-q4-major>echo C:\PROGRA~2\GNUTOO~1\82018~1
C:\PROGRA~2\GNUTOO~1\82018~1
```

Figure 45. Convert path to short path

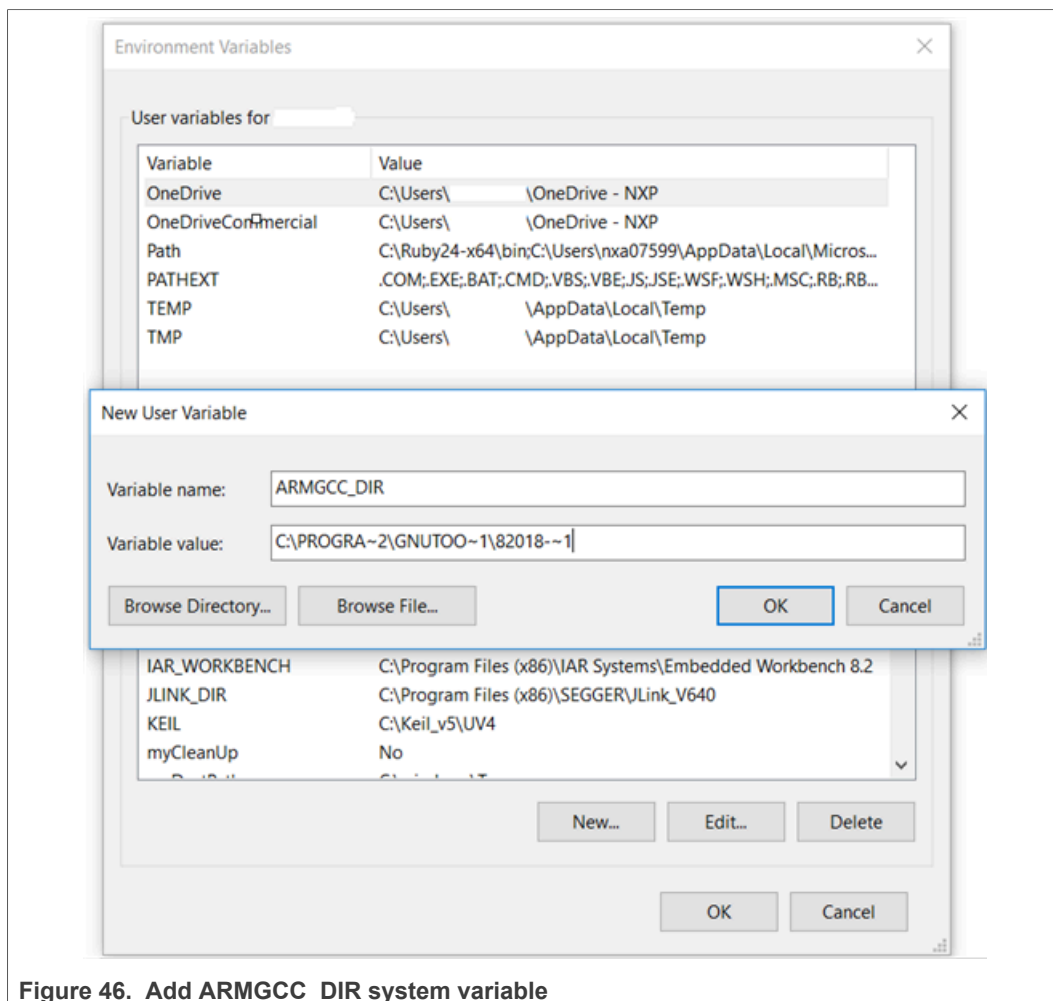


Figure 46. Add ARMGCC_DIR system variable

6.1.4 Install CMake

1. Download CMake 3.0.x from www.cmake.org/cmake/resources/software.html.
2. Install CMake, ensuring that the option **Add CMake to system PATH** is selected when installing. The user chooses to select whether it is installed into the PATH for all users or just the current user. In this example, it is installed for all users.

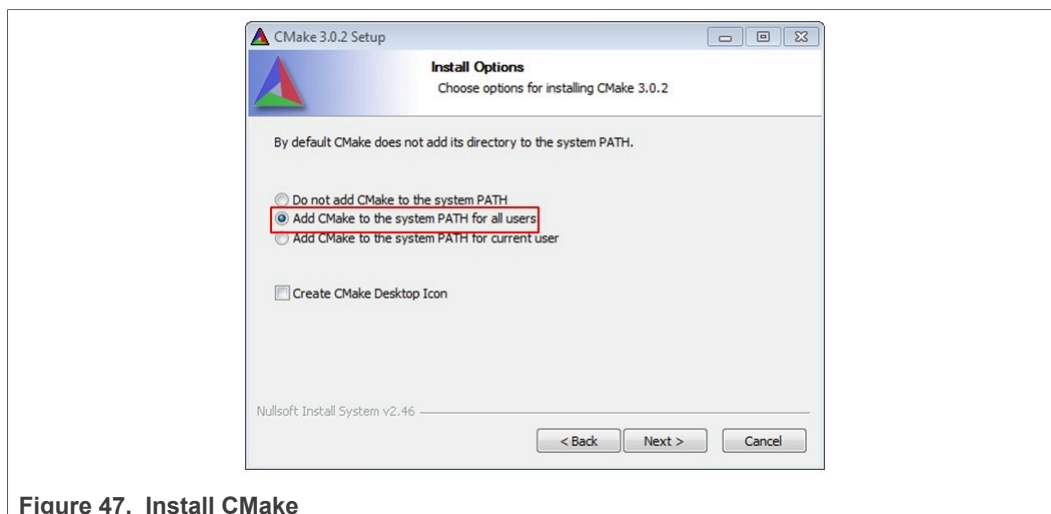


Figure 47. Install CMake

3. Follow the remaining instructions of the installer.
4. You may need to reboot your system for the PATH changes to take effect.
5. Make sure `sh.exe` is not in the Environment Variable PATH. This is a limitation of `mingw32-make`.

6.2 Build an example application

To build an example application, follow these steps.

1. Open a GCC Arm Embedded tool chain command window. To launch the window, from the Windows operating system **Start** menu, go to **Programs > GNU Tools Arm Embedded <version>** and select **GCC Command Prompt**.

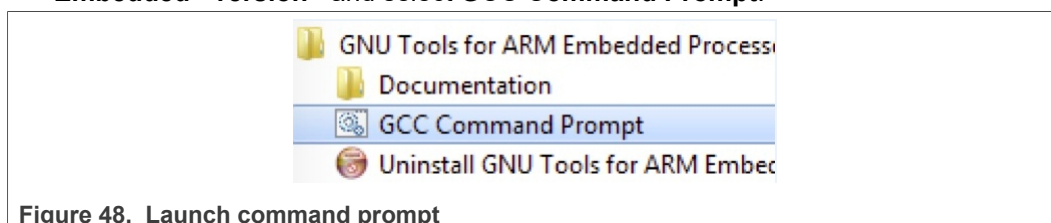


Figure 48. Launch command prompt

2. Change the directory to the example application project directory which has a path similar to the following:

```
<install_dir>/boards/<board_name>/<example_type>/  
<application_name>/armgcc
```

For this example, the exact path is:

```
<install_dir>/examples/mcxn9xxevk/demo_apps/hello_world/  
armgcc
```

Note: To change directories, use the `cd` command.

3. Type **build_debug.bat** on the command line or double click on **build_debug.bat** file in Windows Explorer to build it. The output is as shown in [Figure 49](#).


```

[ 95%] Building ASM object CMakeFiles/hello_world.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/tst_memcpy.S.o
[100%] Linking C executable debug\hello_world.elf
Memory region      Used Size  Region Size  %age Used
m_interrupts:       688 B      1 KB         67.19%
m_text:             12764 B     767 KB         1.63%
m_core1_image:       0 GB      256 KB          0.00%
m_data:             3552 B     312 KB         1.11%
rpsmsg_sh_mem:       0 GB      0 GB          0.00%
m_flash1:           0 GB      1 MB          0.00%
m_sramx:            0 GB      96 KB          0.00%
m_usb_sram:         0 GB       4 KB          0.00%
[100%] Built target hello_world.elf

C:\board_MCX-N9XX-EVK\boards\mcxn9xxevk\demo_apps\hello_world\cm33_core0\armgcc>pause
Press any key to continue . . .

```

Figure 49. hello_world demo build successful

6.3 Run an example application

This section describes steps to run a demo application using J-Link GDB Server application.

To complete the set-up check if your board supports OpenSDA, see [Section 11](#).

- If your board supports OpenSDA:
 - The OpenSDA interface on your board is pre-programmed with the J-Link OpenSDA firmware.
 - For instructions on reprogramming the OpenSDA interface.
- If your board does not support OpenSDA:
 - A standalone J-Link pod is required which should be connected to the debug interface of your board.

Note: Some hardware platforms require hardware modification in order to function correctly with an external debug interface.

Note: J-Link GDB Server application is not supported for TFM examples. Use CMSIS DAP instead of J-Link for flashing and debugging TFM examples.

- After the J-Link interface is configured and connected, follow these steps to download and run the demo applications:
 1. Connect the development platform to your PC via USB cable between the LPC-Link2 USB connector (may be named OSJTAG for some boards) and the PC USB connector. If using a standalone J-Link debug pod, connect it to the SWD/JTAG connector of the board.
 2. Open the terminal application on the PC, such as PuTTY or TeraTerm, and connect to the debug serial port number (to determine the COM port number, see [Section 9](#)).
 3. Configure the terminal with these settings:
 - a. 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in board.h file)
 - b. No parity
 - c. 8 data bits
 - d. 1 stop bit

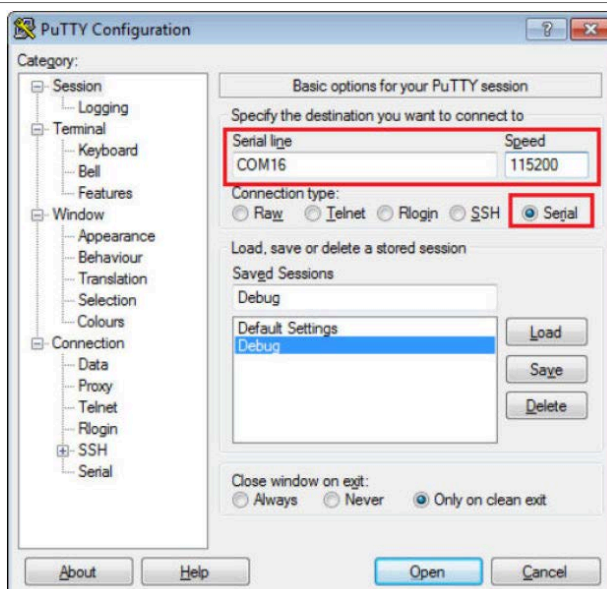


Figure 50. Terminal (PuTTY) configurations

Note: Make sure the board is set to FlexSPI flash boot mode (ISP2: ISP1: ISP0 = ON, OFF, ON) before use GDB debug.

- Open the J-Link GDB Server application. Assuming the J-Link software is installed, the application can be launched by going to the Windows operating system Start menu and selecting **Programs -> SEGGER -> J-Link <version> J-Link GDB Server**.
