

Getting Started with MCUXpresso SDK for FRDM-K32L3A6

1 Overview

The MCUXpresso Software Development Kit (SDK) provides comprehensive software support for Kinetis and LPC Microcontrollers. 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 FreeRTOS, a USB host and device stack, and various other middleware to support rapid development.

For supported toolchain versions, see the MCUXpresso SDK Release Notes Supporting FRDM-K32L3A6 (document MCUXSDKK32RN).

For more details about MCUXpresso SDK, see the MCUXpresso SDK homepage [MCUXpresso-SDK: Software Development Kit for MCUXpresso](#).

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Figure 1. MCUXpresso SDK layers

2 MCUXpresso SDK board support folders

MCUXpresso SDK board support 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 of 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 they contain. These include (but are not limited to):

- cmsis_driver_examples: Simple applications intended to concisely illustrate how to use CMSIS drivers.
- demo_apps: Full-featured applications intended to 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 intended to concisely illustrate 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 are used (for example, SPI conversion using DMA).
- rtos_examples: Basic FreeRTOS™ OS examples showcasing the use of various RTOS objects (semaphores, queues, and so on) and interfacing 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 the *MCUXpresso SDK API Reference Manual* document (MCUXSDKAPIRM).

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:

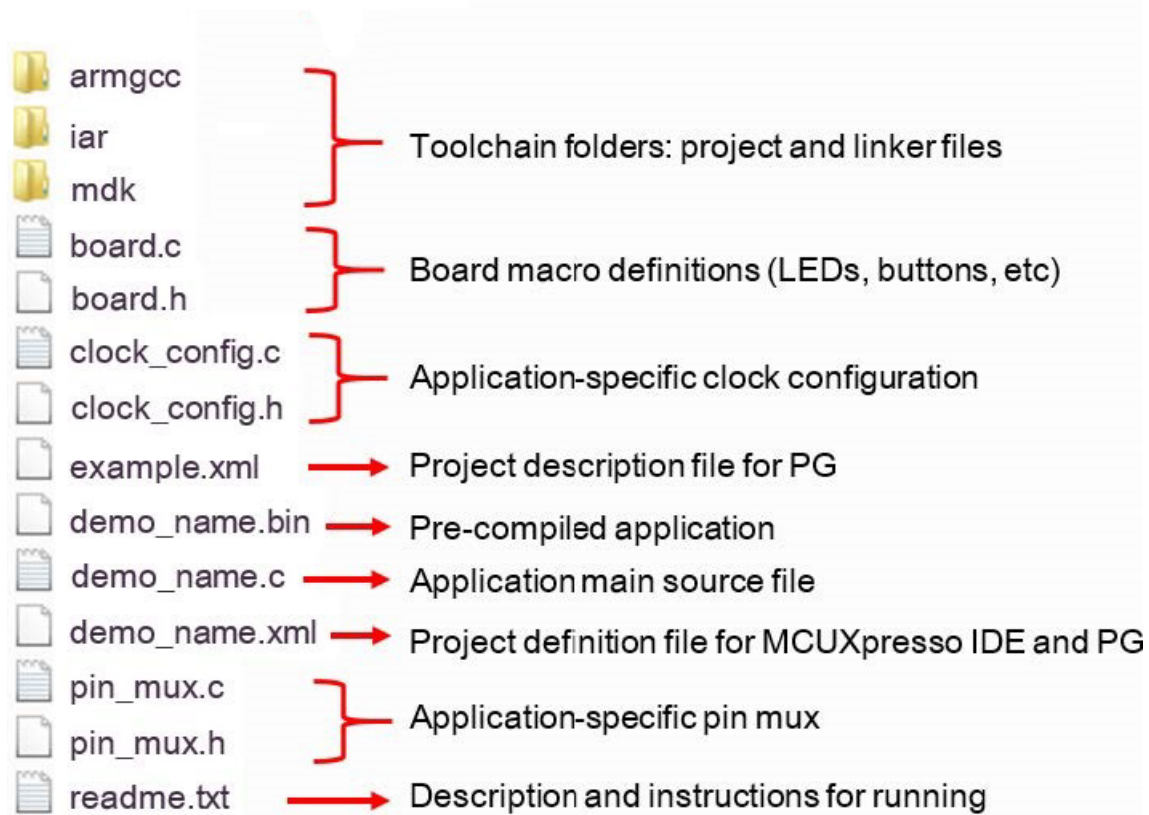


Figure 2. Application folder structure

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 (except MCUXpresso IDE), 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 things.
- **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. Vector table definitions are here.
- **devices/<device_name>/utilities:** Items such as the debug console that are used by many of the example applications.

For examples containing an RTOS, there are references to the appropriate source code. RTOSes are in the *rtos* folder. Again, the core files of each of these are shared, so modifying them could have potential impacts on other projects that depend on them.

3 Run a demo 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 v11.0.1 to build, run, and debug example applications. The `hello_world` demo application targeted for the FRDM-K32L3A6 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 in the workspace. The location of the workspace can be anywhere, but it is recommended that the workspace be 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 the “OK” button and wait until the import has finished.

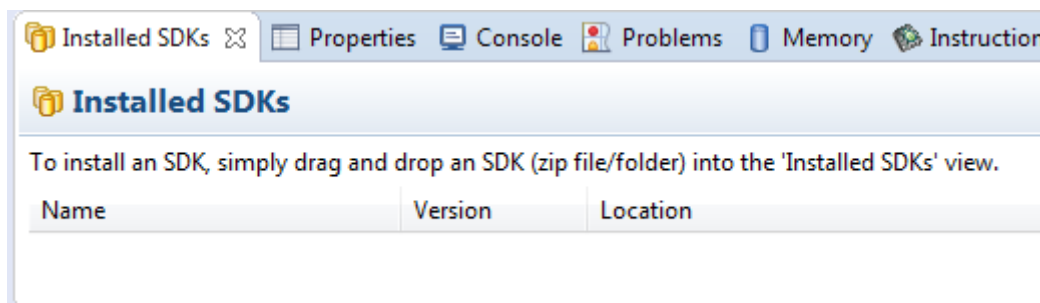


Figure 3. Install an SDK

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



Figure 4. Import an SDK example

3. In the window that appears, expand the “K32L3A60” folder and select “K32L3A60xxx” . Then, select “frdmk32l3a6” and click the “Next” button.

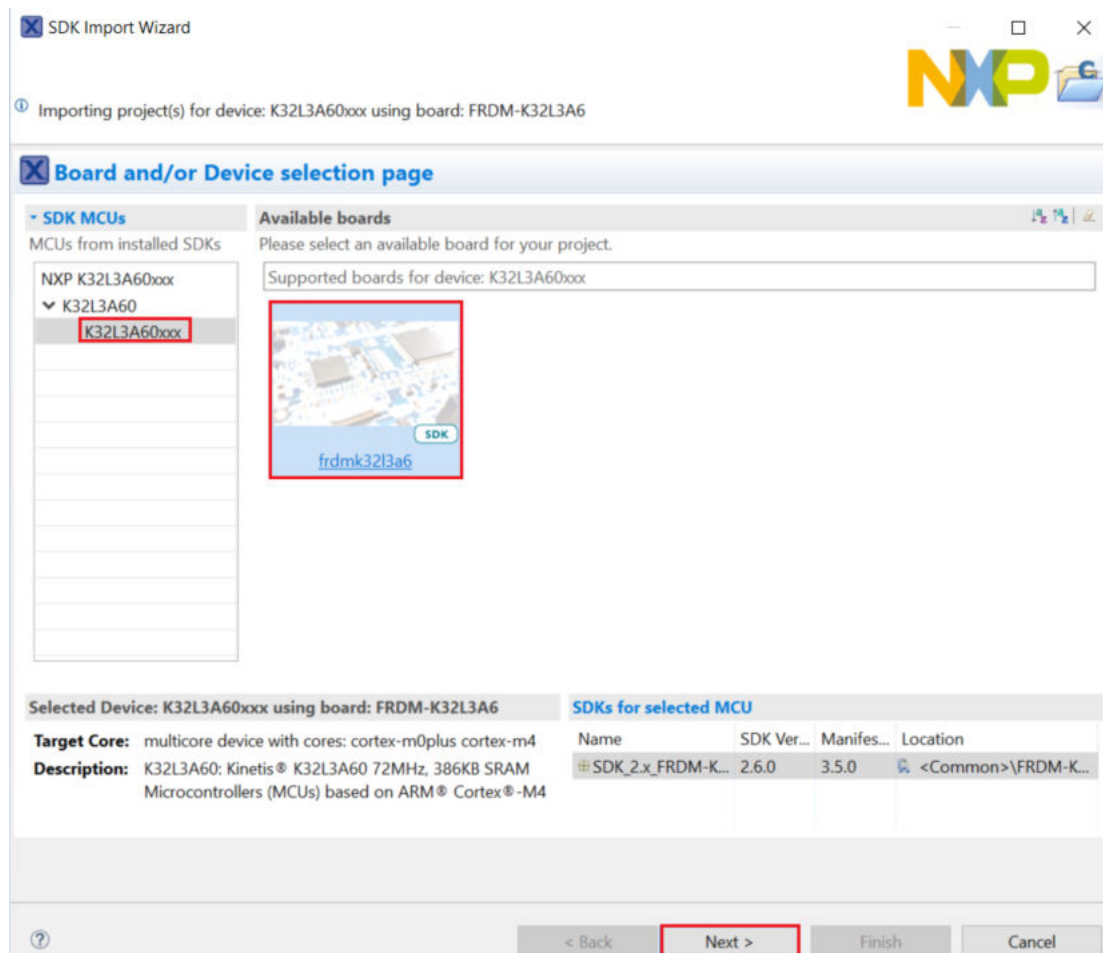


Figure 5. Select FRDM-K32L3A6 board

- Expand the “demo_apps” folder and select “hello_world_demo_cm4_cm0plus”. Then, click the "Next" button.

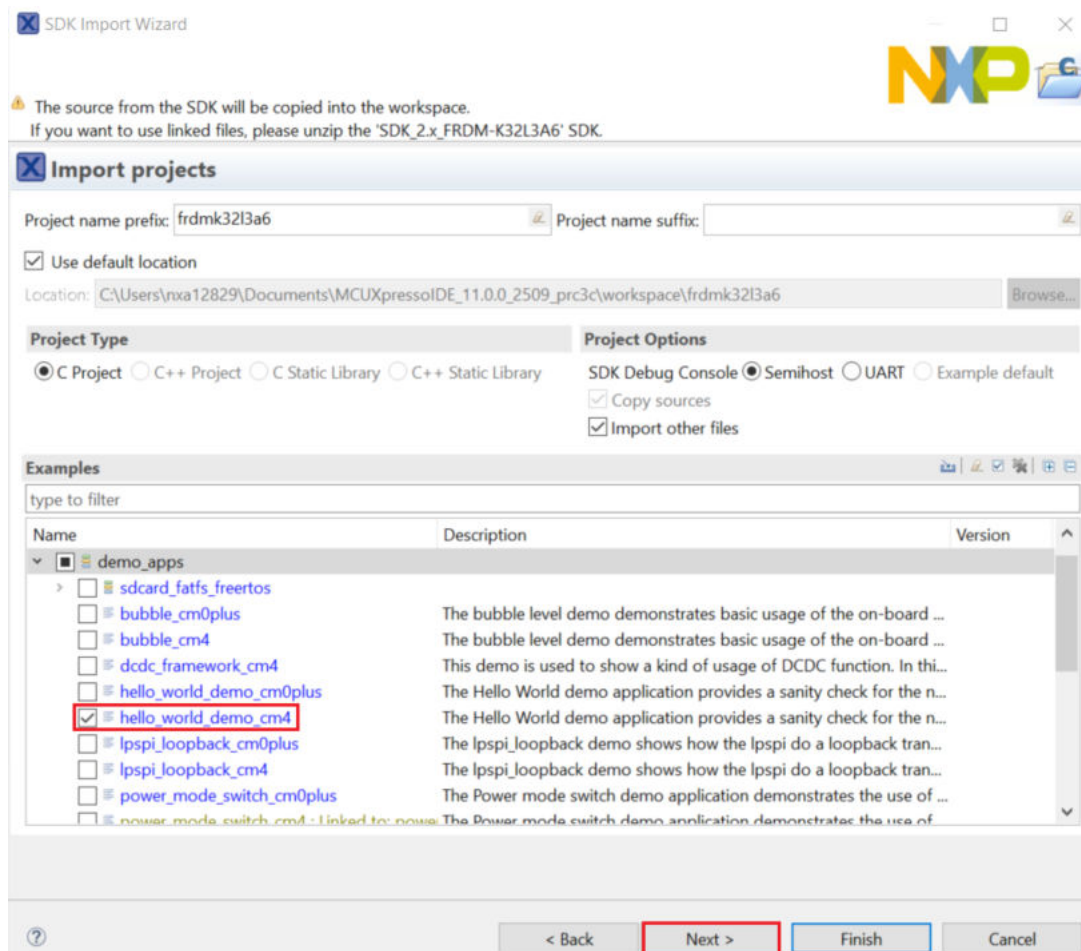


Figure 6. Select "hello_world"

5. Ensure the option “Redlib: Use floating point version of printf” is selected if the cases' print floating point numbers are 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 the “Finish” button.

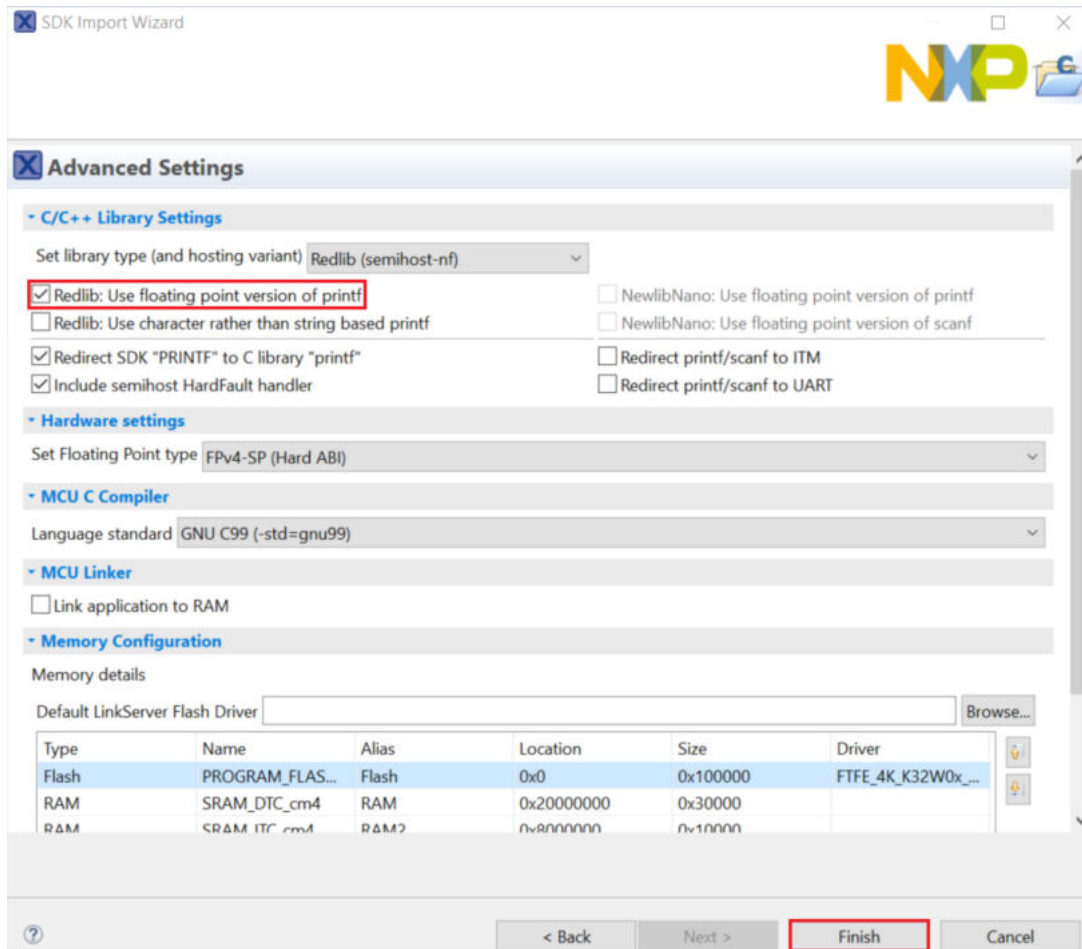


Figure 7. Select "User floating print version of printf"

3.3 Run an example application

For more information on debug probe support in the MCUXpresso IDE v11.0.0, visit community.nxp.com.

To download and run the application, perform these steps:

- Reference the table in Appendix B 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, visit www.pemicro.com/support/downloads_find.cfm and download and install the P&E Micro Hardware Interface Drivers package.
 - If using J-Link with either a standalone debug pod or OpenSDA, install the J-Link software (drivers and utilities) from www.segger.com/jlink-software.html.
 - For boards with the OSJTAG interface, install the driver from www.keil.com/download/docs/408.
- Connect the development platform to your PC via USB cable.
- 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 Appendix A). Configure the terminal with these settings:
 - 115200 or 9600 baud rate, depending on your board (reference BOARD_DEBUG_UART_BAUDRATE variable in board.h file)
 - No parity
 - 8 data bits

d. 1 stop bit

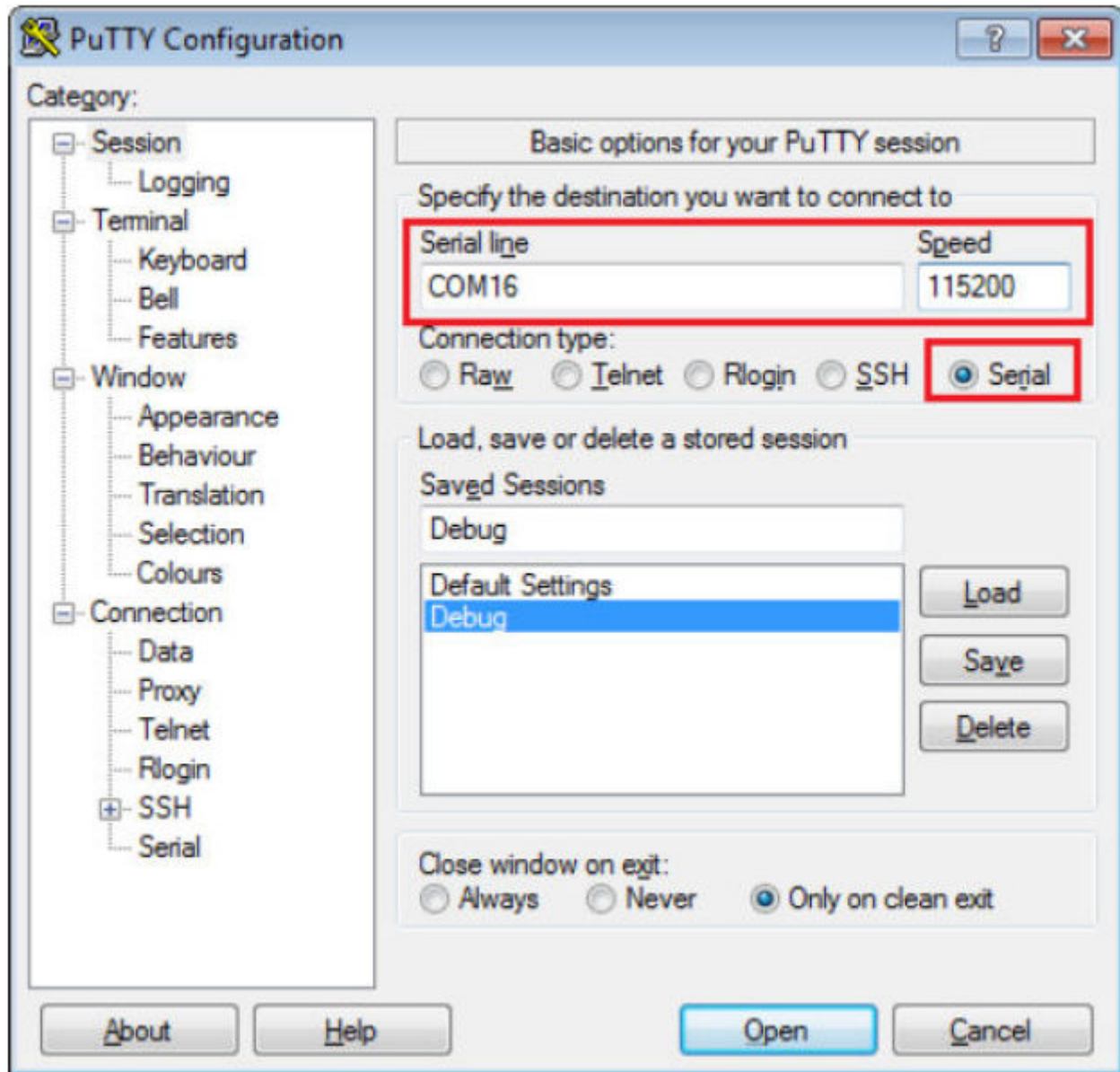


Figure 8. Terminal (PuTTY) configurations

4. On the *Quickstart Panel*, click on "Debug 'frdmk64f_demo_apps_hello_world' [Debug]'".

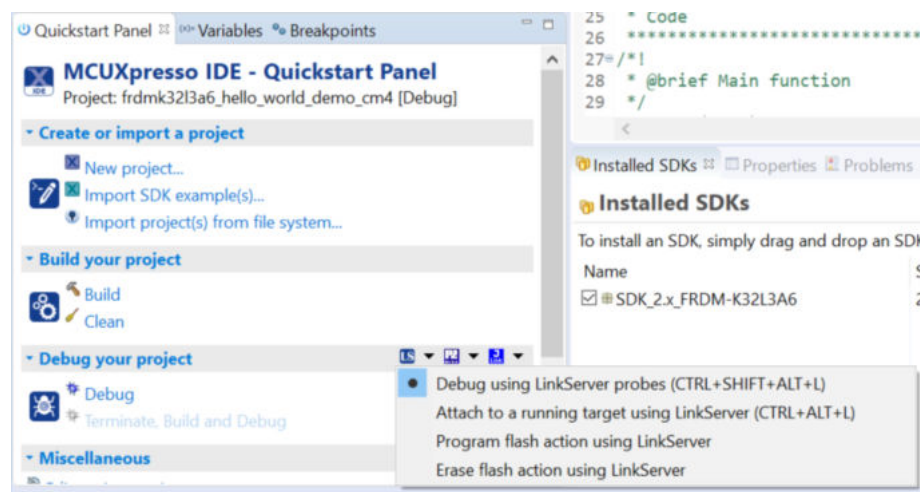


Figure 9. Debug "hello_world" case

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 the “OK” button. (For any future debug sessions, the stored probe selection is automatically used, unless the probe cannot be found.)

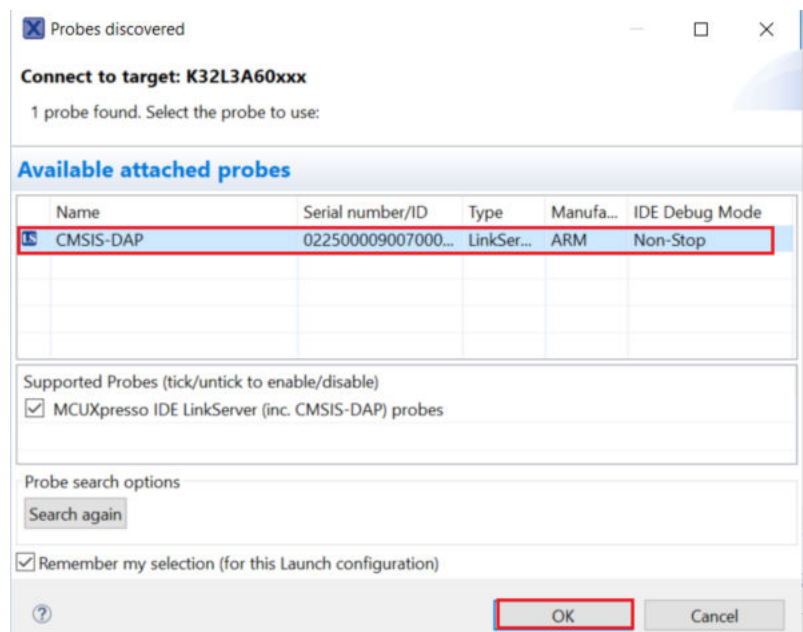


Figure 10. Attached Probes: debug emulator selection

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

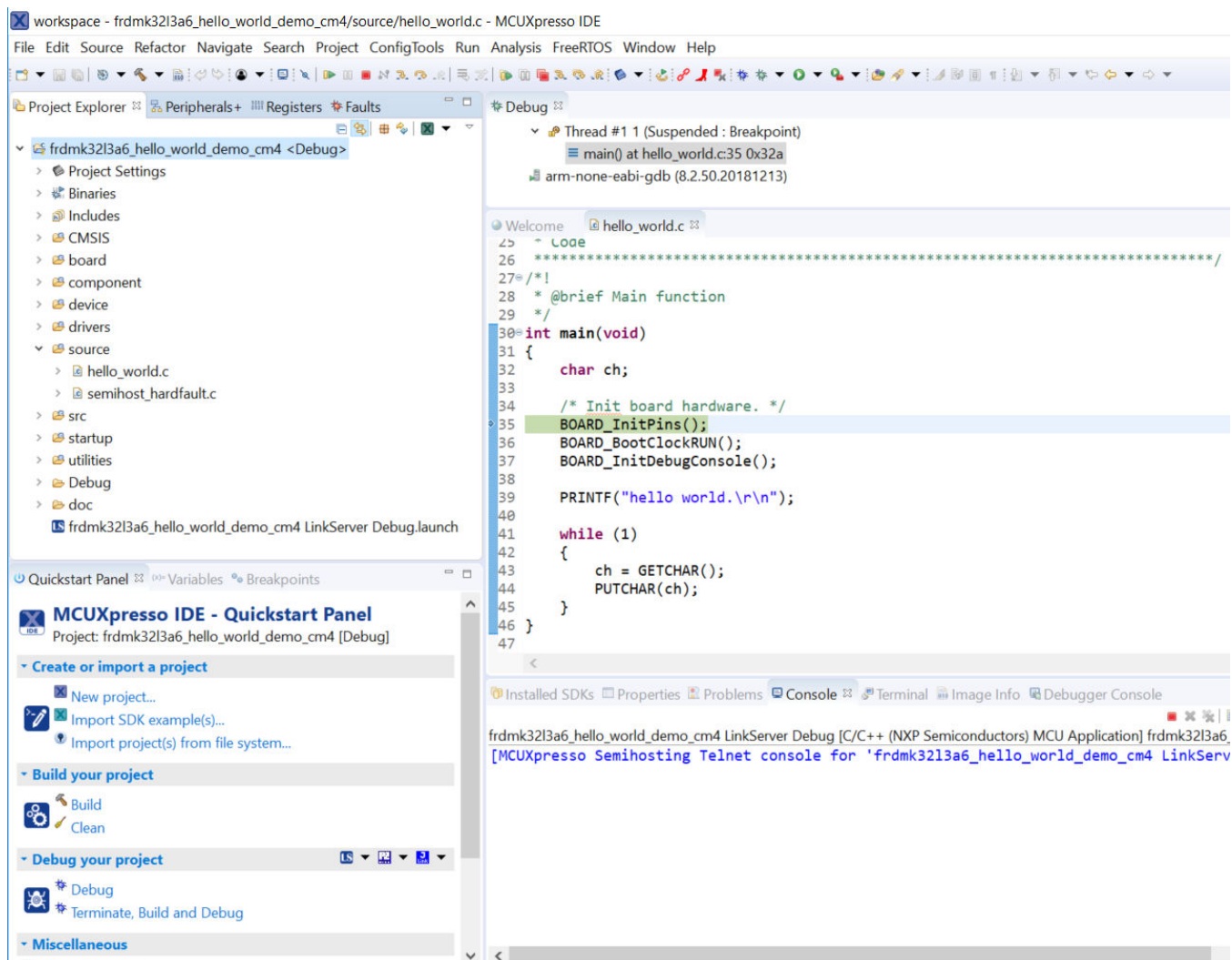


Figure 11. Stop at main() when running debugging

7. Start the application by clicking the "Resume" button.



Figure 12. Resume button

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.

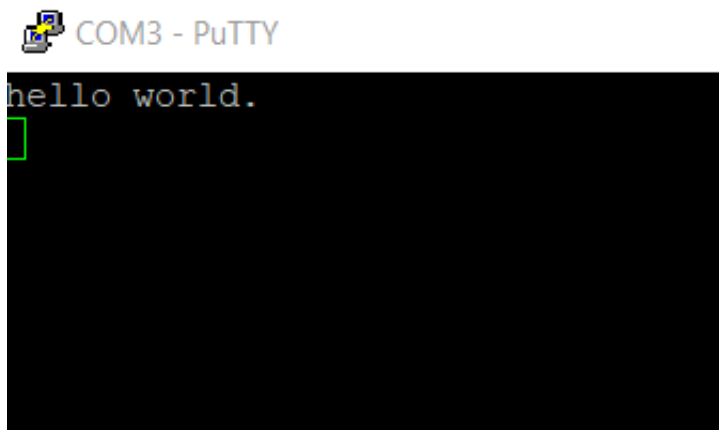


Figure 13. Text display of the hello_world demo

3.4 Build a multicore example application

This section describes the steps required to configure MCUXpresso IDE v11.0.0 to build, run, and debug multicore example applications. The dual-core version of hello_world example application targeted for the FRDM-K32L3A6 hardware platform is used as an example, though these steps can be applied to any multicore example application in the MCUXpresso SDK.

1. Multicore examples are imported into the workspace in a similar way as single core applications. When the SDK zip package for FRDM-K32L3A6 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 “K32L3A60” folder and select “K32L3A60xxx”. Then, select “frdmk32l3a6” and click the “Next” button.

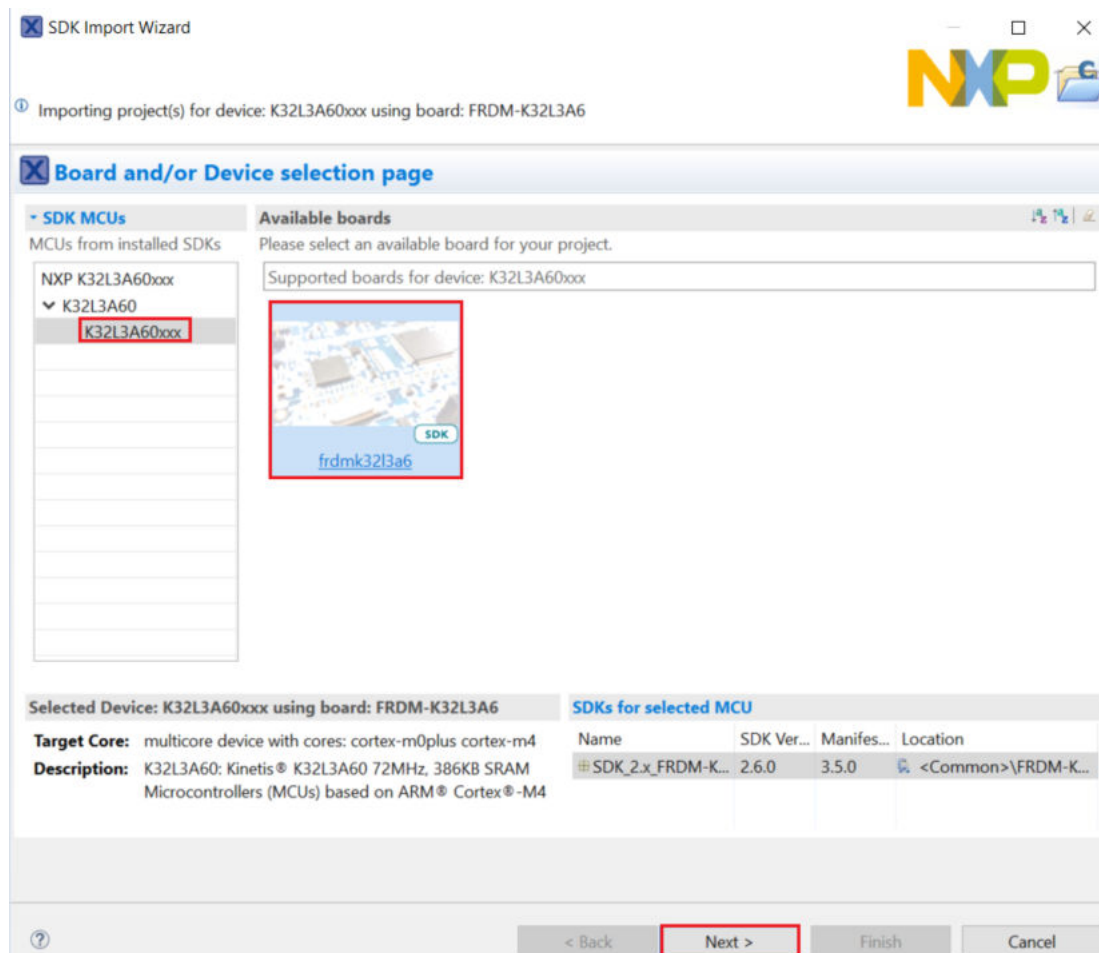


Figure 14. Select the K32L3A60 board

- Expand the “multicore_examples/hello_world” folder and select “cm4”. Because multicore examples are linked together, the cm0plus counterpart project is automatically imported with the cm4 project, and there is no need to select it explicitly. Click the “Finish” button.