- Modify the settings as shown below. The target device selection chosen for this example is **MCXN947_cm33_core0**.
- After it is connected, the screen should look like [Figure 51](#).

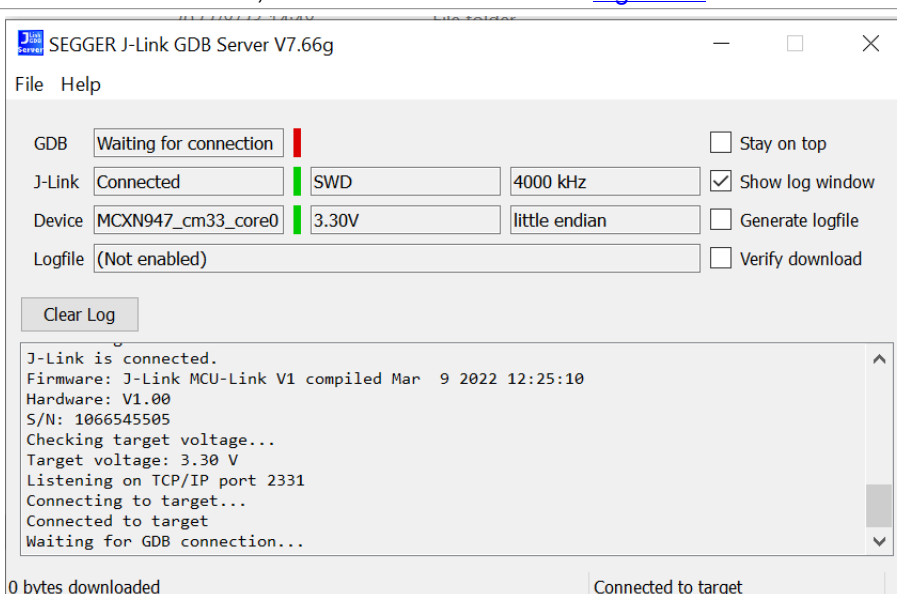


Figure 51. SEGGER J-Link GDB Server screen after successful connection

- If not already running, open a GCC Arm Embedded tool chain command window. To launch the window, from the Windows operating system Start menu, go

to **Programs -> GNU Tools Arm Embedded <version>** and select **GCC Command Prompt**.

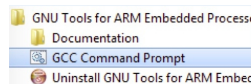


Figure 52. Launch command prompt

8. Change to the directory that contains the example application output. The output can be found in using one of these paths, depending on the build target selected:

```
<install_dir>/boards/<board_name>/<example_type>/  
<application_name>/armgcc/debug
```

```
<install_dir>/boards/<board_name>/<example_type>/  
<application_name>/armgcc/release
```

For this example, the path is:

```
<install_dir>/boards/mcxn9xxevk/demo_apps/hello_world/cm4/  
armgcc/debug
```

9. Run the `arm-none-eabi-gdb.exe <application_name>.elf` command.
For this example, it is `arm-none-eabi-gdb.exe hello_world.elf`.

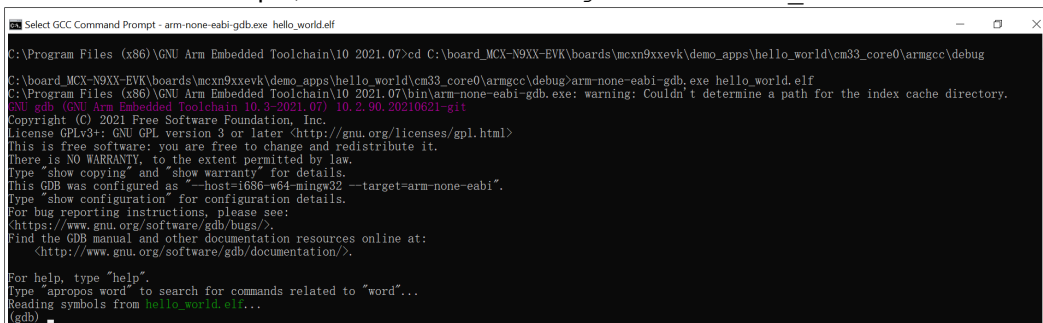


Figure 53. Run arm-none-eabi-gdb

10. Run these commands:
 - a. `target remote localhost:2331`
 - b. `monitor reset`
 - c. `monitor halt`
 - d. `load`
 - e. `monitor reset`
11. The application is now downloaded and halted at the watch point. Execute the `monitor go` command to start the demo application.
The `hello_world` application is now running and a banner is displayed on the terminal. If this does not appear, check your terminal settings and connections.



Figure 54. Text display of the hello_world demo

6.4 Build a TrustZone example application

This section describes the steps to build and run a TrustZone application. The demo application build scripts are located in this folder:

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_ns/armgcc
```

```
<install_dir>/boards/<board_name>/trustzone_examples/  
<application_name>/<core_type>/iar/<application_name>_s/armgcc
```

Begin with a simple TrustZone version of the Hello World application. The TrustZone Hello World GCC build scripts are located in this folder:

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
hello_world_ns/iar/hello_world_ns.eww
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
hello_world_s/iar/hello_world_s.eww
```

```
<install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/  
hello_world_s/iar/hello_world.eww
```

Build both applications separately, following steps for single core examples as described in [Section 6.2](#). It is requested to build the application for the secure project first, because the non-secure project needs to know the secure project, since CMSE library is running the linker. It is not possible to finish the non-secure project linker with the secure project because the CMSE library is not ready.

```
[ 25%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/boards/mcxn9xxevk/trustzone_examples/hello_world/cm33_core0/hello_world_s/boa
.c.obj
[ 29%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/boards/mcxn9xxevk/trustzone_examples/hello_world/cm33_core0/hello_world_s/cle
r_config.c.obj
[ 33%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/str/fsl_str.c.obj
[ 37%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/debug_console_lite/fsl_debug_console.c.obj
[ 41%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/components/uart/fsl_adapter_lpuart.c.obj[ 45%] Building C object CMakeFiles/h
ello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_common.c.obj[ 50%] [ 58%] [ 59%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/
board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_common_arm.c.obj[ 62%] s/fsl_lpfifo.c.obj devices/MCXN947/drivers/fsl_lpuart.c.obj[ 66%] Building C object
CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_clock.c.obj
Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_reset.c.obj
[ 70%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/debug_console_lite/fsl_assert.c.obj
[ 75%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_gpio.c.obj
[ 79%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/system/MCXN947_cm33_core0.c.obj
[ 83%] Building ASM object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/gcc/startup_MCXN947_cm33_core0.S.obj
[ 87%] Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/components/lists/fsl_component_generic_list.c.obj
[ 91%] Building ASM object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/fsl_memcpy.S.obj[ 95%]
Building C object CMakeFiles/hello_world_s.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/fsl_shrik.c.obj
[100%] Linking C executable debug\hello_world_s.elf
Memory region      Used Size  Region Size  %age Used
m_interrupts:      688 B        1 KB        67.19%
m_text:            14564 B      129536 B       11.24%
m_veneer_table:     32 B         512 B         6.25%
m_corel_image:      0 GB        256 KB         0.00%
m_data:            3552 B        32 KB       10.84%
rpmsg_sh_mem:       0 GB         0 GB         0.00%
m_flash1:          0 GB         1 MB         0.00%
m_sramx:           0 GB         96 KB         0.00%
m_sub_sram:        0 GB         4 KB         0.00%
[100%] Built target hello_world_s.elf
C:/board_MCX-N9XX-EVK/boards/mcxn9xxevk/trustzone_examples/hello_world/cm33_core0/hello_world_s/armgcc/pause
Press any key to continue . . .
```

Figure 55. hello_world_s example build successful