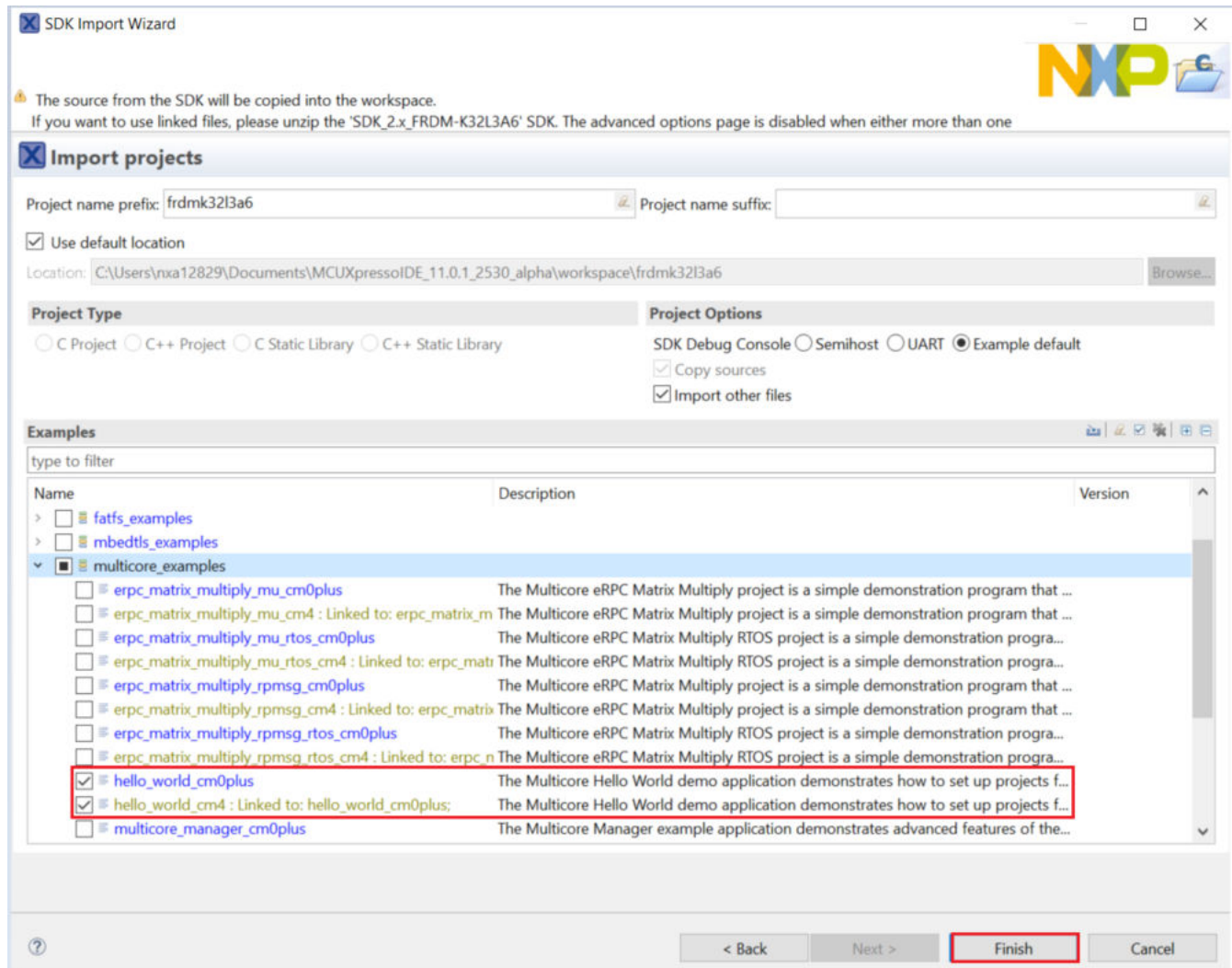


Figure 15. Select the hello_world multicore example

- Now, two projects should be imported into the workspace. To start building the multicore application, highlight the frdmk32l3a6_multicore_examples_hello_world_cm4 project (multicore 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 below. For this example, select the "Debug" target.

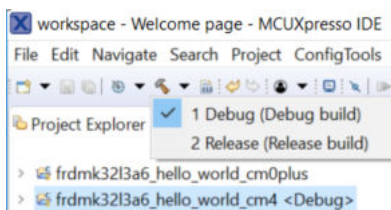


Figure 16. Selection of the build target in MCUXpresso IDE

The project starts building after the build target is selected. Because of the project reference settings in multicore projects, triggering the build of the primary core application (cm4) causes the referenced auxiliary core application (cm0plus) to build as well.

NOTE

When the 'Release' build is requested, it is necessary to change the build configuration of both the primary and auxiliary core 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 to do using the menu item 'Project->Build Configuration->Set Active->Release'. After switching to the 'Release' build configuration, the build of the multicore example can be started by triggering the primary core application (cm4)build.

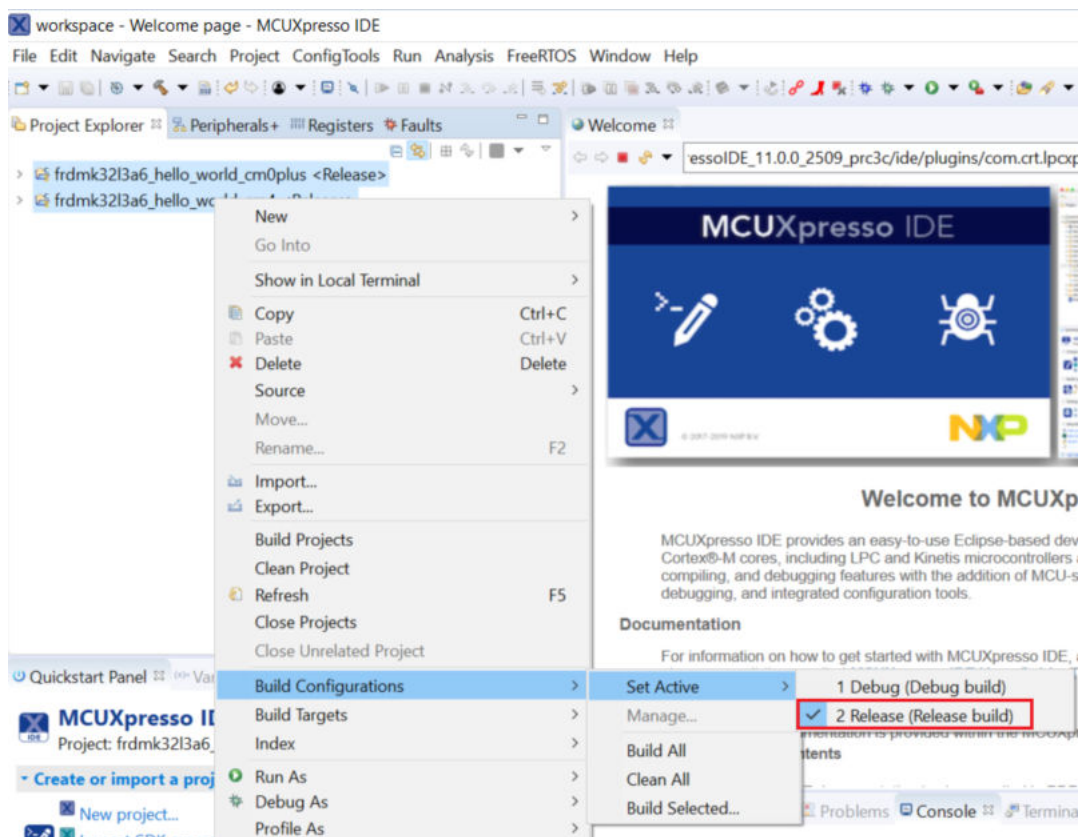


Figure 17. Switching multicore projects into the Release build configuration

3.5 Run a multicore example application

The primary core debugger handles flashing of both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform all steps as described in, *"Run an example application"*. These steps are common for both single-core applications and the primary side of dual-core applications, ensuring both sides of the multicore application are properly loaded and started. However, there is one additional dialogue that is specific to multicore examples, and requires selecting the target core. See the following figures as reference.

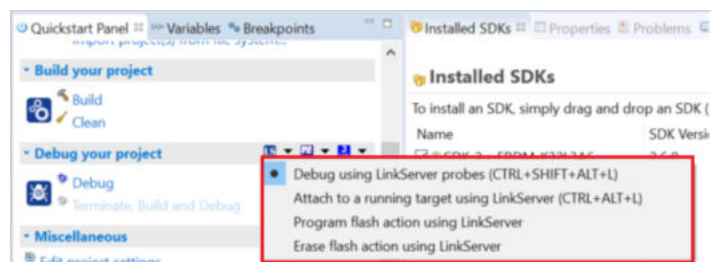


Figure 18. Debug "frdmk32l3a6_multicore_examples_hello_world_cm4" case

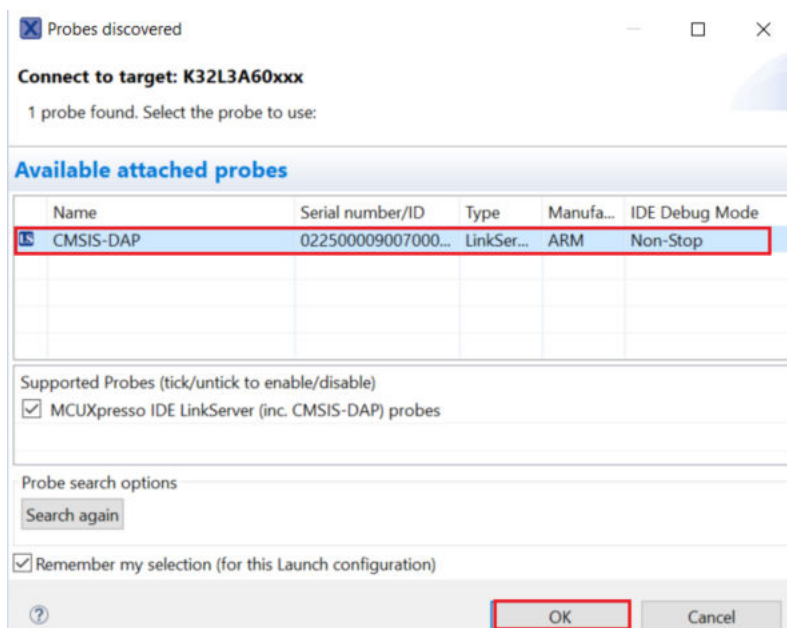


Figure 19. Attached Probes: debug emulator selection

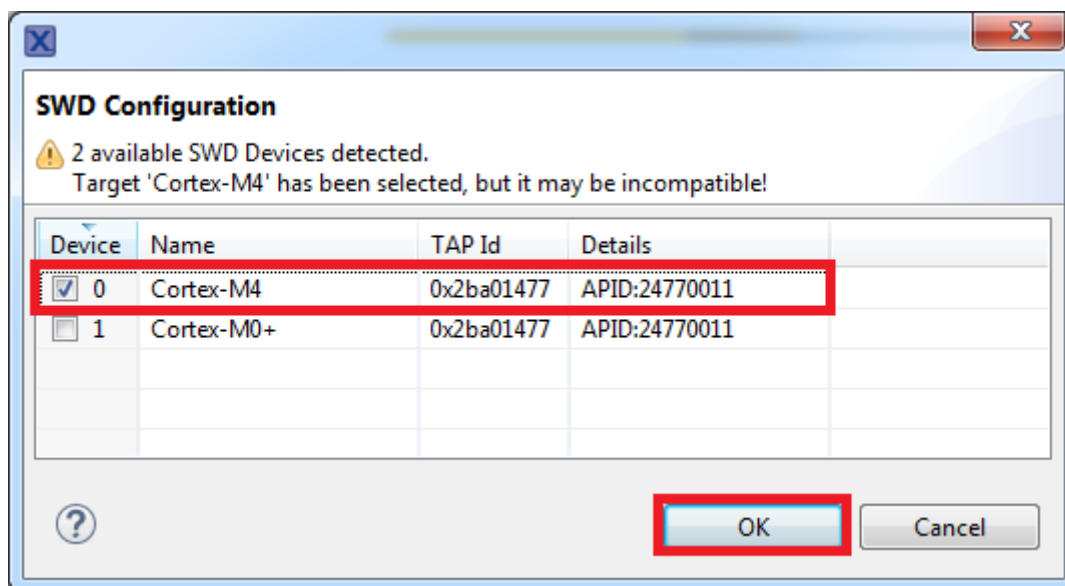


Figure 20. Target core selection dialog

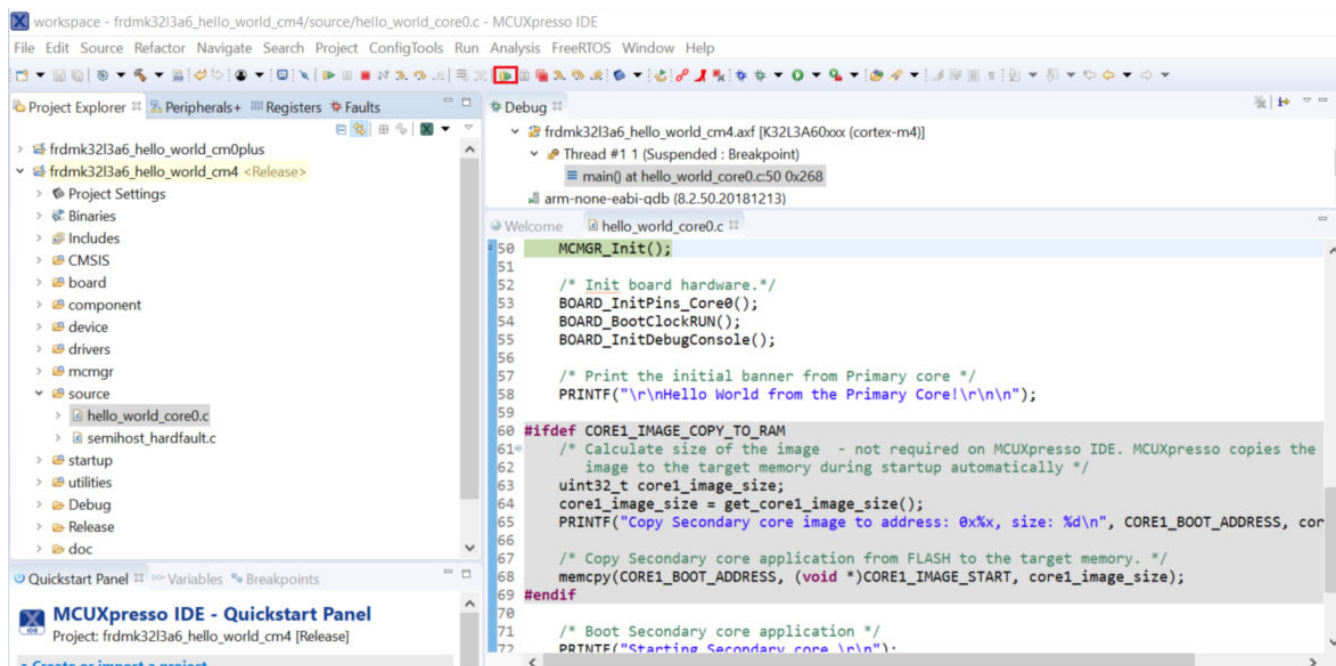


Figure 21. Stop the primary core application at main() when running debugging

After clicking the "Resume All Debug sessions" button, the hello_world multicore application runs and a banner is displayed on the terminal. If this is not the case, check your terminal settings and connections.

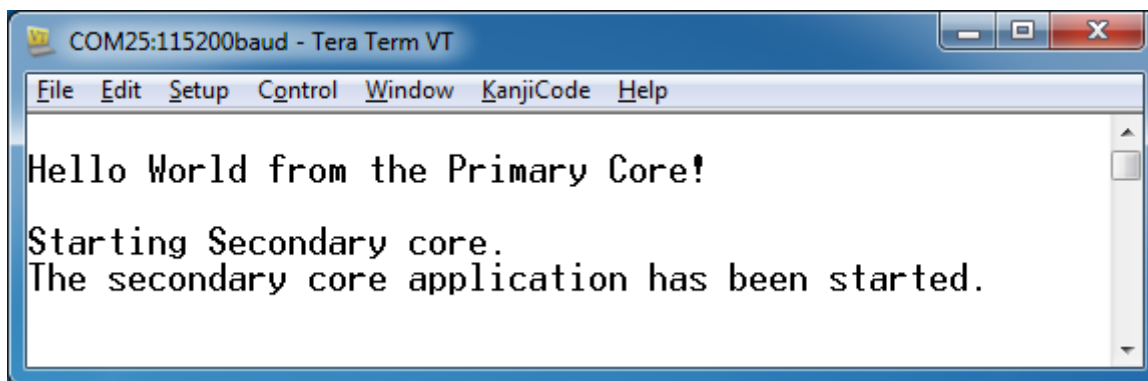


Figure 22. Hello World from the primary core message

An LED controlled by the auxiliary core starts flashing, indicating that the auxiliary core has been released from the reset and running correctly. It is also possible to debug both sides of the multicore application in parallel. After creating the debug session for the primary core, perform same steps also for the auxiliary core application. Highlight the 'frdmk32l3a6_multicore_examples_hello_world_cm0plus' project (multicore slave project) in the Project Explorer. On the Quickstart Panel, click "Debug 'frdmk32l3a6_multicore_examples_hello_world_cm0plus' [Debug]" to launch the second debug session.