```

23% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/str/fsl_str.c.obj
28% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/debug_console_lite/fsl_debug_console.c.obj
33% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/components/uart/fsl_adapter_lpuart.c.obj
38% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_common.c.obj
42% [ 47%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_common_arm.c.obj Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_reset.c.obj
52% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_clock.c.obj
57% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_lpuart.c.obj
61% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/drivers/fsl_ipflexcomm.c.obj
66% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/ert.c.obj [ 76%] Building ASM object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/gcc/startup_MCXN947_cm33_core0.S.obj [ 80%] Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/system_MCXN947_cm33_core0.c.obj
85% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/components/lists/fsl_component_generic_list.c.obj
90% Building C object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/fsl_sbrk.c.obj
95% Building ASM object CMakeFiles/hello_world_ns.elf.dir/C:/board_MCX-N9XX-EVK/devices/MCXN947/utilities/fsl_mempcpy.S.obj
100% Linking C executable debug/hello_world_ns.elf
Memory region  Used Size  Region Size  %age Used
m_interrupts:    688 B      1 KB      67.19%
m_text:         4592 B     639 KB      0.70%
m_corel_image:    0 GB      256 KB      0.00%
m_data:          3536 B     280 KB      1.23%
rpsize_ab_mems:    0 GB      0 GB
m_flash1:         0 GB      1 MB      0.00%
m_sramx:          0 GB      96 KB      0.00%
m_usb_sram:        0 GB      4 KB      0.00%
[100%] Built target hello_world_ns.elf
C:\board_MCX-N9XX-EVK\boards\mcxn9xxevk\trustzone_examples\hello_world\cm33_core0\hello_world_ns\armgcc\pause
Press any key to continue . . .

```

Figure 56. hello_world_ns example build successful

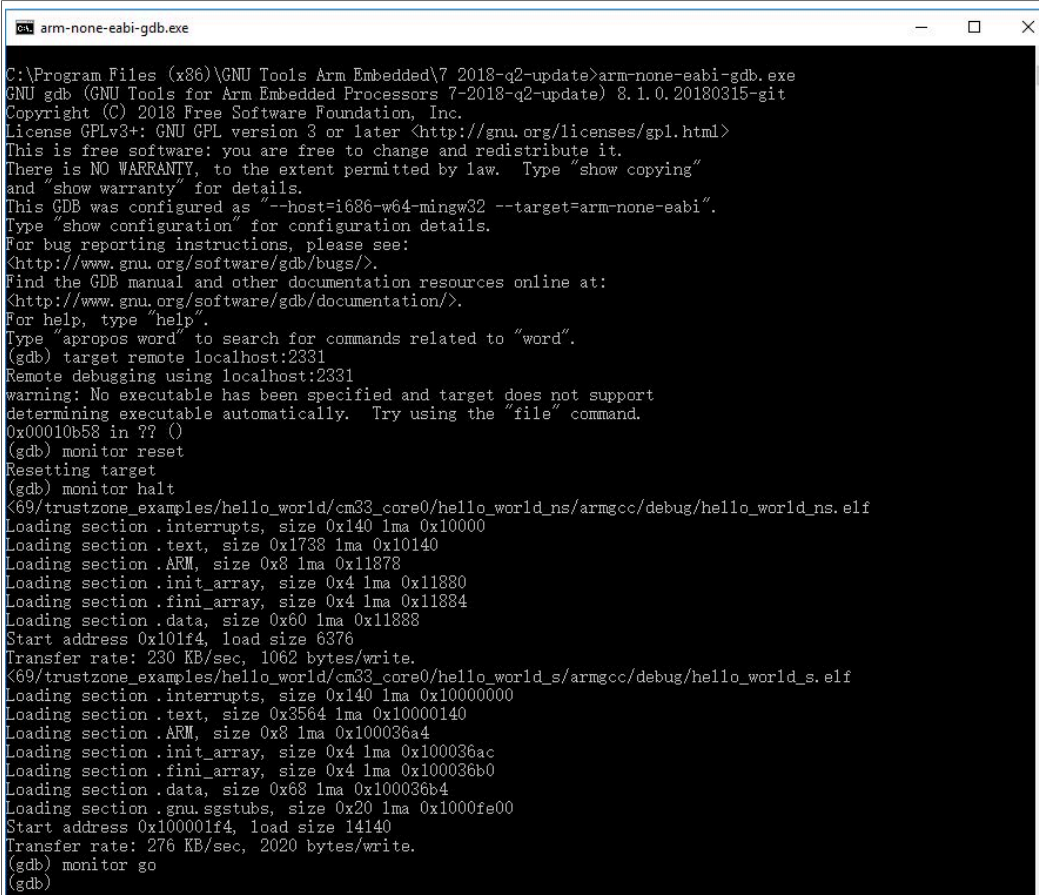
6.5 Run a TrustZone example application

When running a TrustZone application, the same prerequisites for J-Link/J-Link OpenSDA firmware, and the serial console as for the single core application, apply, as described in [Section 6.3](#).

To download and run the TrustZone application, perform Steps [1](#) to [10](#), as described in [Section 6.3](#). These steps are common for both single core and trustzone applications in Arm GCC.

Then, run these commands:

1. arm-none-eabi-gdb.exe
2. target remote localhost:2331
3. monitor reset
4. monitor halt
5. load <install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/cm33_core0/hello_world_ns/armgcc/debug/hello_world_ns.elf
6. load <install_dir>/boards/mcxn9xxevk/trustzone_examples/hello_world/cm33_core0/hello_world_s/armgcc/debug/hello_world_s.elf
7. The application is now downloaded and halted at the watch point. Execute the monitor go command to start the demo application.

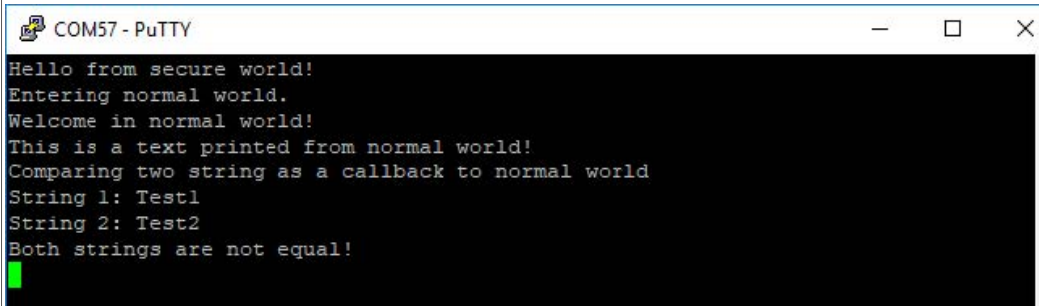


```

C:\Program Files (x86)\GNU Tools Arm Embedded\7 2018-q2-update>arm-none-eabi-gdb.exe
GNU gdb (GNU Tools for Arm Embedded Processors 7-2018-q2-update) 8.1.0.20180315-git
Copyright (C) 2018 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "--host=i686-w64-mingw32 --target=arm-none-eabi".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word".
(gdb) target remote localhost:2331
Remote debugging using localhost:2331
warning: No executable has been specified and target does not support
determining executable automatically. Try using the "file" command.
0x00010b58 in ?? ()
(gdb) monitor reset
Resetting target
(gdb) monitor halt
<69/trustzone_examples/hello_world/cm33_core0/hello_world_ns/armgcc/debug/hello_world_ns.elf
Loading section .interrupts, size 0x140 lma 0x10000
Loading section .text, size 0x1738 lma 0x10140
Loading section .ARM, size 0x8 lma 0x11878
Loading section .init_array, size 0x4 lma 0x11880
Loading section .fini_array, size 0x4 lma 0x11884
Loading section .data, size 0x60 lma 0x11888
Start address 0x101f4, load size 6376
Transfer rate: 230 KB/sec, 1062 bytes/write.
<69/trustzone_examples/hello_world/cm33_core0/hello_world_s/armgcc/debug/hello_world_s.elf
Loading section .interrupts, size 0x140 lma 0x10000000
Loading section .text, size 0x3564 lma 0x10000140
Loading section .ARM, size 0x8 lma 0x100036a4
Loading section .init_array, size 0x4 lma 0x100036ac
Loading section .fini_array, size 0x4 lma 0x100036b0
Loading section .data, size 0x68 lma 0x100036b4
Loading section .gnu.sgstubs, size 0x20 lma 0x1000fe00
Start address 0x100001f4, load size 14140
Transfer rate: 276 KB/sec, 2020 bytes/write.
(gdb) monitor go
(gdb)

```

Figure 57. Loading and running the trustzone example