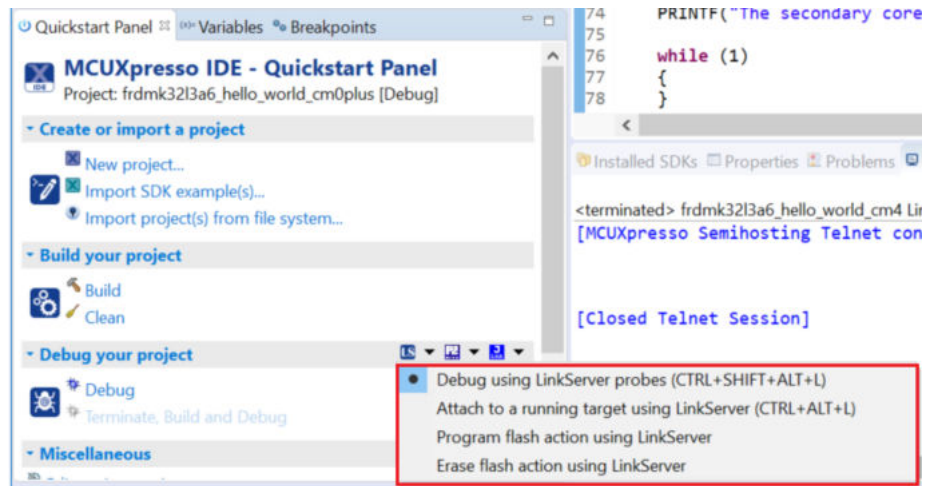


Figure 23. Debug "frdmk32l3a6_multicore_examples_hello_world_cm0plus" case

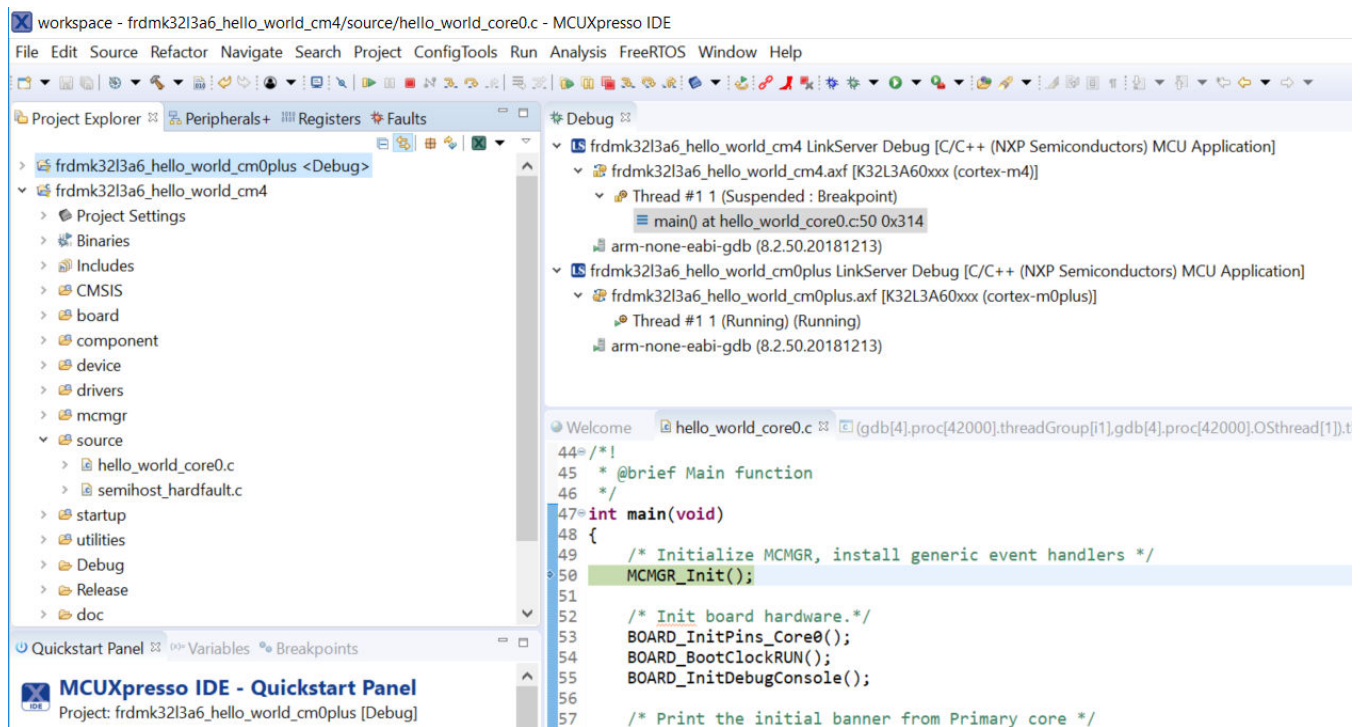


Figure 24. Two opened debug sessions

Now, the two debug sessions should be opened, and the debug controls can be used for both debug sessions depending on the debug session selection. Keep the primary core debug session selected and clicking the "Resume" button. The hello_world multicore application then starts running. The primary core application starts the auxiliary core application during run time, and the auxiliary core application stops at the beginning of the main() function. The debug session of the auxiliary core application is highlighted. After clicking the "Resume" button, it is applied to the auxiliary core debug session. Therefore, the auxiliary core application continues its execution.

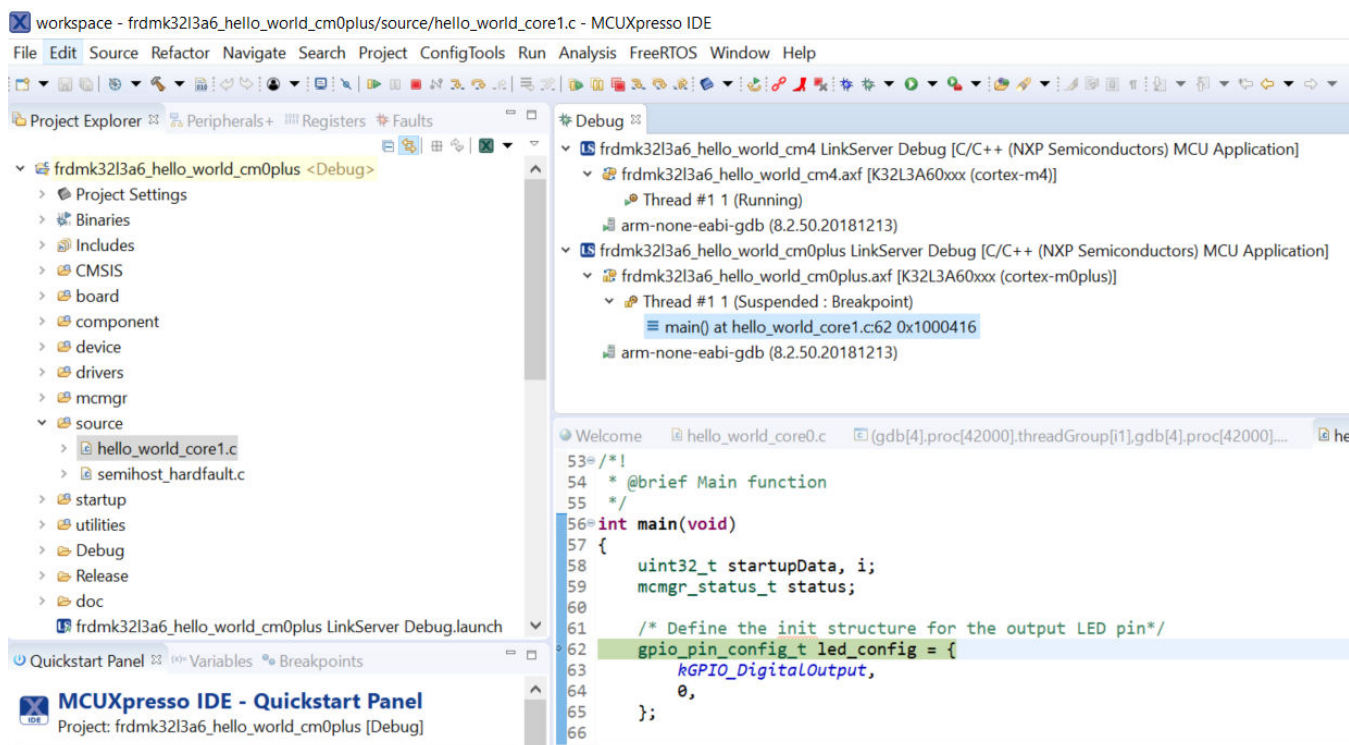


Figure 25. Auxiliary core application stops at the main function

At this point, it is possible to suspend and resume individual cores independently. It is also possible to make synchronous suspension and resumption of both cores. This is done either by selecting both opened debug sessions (multiple selection) and clicking the “Suspend” / “Resume” control button, or just using the “Suspend All Debug sessions” and the “Resume All Debug sessions” buttons.

Run a demo using MCUXpresso IDE

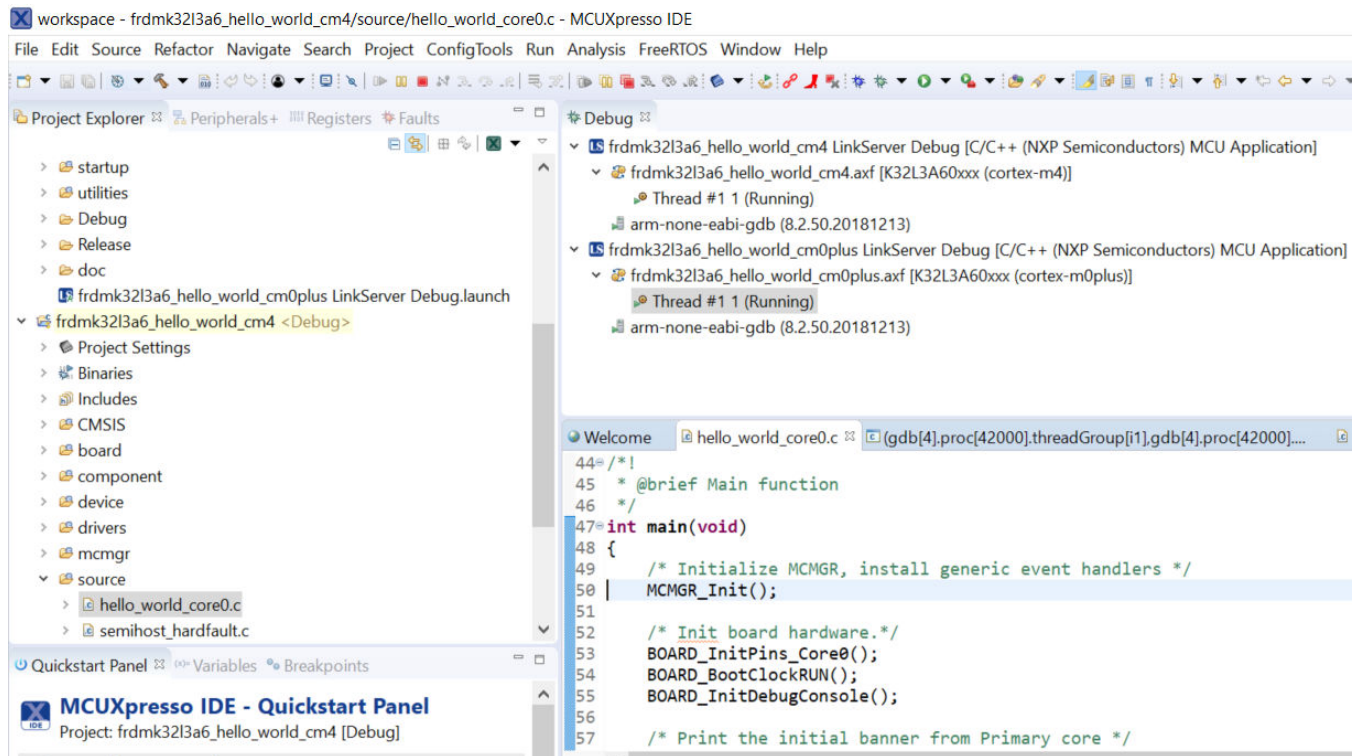


Figure 26. Synchronous suspension/resumption of both cores using the multiple selection of debug sessions and “Suspend”/”Resume” controls

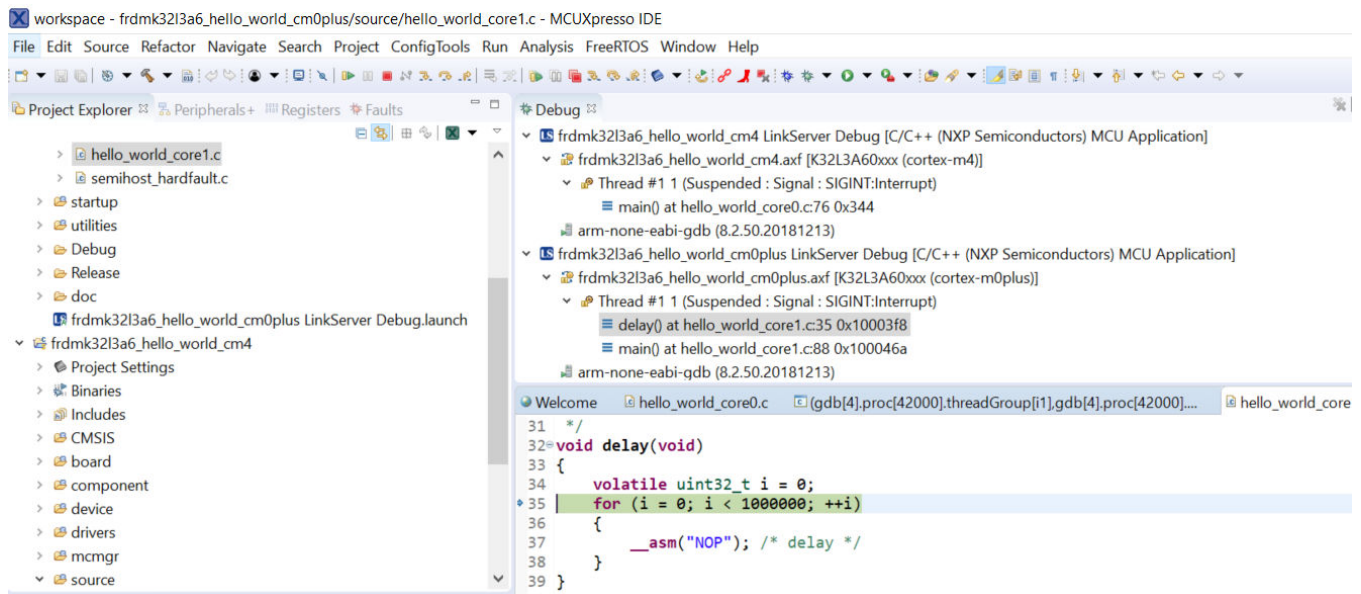


Figure 27. Synchronous suspension/resumption of both cores using the “Suspend All Debug sessions” and the “Resume All Debug sessions” controls

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 as an example to show below steps, and the IAR toolchain should correspond to the latest supported version, as described in the *MCUXpresso SDK Release Notes* (document MCUXSDKRN).

4.1 Build an example application

The following steps guide you through opening the hello_world example application. These steps may change slightly for other example applications as some of these applications may have additional layers of folders in their path.

1. If not already done, 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 FRDM-K32L3A6 hardware platform as an example, the hello_world workspace is located in

`<install_dir>/boards/frdmk64f/demo_apps/hello_world/iar/hello_world.eww`

2. Select the desired build target from the drop-down menu. For this example, select the “hello_world – Debug” target.

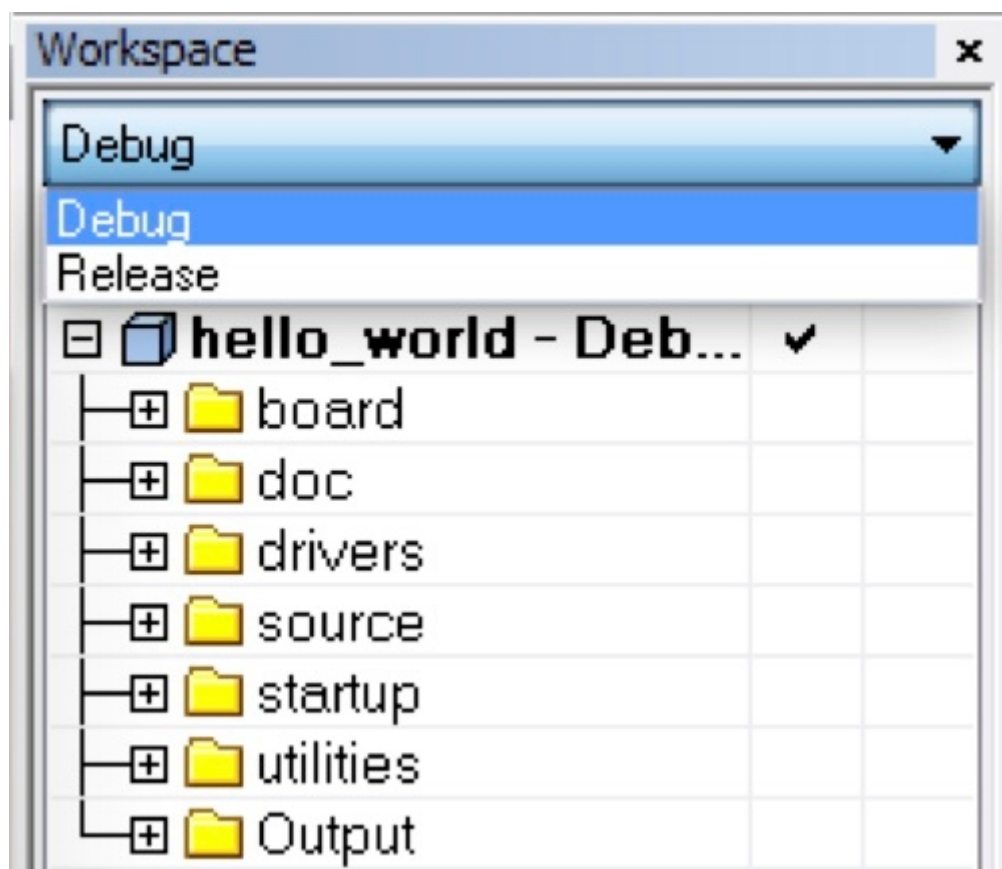


Figure 28. Demo build target selection

3. To build the demo application, click the “Make” button, highlighted in red below.

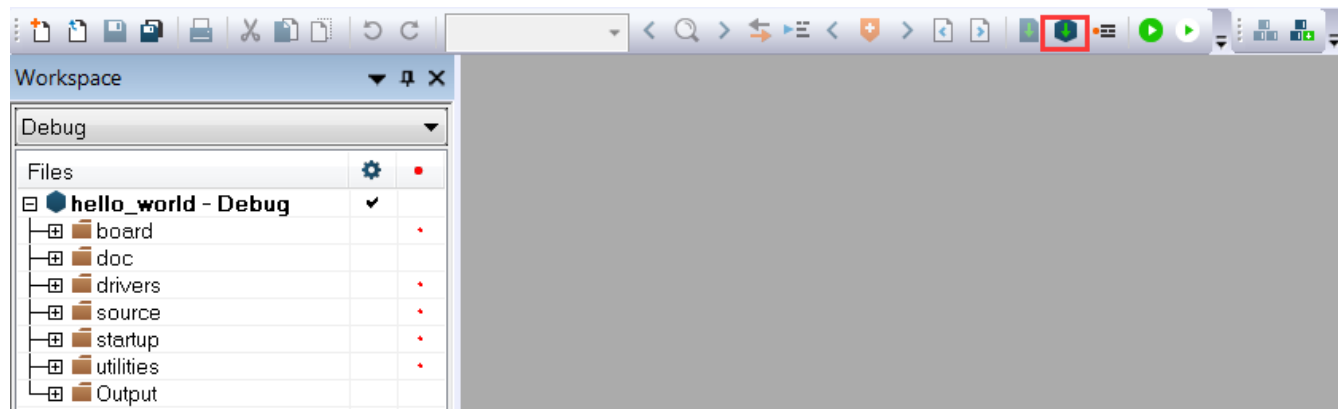


Figure 29. Build the demo application

4. The build completes without errors.

4.2 Run an example application

To download and run the application, perform these steps:

1. Reference the table in Appendix B to determine the debug interface that comes loaded on your specific hardware platform.
 - For boards with CMSIS-DAP/mbed/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.
 - The user should install LPCScript or MCUXpresso IDE to ensure LPC board drivers are installed.
 - 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 Appendix A). 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

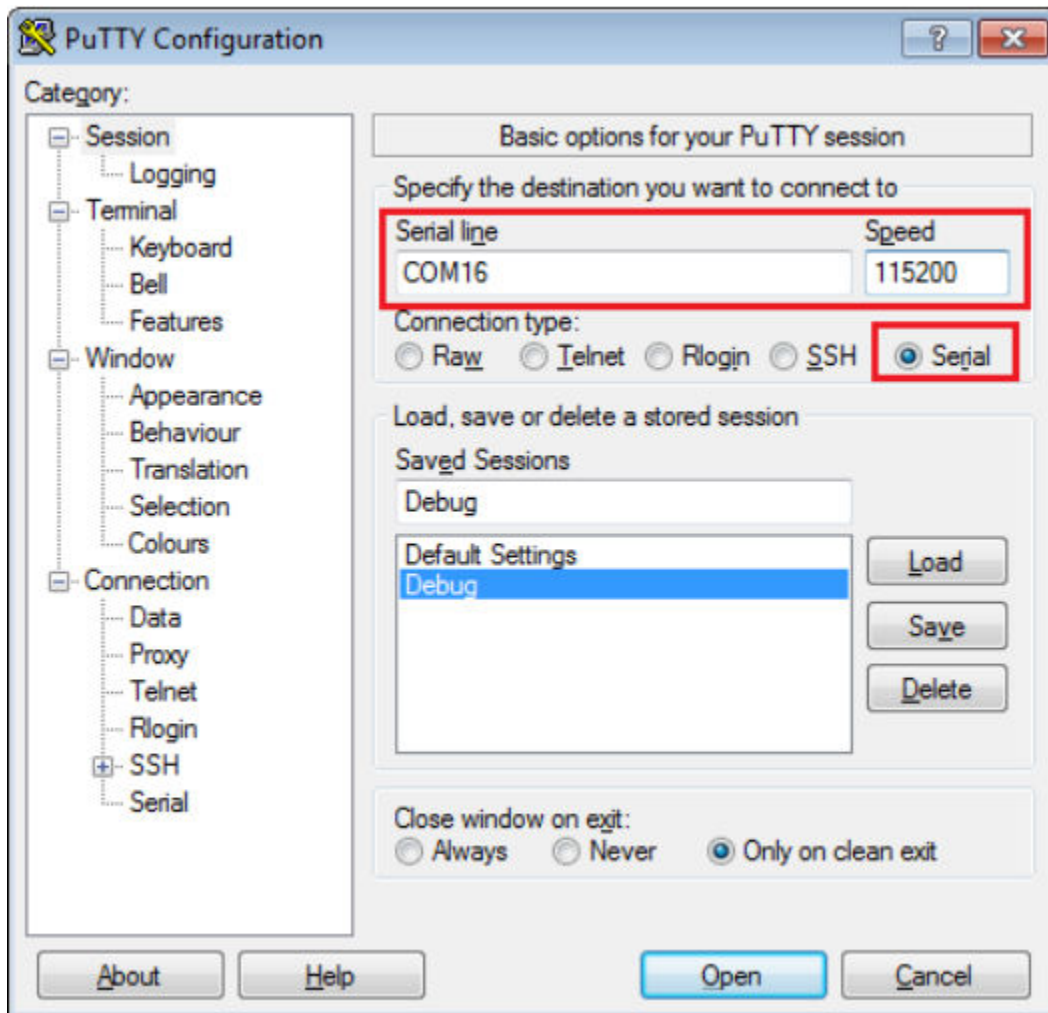


Figure 30. Terminal (PuTTY) configuration

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

Run a demo application using IAR



Figure 31. Download and Debug button

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

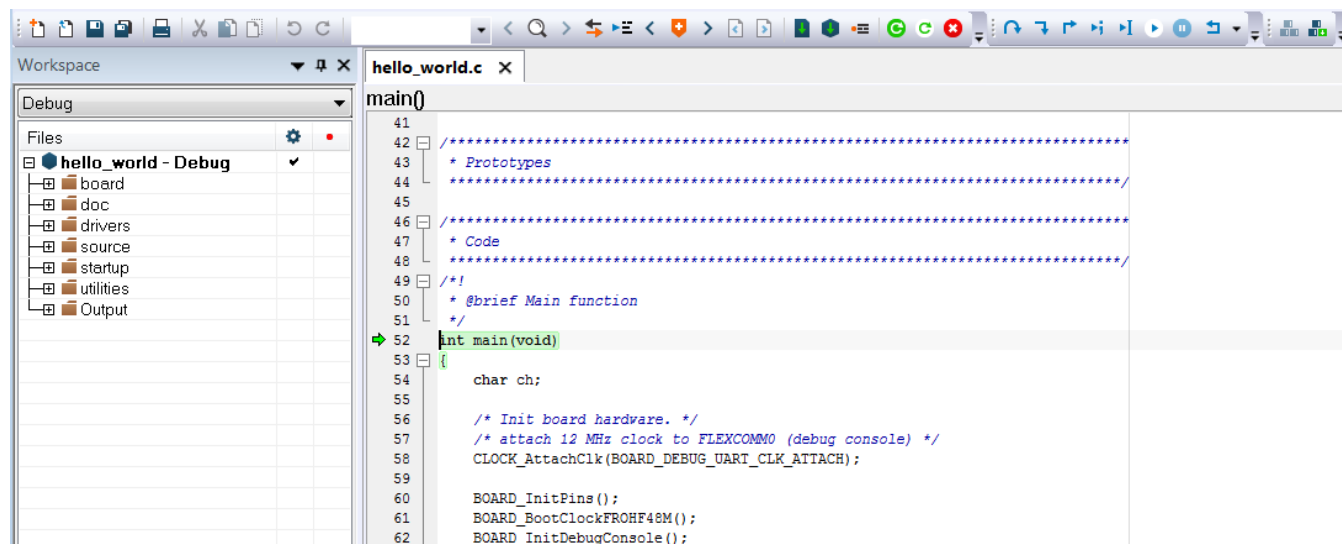


Figure 32. Stop at main() when running debugging

6. Run the code by clicking the "Go" button to start the application.



Figure 33. Go button

7. The 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.

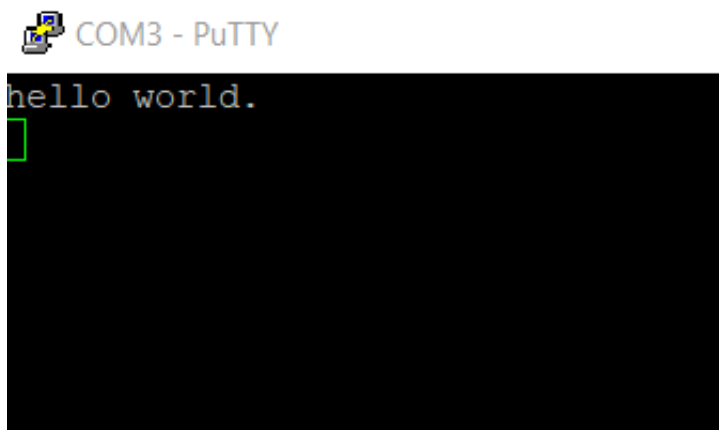


Figure 34. Text display of the hello_world demo

4.3 Build a multicore example application

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

```
<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/iar
```

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

```
<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm0plus/iar/hello_world_cm0plus.eww
```

```
<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm4/iar/hello_world_cm4.eww
```

Build both applications separately by clicking the “Make” button. It is requested to build the application for the auxiliary core (cm0plus) first, because the primary core application project (cm4) needs to know the auxiliary core application binary when running the linker. It is not possible to finish the primary core linker when the auxiliary core application binary is not ready.

4.4 Run a multicore example application

The primary core debugger handles flashing of both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform steps 1 – 4 as described in, “*Run an example application*”. These steps are common for both single core and dual-core applications in IAR.

After clicking the “Download and Debug” button, the auxiliary core project is opened in the separate EWARM instance. Both the primary and auxiliary image are loaded into the device flash memory, and the primary core application is executed. It stops at the default C language entry point in the *main()* function.

Run both cores by clicking the “Start all cores” button to start the multicore application.



Figure 35. Start all cores button

During the primary core code execution, the auxiliary core is released from the reset. The hello_world multicore application is now running and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.

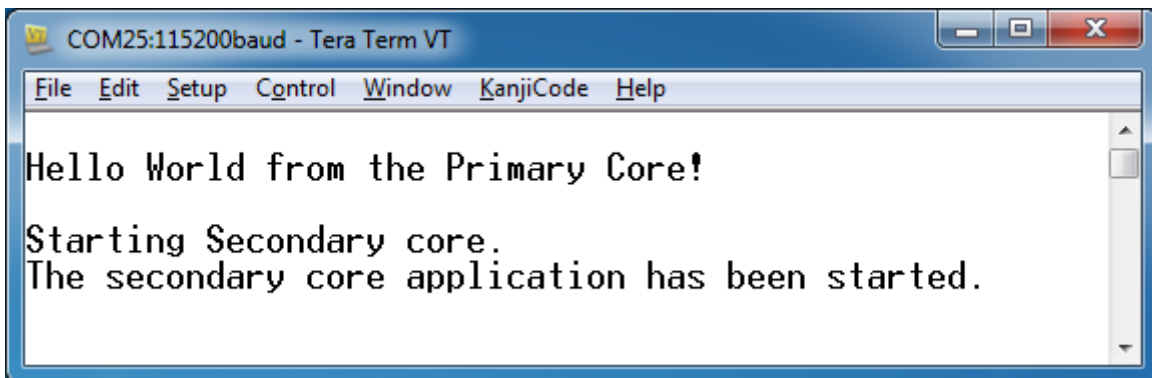


Figure 36. Hello World from primary core message

An LED controlled by the auxiliary core starts flashing, indicating that the auxiliary core has been released from the reset and is running correctly. When both cores are running, use the “Stop all cores” and “Start all cores” control buttons to stop or run both cores simultaneously.

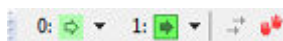


Figure 37. "Stop all cores" and "Start all cores" control buttons

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 FRDM-K32L3A6 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 μVision. In the IDE, select the "Pack Installer" icon.

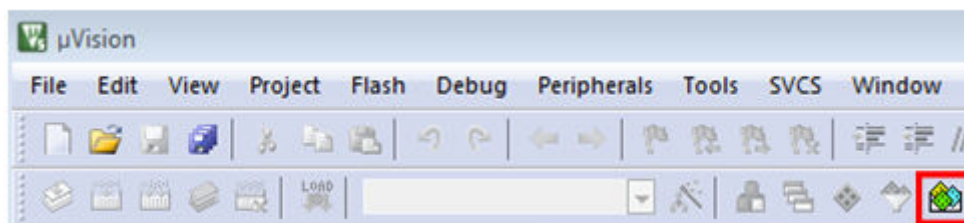


Figure 38. Launch the Pack Installer

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

5.2 Build an example application

- Open the desired example application workspace in: `<install_dir>/boards/<board_name>/<example_type>/<application_name>/mdk`

The workspace file is named `<demo_name>.uvmpw`, so for this specific example, the actual path is:

`<install_dir>/boards/frdmk32l3a6/demo_apps/hello_world/mdk/hello_world.uvmpw`

- To build the demo project, select the "Rebuild" button, highlighted in red.



Figure 39. Build the demo

- The build completes without errors.

5.3 Run an example application

To download and run the application, perform these steps:

1. Reference the table in Appendix B to determine the debug interface that comes loaded on your specific hardware platform.
 - For boards with the CMSIS-DAP/mbed/DAPLink interface, visit [mbed 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.
 - The user should install LPCScript or MCUXpresso IDE to ensure LPC board drivers are installed.
 - For boards with a P&E Micro interface, visit www.pemicro.com/support/downloads_find.cfm and download and install the P&E Micro Hardware Interface Drivers package.
2. Connect the development platform to your PC via USB cable between the OpenSDA USB connector and the PC USB connector.
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 Appendix A). 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

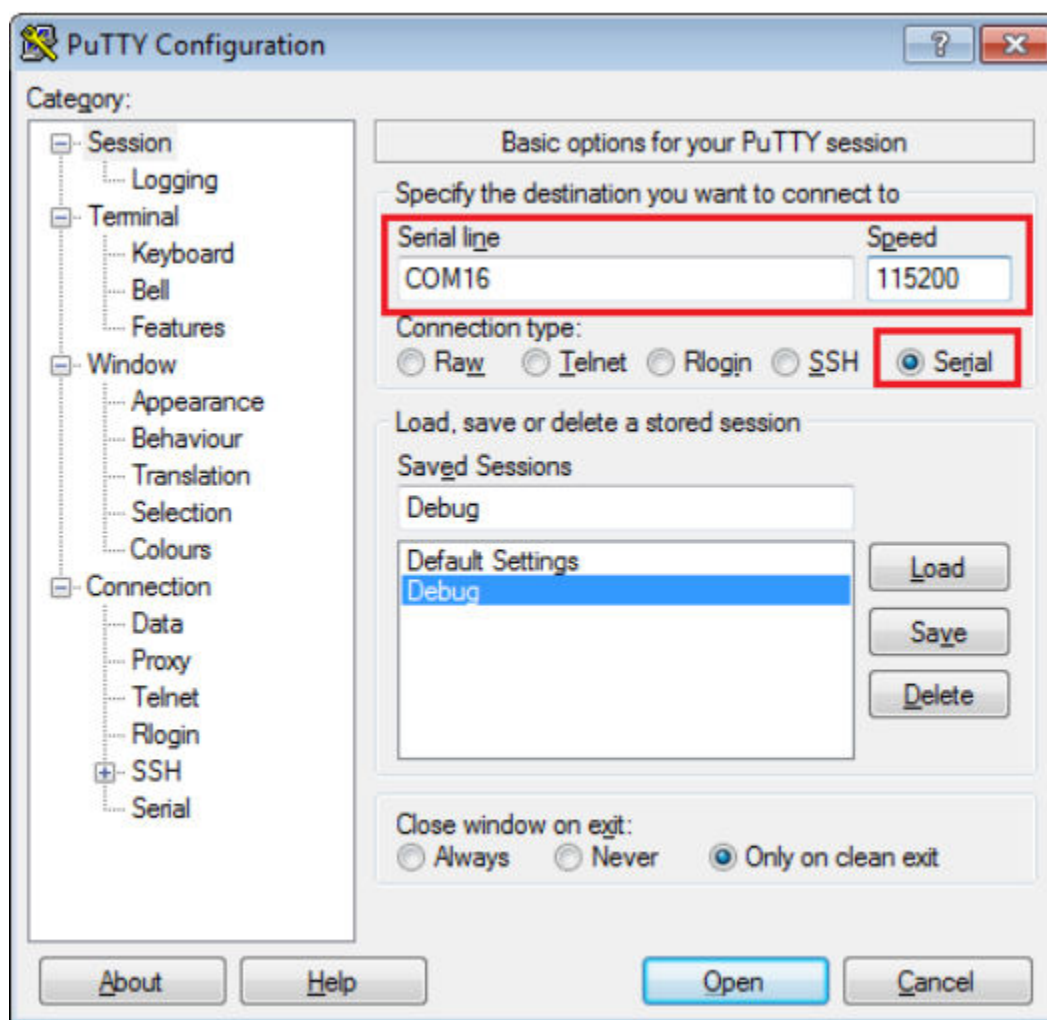


Figure 40. Terminal (PuTTY) configurations

Run a demo using Keil® MDK/μVision

4. In μVision, after the application is properly built, click the "Download" button to download the application to the target.

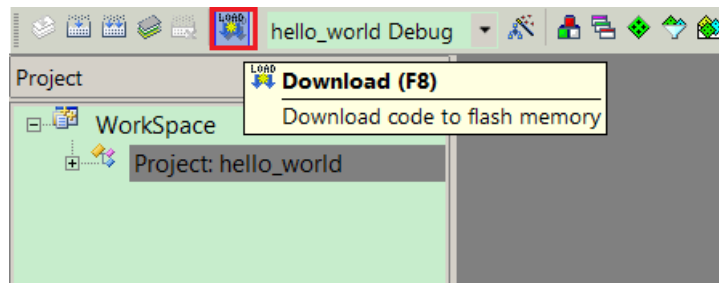


Figure 41. Download button

5. After clicking the “Download” button, the application downloads to the target and should be running. To debug the application, click the “Start/Stop Debug Session” button, highlighted in red.

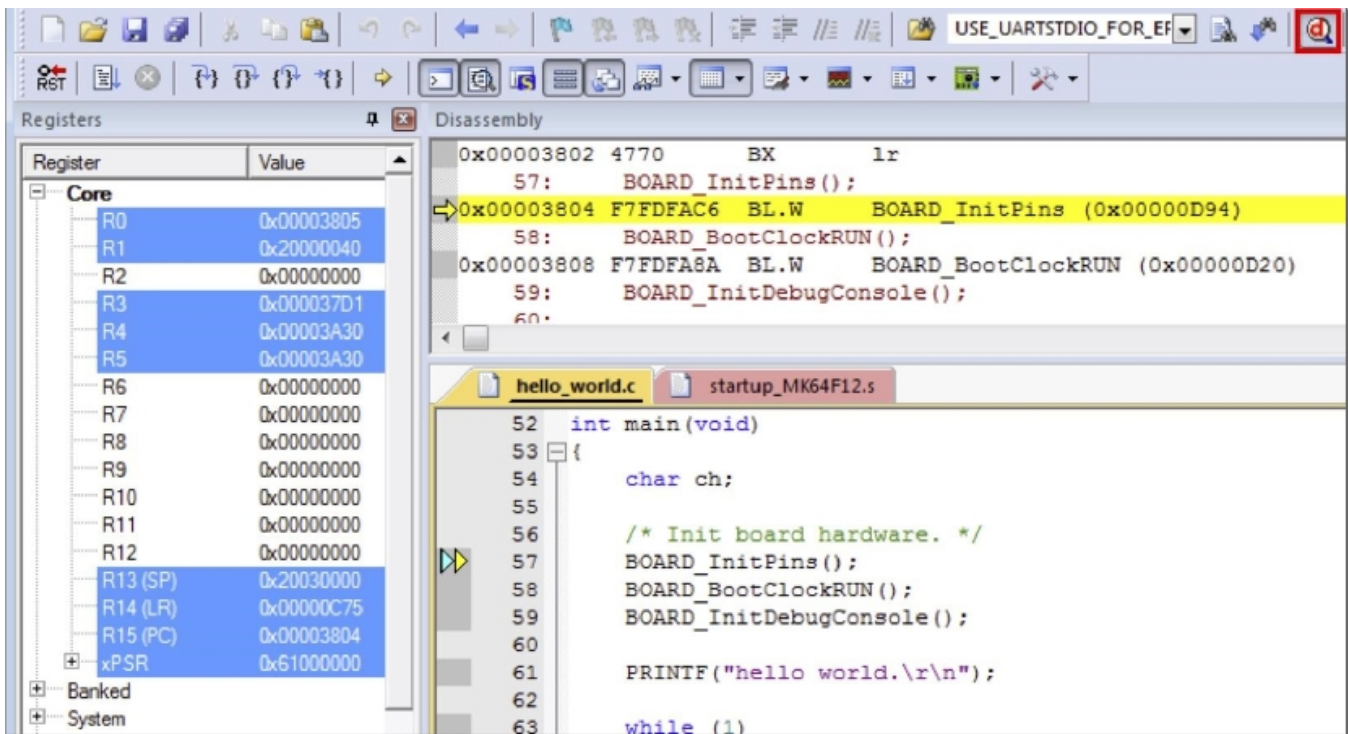


Figure 42. Stop at main() when run debugging

6. Run the code by clicking the “Run” button to start the application.

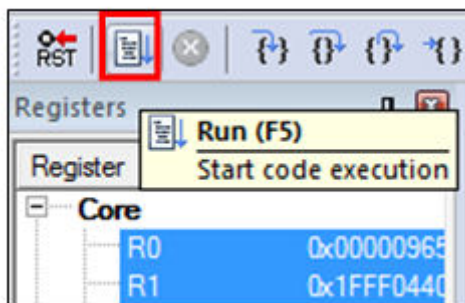


Figure 43. Go button

The 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.

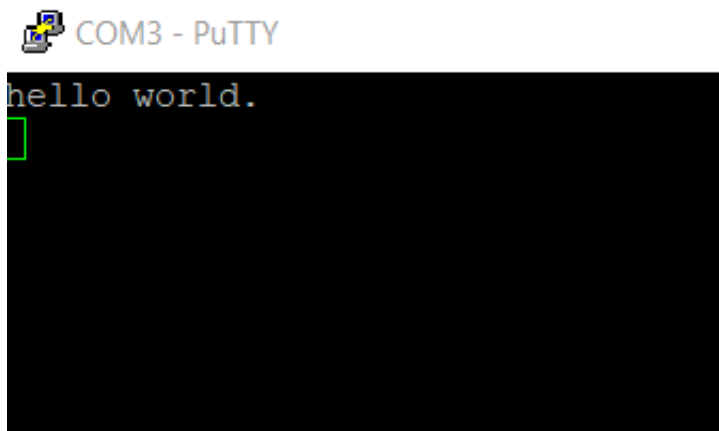


Figure 44. Text display of the hello_world demo

5.4 Build a multicore example application

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

`<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/mdk`

Begin with a simple dual-core version of the Hello World application. The multicore Hello World Keil MSDK/μVision® workspaces are located in this folder:

`<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm0plus/mdk/hello_world_cm0plus.uvmpw`

`<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm4/mdk/hello_world_cm4.uvmpw`

Build both applications separately by clicking the “Rebuild” button. Build the application for the auxiliary core (cm0plus) first, because the primary core application project (cm4) needs to know the auxiliary core application binary when running the linker. It is not possible to finish the primary core linker when the auxiliary core application binary is not ready.

5.5 Run a multicore example application

Run a demo using Keil® MDK/μVision

The primary core debugger handles flashing of both the primary and the auxiliary core applications into the SoC flash memory. To download and run the multicore application, switch to the primary core application project and perform steps 1 – 5 as described in , *"Run an example application"*. These steps are common for both single core and dual-core applications in μVision.

Both the primary and the auxiliary image is loaded into the device flash memory. After clicking the “Run” button, the primary core application is executed. During the primary core code execution, the auxiliary core is released from the reset. The hello_world multicore application is now running and a banner is displayed on the terminal. If this is not true, check your terminal settings and connections.

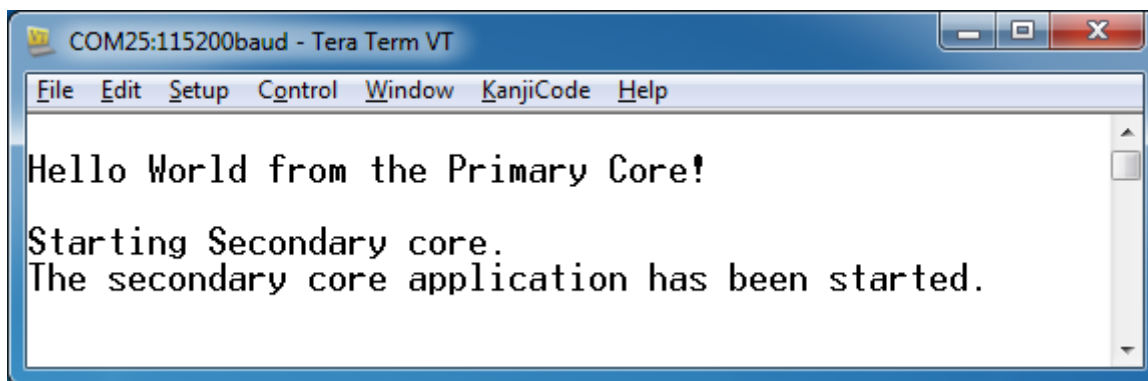


Figure 45. Hello World from primary core message

An LED controlled by the auxiliary core starts flashing, indicating that the auxiliary core has been released from the reset and is running correctly.

Attach the running application of the auxiliary core by opening the auxiliary core project in the second μVision instance, and clicking the “Start/Stop Debug Session” button. After doing this, the second debug session is opened and the auxiliary core application can be debugged.

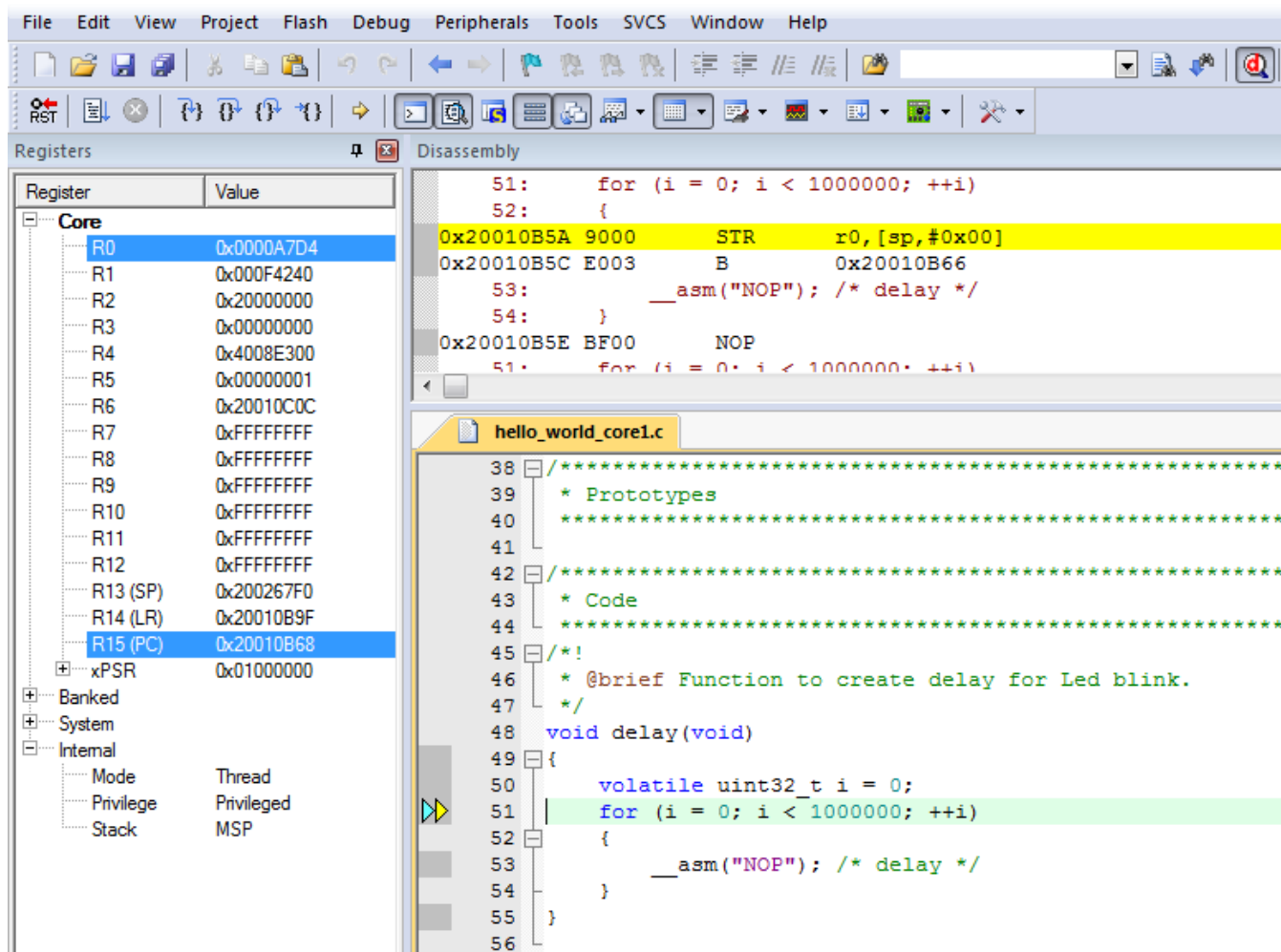


Figure 46. Debugging the auxiliary core application

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 FRDM-K32L3A6 hardware platform is used as an example, though these steps can be applied to any board, demo or example application in the MCUXpresso SDK.

NOTE

GCC ARM Embedded 8.2.1 is used as an example in this document, the latest GCC version for this package is as described in the *MCUXpresso SDK Release Notes* (document MCUXSDKRN).

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 developer.arm.com/open-source/gnu-toolchain/gnu-rm. 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 the *MCUXpresso SDK Release Notes* (document MCUXSDKRN).

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 utilize 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 sourceforge.net/projects/mingw/files/Installer/.
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.

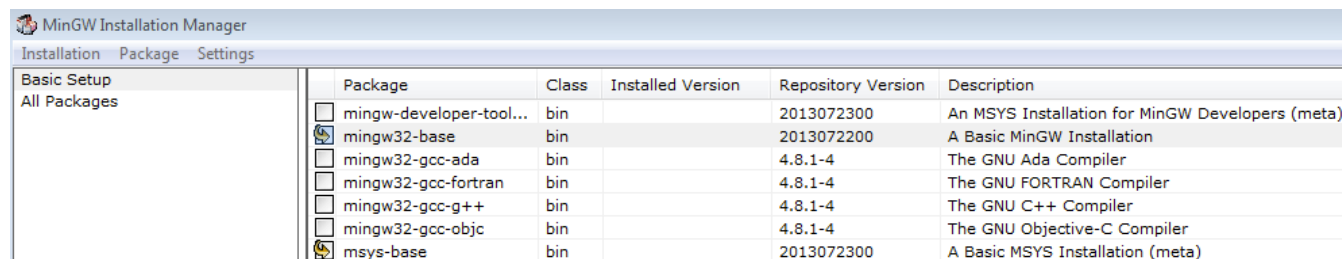


Figure 47. Set up MinGW and MSYS

4. Click “Apply Changes” in the “Installation” menu and follow the remaining instructions to complete the installation.

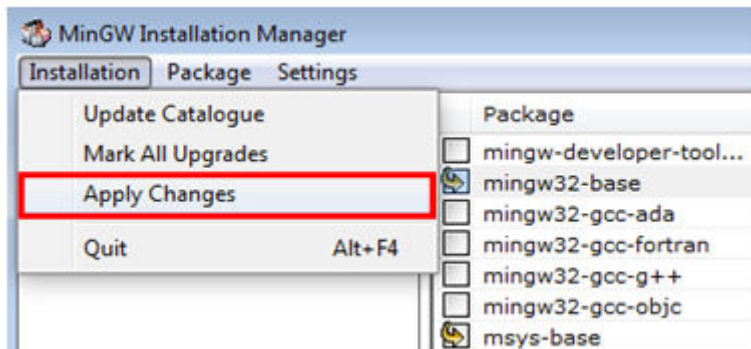


Figure 48. Complete MinGW and MSYS installation

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 does not work.

NOTE

If you have "C:\MinGW\msys\x.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.