```

COM57 - PuTTY
Hello from secure world!
Entering normal world.
Welcome in normal world!
This is a text printed from normal world!
Comparing two string as a callback to normal world
String 1: Test1
String 2: Test2
Both strings are not equal!

```






Figure 58. Text display of the trustzone hello_world application

7 MCUXpresso Config Tools

MCUXpresso Config Tools can help configure the processor and generate initialization code for the on chip peripherals. The tools are able to modify any existing example project, or create a new configuration for the selected board or processor. The generated code is designed to be used with MCUXpresso SDK version 2.x.

[Table 1](#) describes the tools included in the MCUXpresso Config Tools.

Table 1. MCUXpresso Config Tools

Config Tool	Description	Image
Pins tool	For configuration of pin routing and pin electrical properties.	
Clock tool	For system clock configuration	
Peripherals tools	For configuration of other peripherals	
TEE tool	Configures access policies for memory area and peripherals helping to protect and isolate sensitive parts of the application.	
Device Configuration tool	Configures Device Configuration Data (DCD) contained in the program image that the Boot ROM code interprets to setup various on-chip peripherals prior the program launch.	

MCUXpresso Config Tools can be accessed in the following products:

- **Integrated** in the MCUXpresso IDE. Config tools are integrated with both compiler and debugger which makes it the easiest way to begin the development.
- **Standalone version** available for download from www.nxp.com/mcuxpresso. Recommended for customers using IAR Embedded Workbench, Keil MDK µVision, or Arm GCC.
- **Online version** available on mcuxpresso.nxp.com. Recommended to do a quick evaluation of the processor or use the tool without installation.

Each version of the product contains a specific *Quick Start Guide* document MCUXpresso IDE Config Tools installation folder that can help start your work.

8 MCUXpresso IDE New Project Wizard

MCUXpresso IDE features a new project wizard. The wizard provides functionality for the user to create new projects from the installed SDKs (and from pre-installed part support). It offers user the flexibility to select and change multiple builds. The wizard also includes a library and provides source code options. The source code is organized as software components, categorized as drivers, utilities, and middleware.

To use the wizard, start the MCUXpresso IDE. This is located in the **QuickStart Panel** at the bottom left of the MCUXpresso IDE window. Select **New project**, as shown in [Figure 59](#).

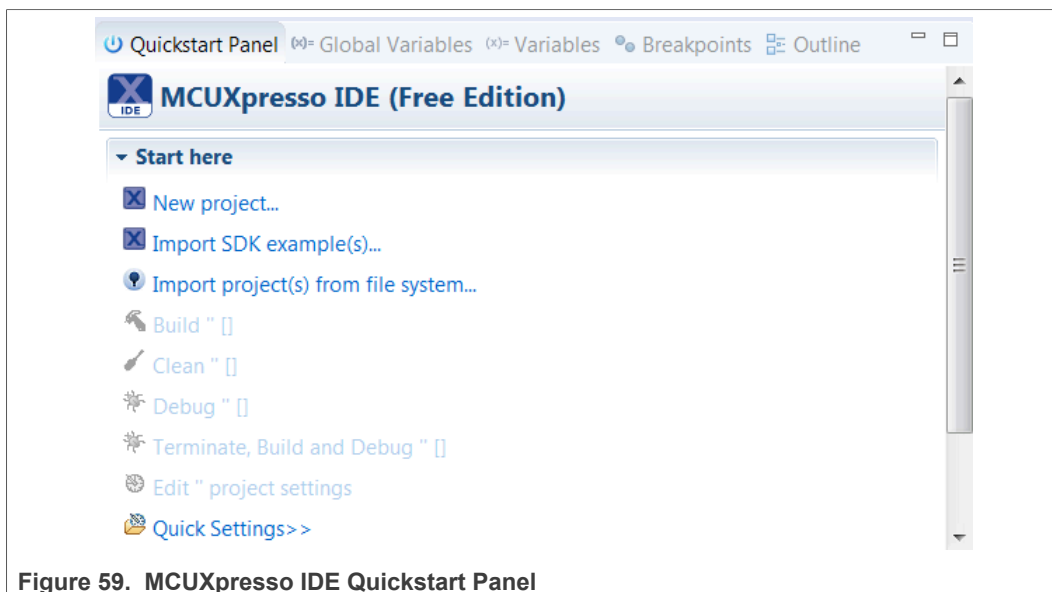


Figure 59. MCUXpresso IDE Quickstart Panel

For more details and usage of new project wizard, see the *MCUXpresso_IDE_User_Guide.pdf* in the MCUXpresso IDE installation folder.

9 How to determine com port

This section describes the steps necessary to determine the debug COM port number of your NXP hardware development platform. All NXP boards ship with a factory programmed, on-board debug interface, whether it's based on OpenSDA or the legacy P&E Micro OSJTAG interface. To determine what your specific board ships with, see [Section 11](#).

1. **Linux:** The serial port can be determined by running the following command after the USB Serial is connected to the host:

```
$ dmesg | grep "ttyUSB"
[503175.307873] usb 3-12: cp210x converter
now attached to ttyUSB0
[503175.309372] usb 3-12: cp210x converter
now attached to ttyUSB1
```

There are two ports, one is Cortex-A core debug console and the other is for Cortex M4.

2. **Windows:** To determine the COM port open Device Manager in the Windows operating system. Click on the **Start** menu and type **Device Manager** in the search bar.
3. In the Device Manager, expand the **Ports (COM & LPT)** section to view the available ports. The COM port names will be different for all the NXP boards.
 - a. OpenSDA – CMSIS-DAP/mbd/DAPLink interface:

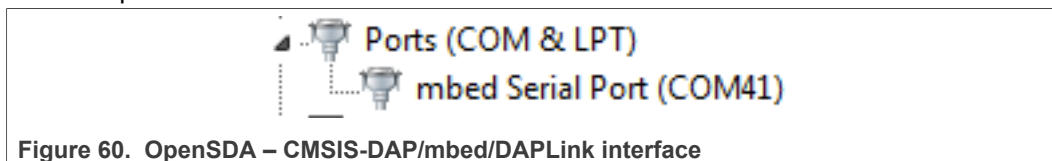


Figure 60. OpenSDA – CMSIS-DAP/mbd/DAPLink interface

- b. OpenSDA – P&E Micro:



Figure 61. OpenSDA – P&E Micro

c. OpenSDA – J-Link:

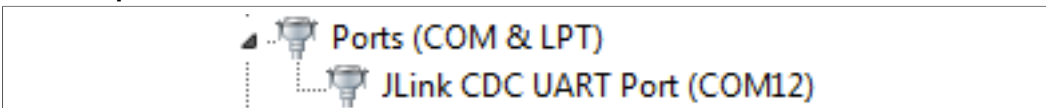


Figure 62. OpenSDA – J-Link

d. P&E Micro OSJTAG:

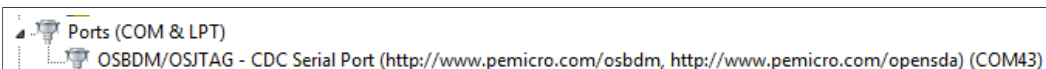


Figure 63. P&E Micro OSJTAG

e. MRB-KW01:

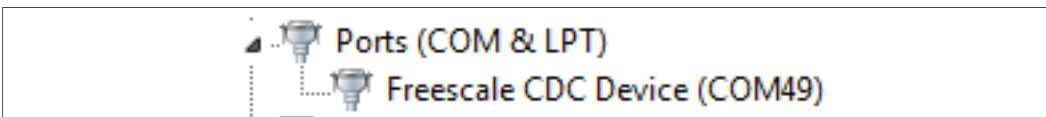


Figure 64. MRB-KW01

10 How to define IRQ handler in CPP files

With MCUXpresso SDK, users could define their own IRQ handler in application level to override the default IRQ handler. For example, to override the default `PIT_IRQHandler` define in `startup_DEVICE.s`, application code like `app.c` can be implement like:

```
c
void PIT_IRQHandler(void)
{
    // Your code
}
```

When application file is CPP file, like `app.cpp`, then `extern "C"` should be used to ensure the function prototype alignment.