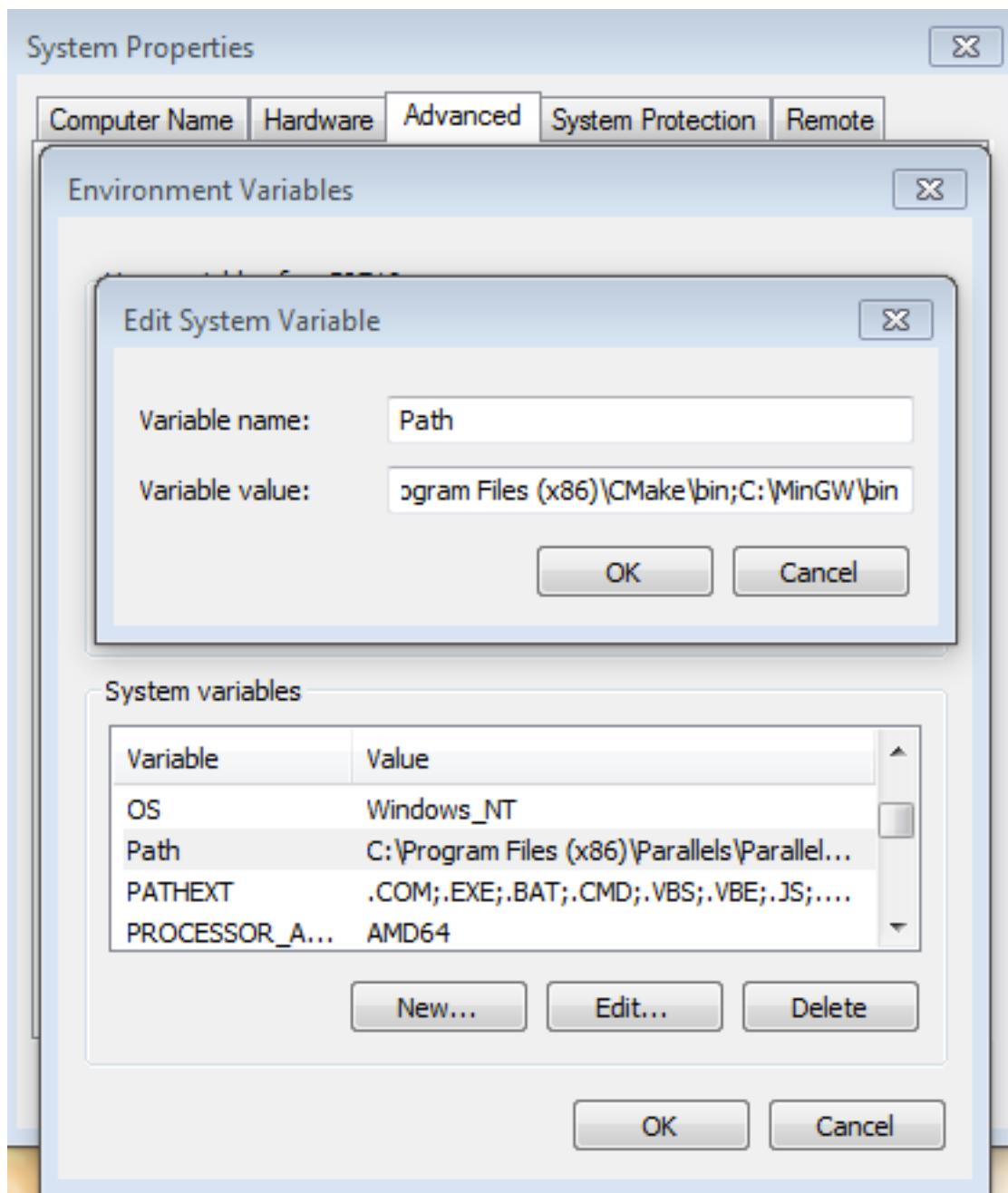


Figure 49. Add Path to systems environment

6.1.3 Add a new system environment variable for ARMGCC_DIR

Run a demo using Arm® GCC

Create a new *system* environment variable and name it `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-update

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

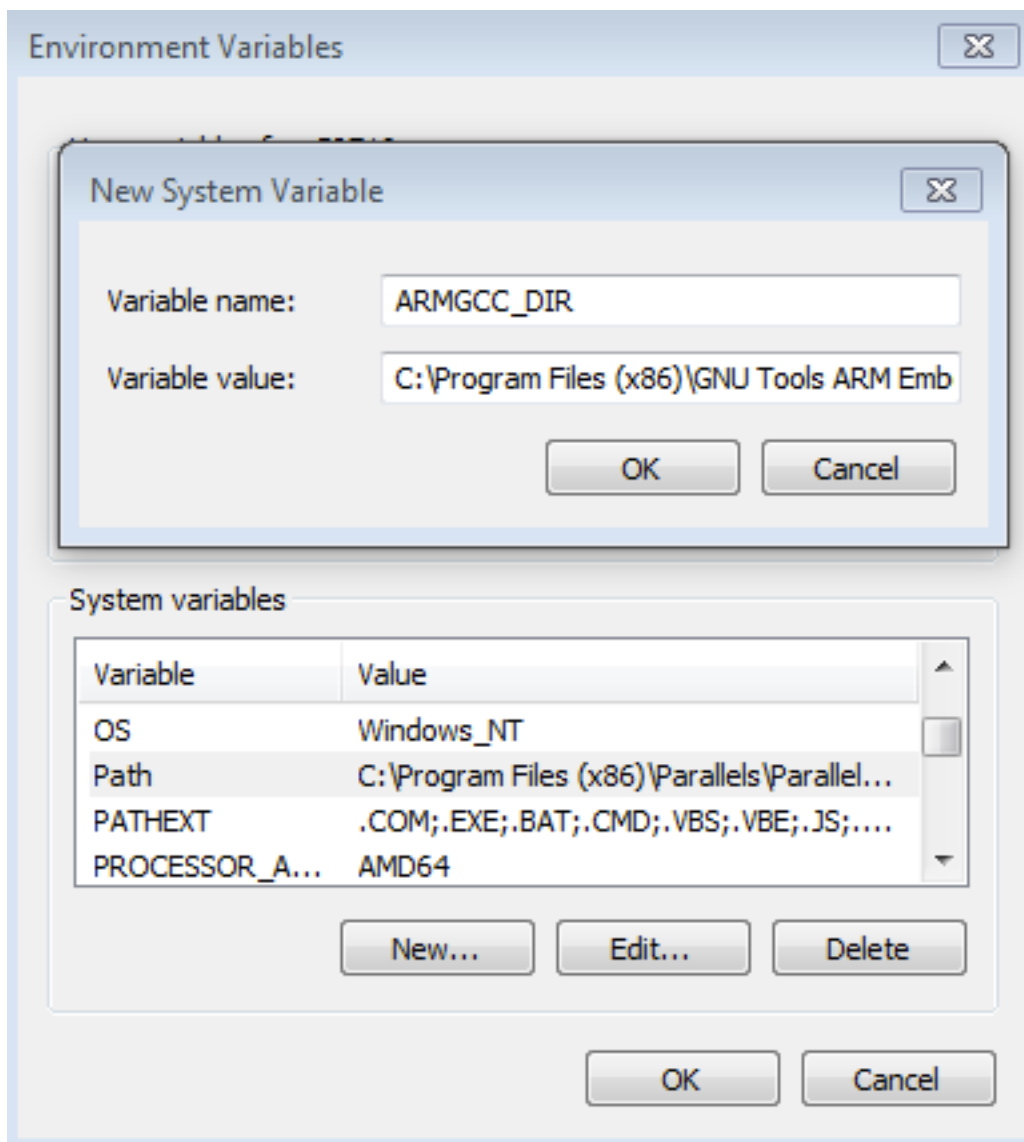


Figure 50. Add ARMGCC_DIR system variable

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.

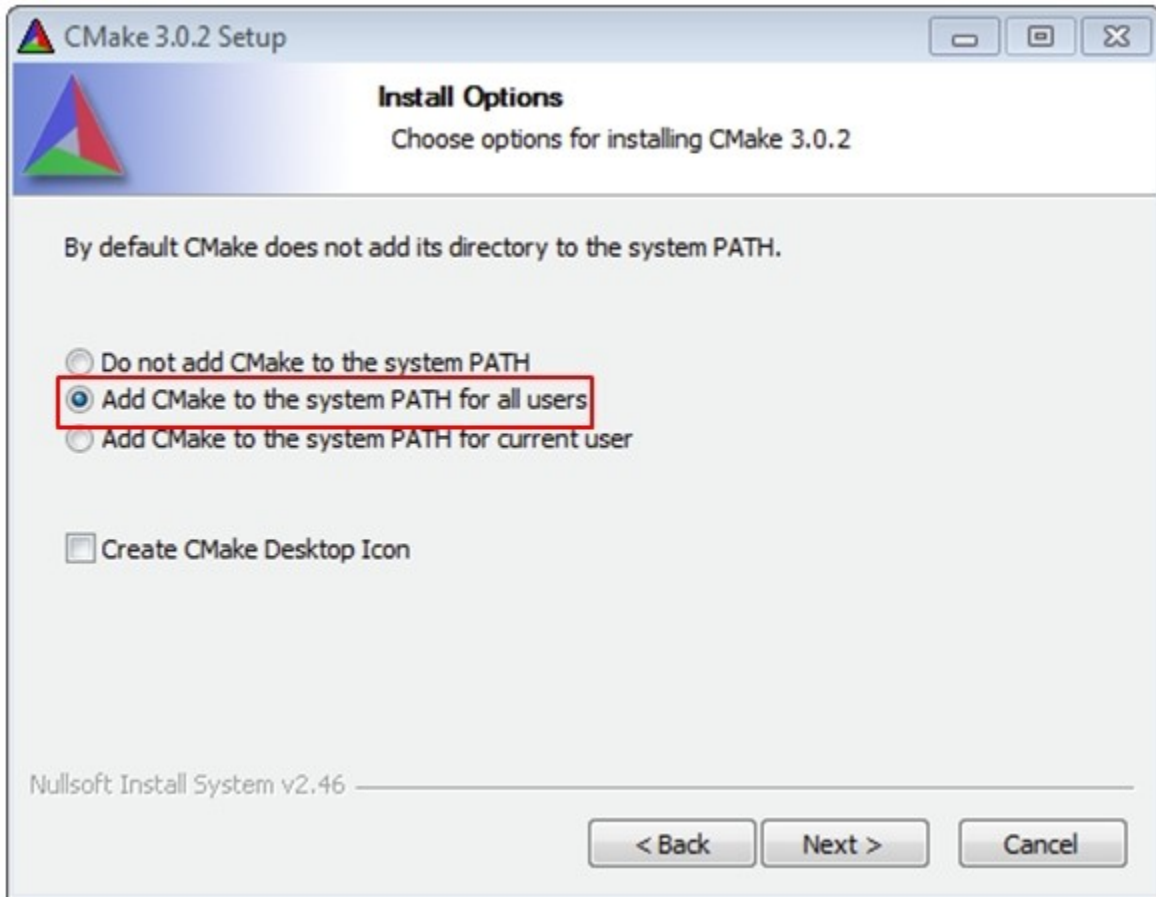


Figure 51. Install CMake

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".

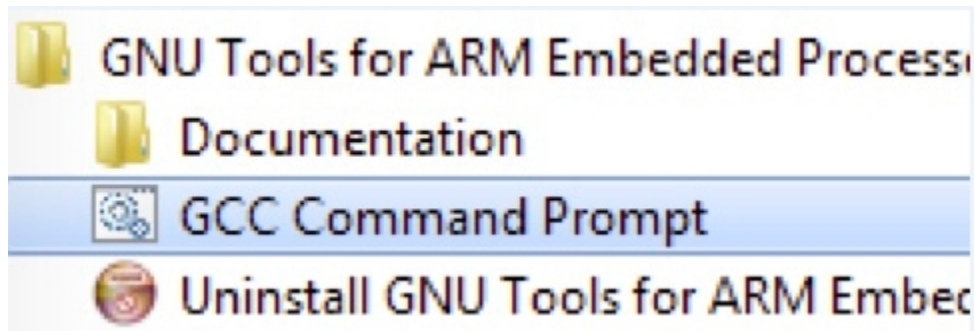


Figure 52. Launch command prompt

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/frdmk32l3a6/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 the "build_debug.bat" file in Windows Explorer to perform the build. The output is shown in this figure:

```
[ 89%] [ 94%] [100%] Building C object CMakeFiles/hello_world_demo_cm4.elf.dir/C:/work_repo/mcu-sdk-2.0-dev/components/1
ists/generic_list.c.obj
Building C object CMakeFiles/hello_world_demo_cm4.elf.dir/C:/work_repo/mcu-sdk-2.0-dev/devices/K32L3A60/system_K32L3A60_
cm4.c.obj
Building ASM object CMakeFiles/hello_world_demo_cm4.elf.dir/C:/work_repo/mcu-sdk-2.0-dev/devices/K32L3A60/gcc/startup_K3
2L3A60_cm4.S.obj
Linking C executable debug\hello_world_demo_cm4.elf
[100%] Built target hello_world_demo_cm4.elf
C:\work_repo\mcu-sdk-2.0-dev\boards\frdmk32l3a6\demo_apps\hello_world\cm4\armgcc>IF "" == "" (pause )
Press any key to continue . . .
```

Figure 53. 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 perform this exercise, two things must be done:

- Make sure that either:
 - The OpenSDA interface on your board is programmed with the J-Link OpenSDA firmware. To determine if your board supports OpenSDA, see Appendix B. For instructions on reprogramming the OpenSDA interface, see Appendix C. If your board does not support OpenSDA, a standalone J-Link pod is required.
 - You have a standalone J-Link pod that is connected to the debug interface of your board. Note that some hardware platforms require hardware modification in order to function correctly with an external debug interface.

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 OpenSDA USB connector and the PC USB connector. If using a standalone J-Link debug pod, also 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 Appendix A). 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

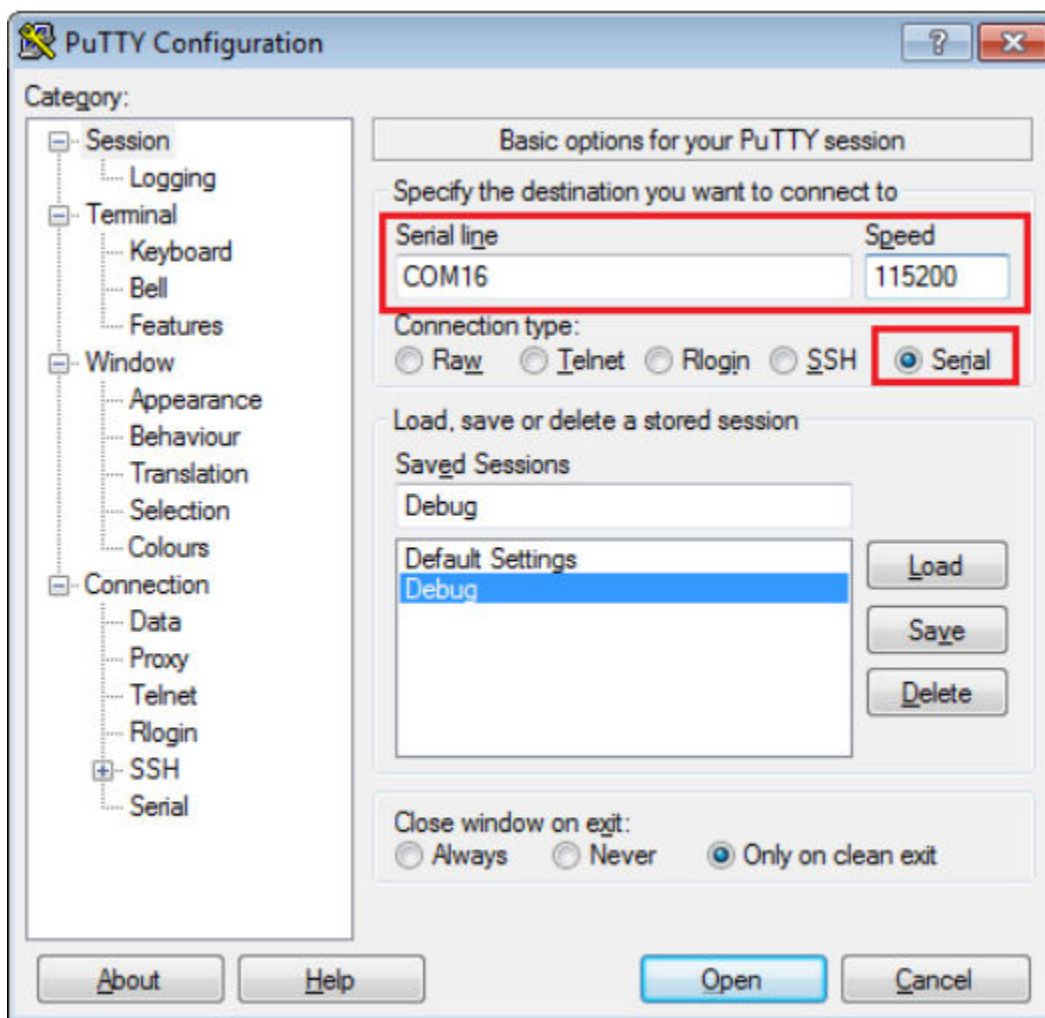


Figure 54. Terminal (PuTTY) configurations

3. 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”.
4. Modify the settings as shown below. The target device selection chosen for this example is the MK64FN1M0xxx12.
5. After it is connected, the screen should resemble this figure:

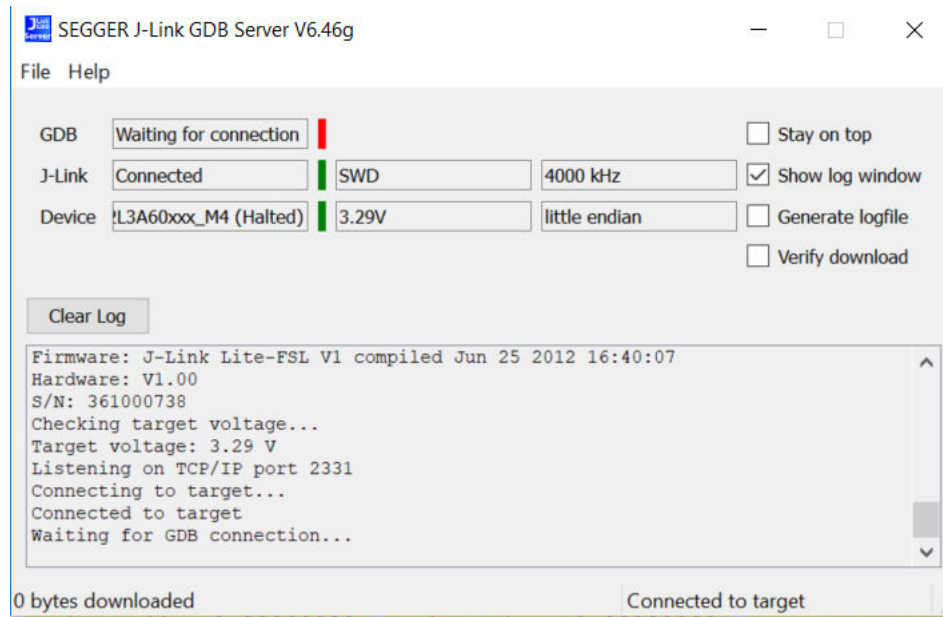


Figure 55. SEGGER J-Link GDB Server screen after successful connection

6. 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”.