```
cpp
extern "C" {
    void PIT_IRQHandler(void);
}
void PIT_IRQHandler(void)
{
    // Your code
}
```

11 Default debug interfaces

The MCUXpresso SDK supports various hardware platforms that come loaded with a variety of factory programmed debug interface configurations. [Table 2](#) lists the hardware

platforms supported by the MCUXpresso SDK, their default debug interface, and any version information that helps differentiate a specific interface configuration.

Note: The [OpenSDA details](#) column in [Table 2](#) is not applicable to LPC.

Table 2. Hardware platforms supported by MCUXpresso SDK

Hardware platform	Default interface	OpenSDA details
EVK-MC56F83000	P&E Micro OSJTAG	N/A
EVK-MIMXRT595	CMSIS-DAP	N/A
EVK-MIMXRT685	CMSIS-DAP	N/A
FRDM-K22F	CMSIS-DAP/mbd/DAPLink	OpenSDA v2.1
FRDM-K28F	DAPLink	OpenSDA v2.1
FRDM-K32L2A4S	CMSIS-DAP	OpenSDA v2.1
FRDM-K32L2B	CMSIS-DAP	OpenSDA v2.1
FRDM-K32W042	CMSIS-DAP	N/A
FRDM-K64F	CMSIS-DAP/mbd/DAPLink	OpenSDA v2.0
FRDM-K66F	J-Link OpenSDA	OpenSDA v2.1
FRDM-K82F	CMSIS-DAP	OpenSDA v2.1
FRDM-KE15Z	DAPLink	OpenSDA v2.1
FRDM-KE16Z	CMSIS-DAP/mbd/DAPLink	OpenSDA v2.2
FRDM-KL02Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL03Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL25Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL26Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL27Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL28Z	P&E Micro OpenSDA	OpenSDA v2.1
FRDM-KL43Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL46Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KL81Z	CMSIS-DAP	OpenSDA v2.0
FRDM-KL82Z	CMSIS-DAP	OpenSDA v2.0
FRDM-KV10Z	CMSIS-DAP	OpenSDA v2.1
FRDM-KV11Z	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KV31F	P&E Micro OpenSDA	OpenSDA v1.0
FRDM-KW24	CMSIS-DAP/mbd/DAPLink	OpenSDA v2.1
FRDM-KW36	DAPLink	OpenSDA v2.2
FRDM-KW41Z	CMSIS-DAP/DAPLink	OpenSDA v2.1 or greater
Hexiwear	CMSIS-DAP/mbd/DAPLink	OpenSDA v2.0
HVP-KE18F	DAPLink	OpenSDA v2.2
HVP-KV46F150M	P&E Micro OpenSDA	OpenSDA v1
HVP-KV11Z75M	CMSIS-DAP	OpenSDA v2.1

Table 2. Hardware platforms supported by MCUXpresso SDK...continued

Hardware platform	Default interface	OpenSDA details
HVP-KV58F	CMSIS-DAP	OpenSDA v2.1
HVP-KV31F120M	P&E Micro OpenSDA	OpenSDA v1
JN5189DK6	CMSIS-DAP	N/A
LPC54018 IoT Module	N/A	N/A
LPCXpresso54018	CMSIS-DAP	N/A
LPCXpresso54102	CMSIS-DAP	N/A
LPCXpresso54114	CMSIS-DAP	N/A
LPCXpresso51U68	CMSIS-DAP	N/A
LPCXpresso54608	CMSIS-DAP	N/A
LPCXpresso54618	CMSIS-DAP	N/A
LPCXpresso54628	CMSIS-DAP	N/A
LPCXpresso54S018M	CMSIS-DAP	N/A
LPCXpresso55s16	CMSIS-DAP	N/A
LPCXpresso55s28	CMSIS-DAP	N/A
LPCXpresso55s36	CMSIS-DAP	N/A
LPCXpresso55s69	CMSIS-DAP	N/A
MAPS-KS22	J-Link OpenSDA	OpenSDA v2.0
MCX-N9XX-EVK	CMSIS-DAP	N/A
MCX-N5XX-EVK	CMSIS-DAP	N/A
MCX-N9XX-BRK	CMSIS-DAP	N/A
MIMXRT1170-EVK	CMSIS-DAP	N/A
TWR-K21D50M	P&E Micro OSJTAG	N/AOpenSDA v2.0
TWR-K21F120M	P&E Micro OSJTAG	N/A
TWR-K22F120M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-K24F120M	CMSIS-DAP/mbed	OpenSDA v2.1
TWR-K60D100M	P&E Micro OSJTAG	N/A
TWR-K64D120M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-K64F120M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-K65D180M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-K65D180M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KV10Z32	P&E Micro OpenSDA	OpenSDA v1.0
TWR-K80F150M	CMSIS-DAP	OpenSDA v2.1
TWR-K81F150M	CMSIS-DAP	OpenSDA v2.1
TWR-KE18F	DAPLink	OpenSDA v2.1
TWR-KL28Z72M	P&E Micro OpenSDA	OpenSDA v2.1
TWR-KL43Z48M	P&E Micro OpenSDA	OpenSDA v1.0

Table 2. Hardware platforms supported by MCUXpresso SDK...continued

Hardware platform	Default interface	OpenSDA details
TWR-KL81Z72M	CMSIS-DAP	OpenSDA v2.0
TWR-KL82Z72M	CMSIS-DAP	OpenSDA v2.0
TWR-KM34Z75M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KM35Z75M	DAPLink	OpenSDA v2.2
TWR-KV10Z32	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KV11Z75M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KV31F120M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KV46F150M	P&E Micro OpenSDA	OpenSDA v1.0
TWR-KV58F220M	CMSIS-DAP	OpenSDA v2.1
TWR-KW24D512	P&E Micro OpenSDA	OpenSDA v1.0
USB-KW24D512	N/A External probe	N/A
USB-KW41Z	CMSIS-DAP\DAPlink	OpenSDA v2.1 or greater

12 Updating debugger firmware

12.1 Updating MCXN board firmware

The MCXN hardware platform comes with a CMSIS-DAP-compatible debug interface (known as LPC-Link2). This firmware in this debug interface may be updated using the host computer utility called LPCScript. This typically used when switching between the default debugger protocol (CMSIS-DAP) to SEGGER J-Link, or for updating this firmware with new releases of these. This section contains the steps to re-program the debug probe firmware.

Note: If MCUXpresso IDE is used and the jumper making DFULink is installed on the board (JP5 on some boards, but consult the board user manual or schematic for specific jumper number), LPC-Link2 debug probe boots to DFU mode, and MCUXpresso IDE automatically downloads the CMSIS-DAP firmware to the probe before flash memory programming (after clicking **Debug**). Using DFU mode ensures most up-to-date/compatible firmware is used with MCUXpresso IDE.

NXP provides the LPCScript utility, which is the recommended tool for programming the latest versions of CMSIS-DAP and J-Link firmware onto LPC-Link2 or LPCXpresso boards. The utility can be downloaded from www.nxp.com/lpcutilities.

These steps show how to update the debugger firmware on your board for Windows operating system. For Linux OS, follow the instructions described in LPCScript user guide (www.nxp.com/lpcutilities, select **LPCScript**, and then the documentation tab).

1. Install the LPCScript utility.
2. Unplug the board's USB cable.
3. Make the DFU link (install the jumper labelled DFULink).

4. Connect the probe to the host via USB (use Link USB connector).
5. Open a command shell and call the appropriate script located in the LPCScript installation directory (<LPCScript install dir>).
 - a. To program CMSIS-DAP debug firmware: <LPCScript install dir>/scripts/program_CMSIS
 - b. To program J-Link debug firmware: <LPCScript install dir>/scripts/program_JLINK
6. Remove DFU link (remove the jumper installed in [Step 3](#)).
7. Re-power the board by removing the USB cable and plugging it in again.

13 Revision history

Rev.	Date	Description
0	14 November 2022	Initial release, for MCXN1 EAR2 release

14 Legal information

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