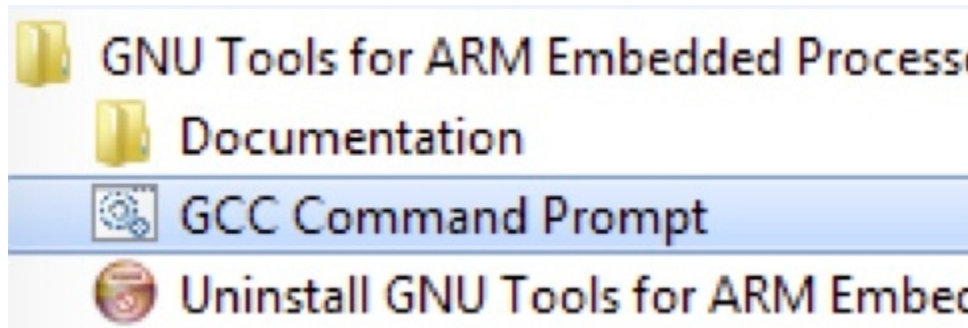


Figure 56. Launch command prompt

7. 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/frdmk32l3a6/demo_apps/hello_world/cm4/armgcc/debug`

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

```

C:\Program Files (x86)\GNU Tools ARM Embedded\8 2018-q4-major>arm-none-eabi-gdb.exe C:\Users\nxa12829\Desktop\k3213\boards\frdmk3213a6\demo_apps\hello_world\cm4\armgcc\debug\hello_world_demo_cm4.elf
C:\Program Files (x86)\GNU Tools ARM Embedded\8 2018-q4-major\bin\arm-none-eabi-gdb.exe: warning: Couldn't determine a path for the index cache directory.
GNU gdb (GNU Tools for Arm Embedded Processors 8-2018-q4-major) 8.2.50.20181213-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"...
Reading symbols from C:\Users\nxa12829\Desktop\k3213\boards\frdmk3213a6\demo_apps\hello_world\cm4\armgcc\debug\hello_world_demo_cm4.elf...
(gdb)

```

Figure 57. Run arm-none-eabi-gdb

9. Run these commands:
 - a. "target remote localhost:2331"
 - b. "monitor reset"
 - c. "monitor halt"
 - d. "load"
10. The application is now downloaded and halted at the reset vector. 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 is not true, check your terminal settings and connections.

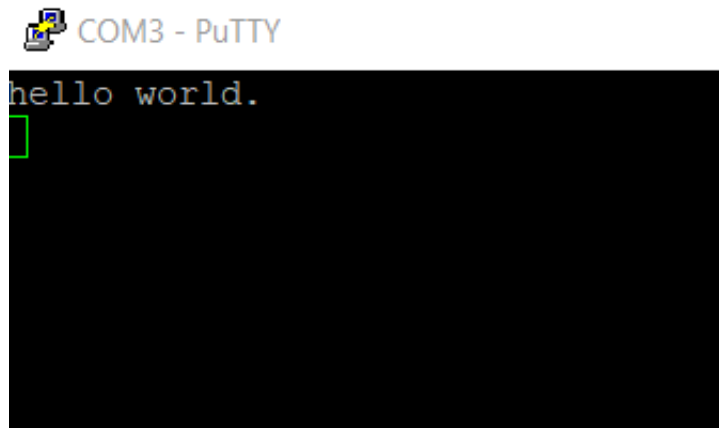


Figure 58. Text display of the hello_world demo

6.4 Build a multicore example application

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

```
<install_dir>/boards/<board_name>/multicore_examples/<application_name>/<core_type>/armgcc
```

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

```
<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm0plus/armgcc/build_debug.bat
```

```
<install_dir>/boards/frdmk32l3a6/multicore_examples/hello_world/cm4/armgcc/build_debug.bat
```

Build both applications separately following steps for single core examples as described in *Section 6.2 "Build an example application"*.

```

GCC Command Prompt - build_debug.bat
[ 47%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
drivers/fsl_common.c.obj
[ 52%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
drivers/fsl_msmc.c.obj
[ 56%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
utilities/debug_console/fsl_debug_console.c.obj
[ 60%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
utilities/fsl_assert.c.obj
[ 65%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
utilities/str/fsl_str.c.obj
[ 69%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/uart/1
puart_adapter.c.obj
[ 73%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial
_manager/serial_manager.c.obj
[ 78%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial
_manager/serial_port_uart.c.obj
[ 82%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/lists/
generic_list.c.obj
[ 86%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/
system_K32L3A60_cm0plus.c.obj
[ 91%] Building ASM object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A6
0/gcc/startup_K32L3A60_cm0plus.S.obj
[ 95%] Building C object CMakeFiles/hello_world_cm0plus.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/middleware/multic
ore/mcmgr/src/mcmgr.c.obj
[100%] Linking C executable debug\hello_world_cm0plus.elf
[100%] Built target hello_world_cm0plus.elf

c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm0plus\armgcc>IF "" == "" (pau
se )
Press any key to continue . . .
  
```

Figure 59. hello_world_cm0plus example build successful


```

GCC Command Prompt - build_debug.bat
[ 50%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_lpuart.c.obj
[ 54%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_common.c.obj
[ 58%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/drivers/fsl_msmc.c.obj
[ 62%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/str/fsl_str.c.obj
[ 66%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/fsl_assert.c.obj
[ 70%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/utilities/debug_console/fsl_debug_console.c.obj
[ 75%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/uart/lpuart_adapter.c.obj
[ 79%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_port_uart.c.obj
[ 83%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/serial_manager/serial_manager.c.obj
[ 87%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/components/lists/generic_list.c.obj
[ 91%] Building C object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/system_K32L3A60_cm4.c.obj
[ 95%] Building ASM object CMakeFiles/hello_world_cm4.elf.dir/C:/packages/SDK_2.6.0_FRDM-K32L3A6_RC1/devices/K32L3A60/gcc/startup_K32L3A60_cm4.S.obj
[100%] Linking C executable debug\hello_world_cm4.elf
[100%] Built target hello_world_cm4.elf

c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\FrdmK32L3A6\multicore_examples\hello_world\cm4\armgcc>IF "" == "" (pause)
Press any key to continue . . .

```

Figure 60. hello_world_cm4 example build successful

6.5 Run a multicore example application

When running a multicore application, the same prerequisites about J-Link/J-Link OpenSDA firmware and the serial console as for the single core application applies, as described in *Section 6.3, "Run an example application"*.

Flashing of both the primary and the auxiliary core applications into the SoC flash memory needs to be done separately for each core. Start with the auxiliary core image first. Once the application is built switch to the build output directory where the application binary file is stored (output of the build). The binary file can be loaded into the CM0+ core flash memory via Jlink commander now. Open the J-Link Commander from the Windows operating system **Start** menu:

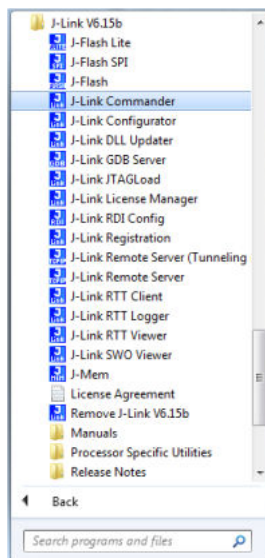
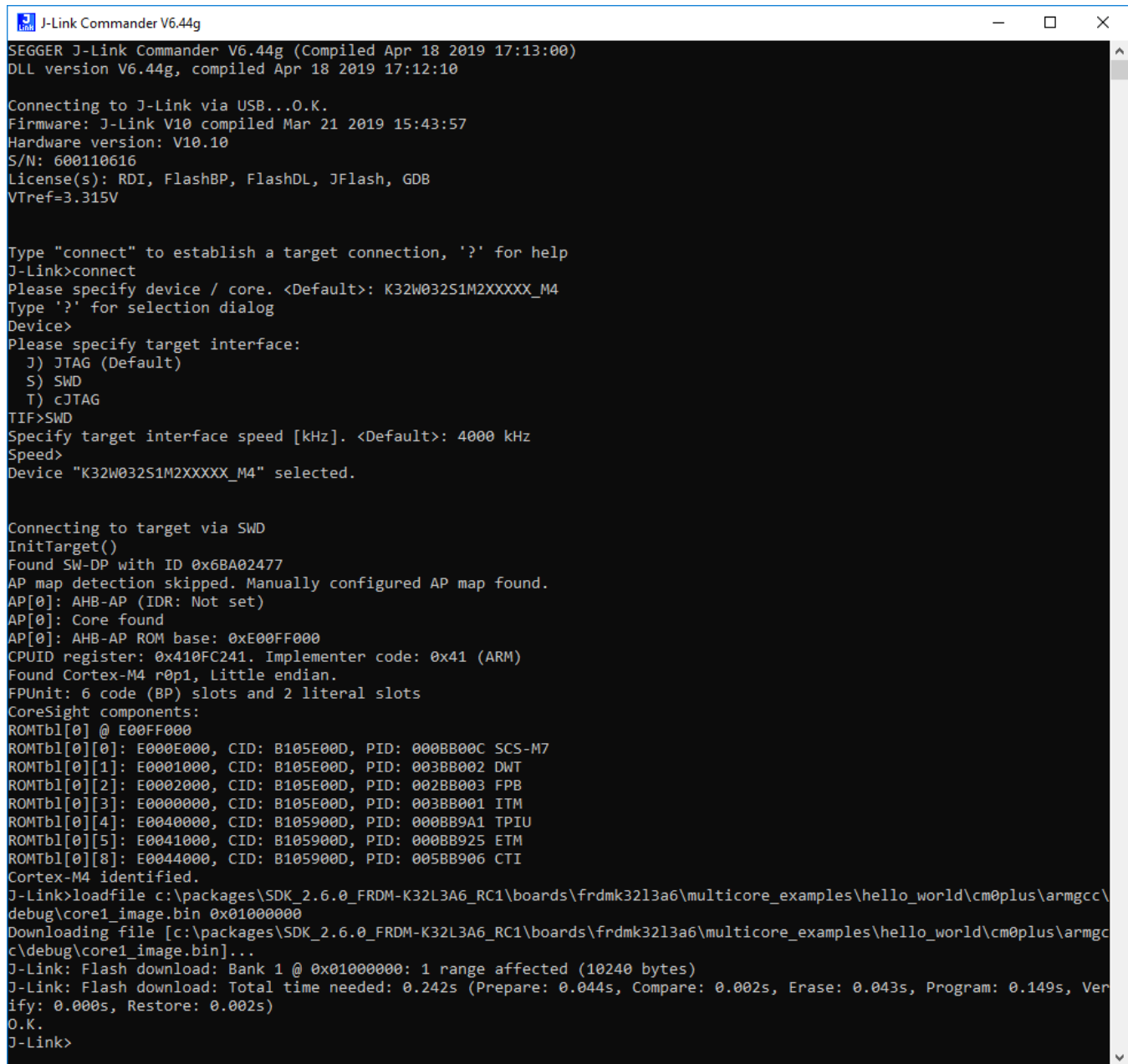


Figure 61. Launch J-Link Commander

Run a demo using Arm® GCC

Once the J-Link Commander is opened, connect to the target device using the connect command and specifying the MK32W042S1M2XXXXX as the device name, SWD as the target interface and the default speed. Then, apply the following command to load the auxiliary core application image into the flash memory:

```
loadfile <path to the core1_image.bin binary file location> 0x01000000
```



```
J-Link Commander V6.44g
SEGGGER J-Link Commander V6.44g (Compiled Apr 18 2019 17:13:00)
DLL version V6.44g, compiled Apr 18 2019 17:12:10

Connecting to J-Link via USB...O.K.
Firmware: J-Link V10 compiled Mar 21 2019 15:43:57
Hardware version: V10.10
S/N: 600110616
License(s): RDI, FlashBP, FlashDL, JFlash, GDB
VTref=3.315V

Type "connect" to establish a target connection, '?' for help
J-Link>connect
Please specify device / core. <Default>: K32W032S1M2XXXXX_M4
Type '?' for selection dialog
Device>
Please specify target interface:
  J) JTAG (Default)
  S) SWD
  T) cJTAG
TIF>SWD
Specify target interface speed [kHz]. <Default>: 4000 kHz
Speed>
Device "K32W032S1M2XXXXX_M4" selected.

Connecting to target via SWD
InitTarget()
Found SW-DP with ID 0x6BA02477
AP map detection skipped. Manually configured AP map found.
AP[0]: AHB-AP (IDR: Not set)
AP[0]: Core found
AP[0]: AHB-AP ROM base: 0xE00FF000
CPUID register: 0x410FC241. Implementer code: 0x41 (ARM)
Found Cortex-M4 r0p1, Little endian.
FPUnit: 6 code (BP) slots and 2 literal slots
CoreSight components:
ROMTbl[0] @ E00FF000
ROMTbl[0][0]: E000E000, CID: B105E00D, PID: 000BB00C SCS-M7
ROMTbl[0][1]: E0001000, CID: B105E00D, PID: 003BB002 DWT
ROMTbl[0][2]: E0002000, CID: B105E00D, PID: 002BB003 FPD
ROMTbl[0][3]: E0000000, CID: B105E00D, PID: 003BB001 ITM
ROMTbl[0][4]: E0040000, CID: B105900D, PID: 000BB9A1 TPIU
ROMTbl[0][5]: E0041000, CID: B105900D, PID: 000BB925 ETM
ROMTbl[0][8]: E0044000, CID: B105900D, PID: 005BB906 CTI
Cortex-M4 identified.
J-Link>loadfile c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm0plus\armgcc\
debug\core1_image.bin 0x01000000
Downloading file [c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm0plus\armgcc\
debug\core1_image.bin]...
J-Link: Flash download: Bank 1 @ 0x01000000: 1 range affected (10240 bytes)
J-Link: Flash download: Total time needed: 0.242s (Prepare: 0.044s, Compare: 0.002s, Erase: 0.043s, Program: 0.149s, Ver
ify: 0.000s, Restore: 0.002s)
O.K.
J-Link>
```

Figure 62. J-Link Commander commands for device connection and the auxiliary core image loading

The auxiliary core image is loaded into the flash memory now and we can focus on the primary core image loading via the GDB server. Open the J-Link GDB Server application as described in *Section 6.3, "Run an example application"*.

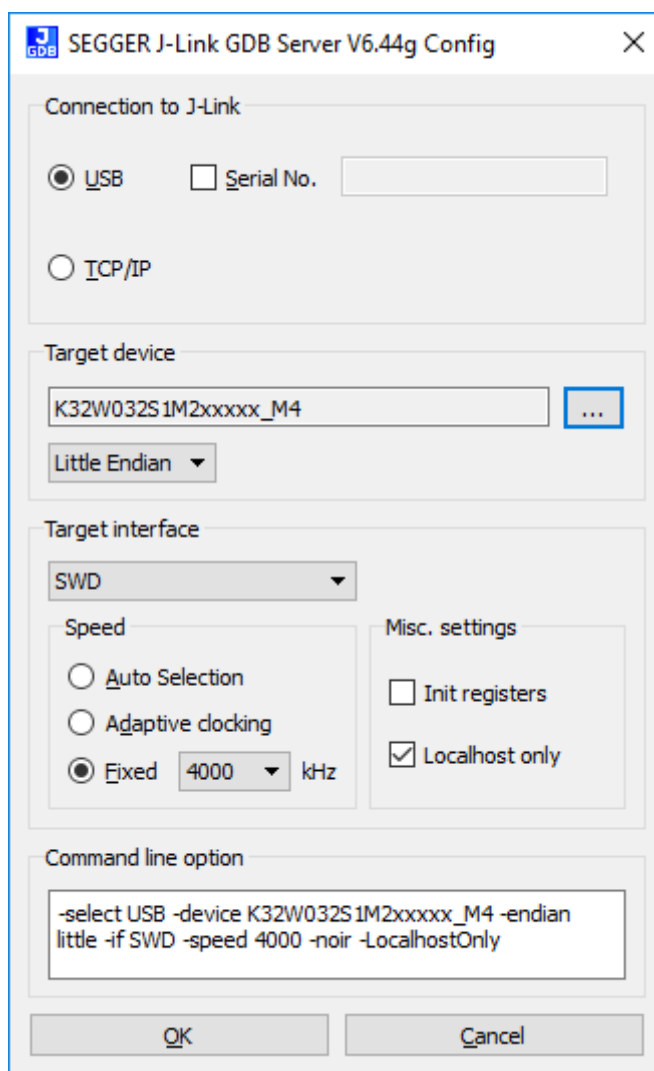


Figure 63. SEGGER J-Link GDB Server options

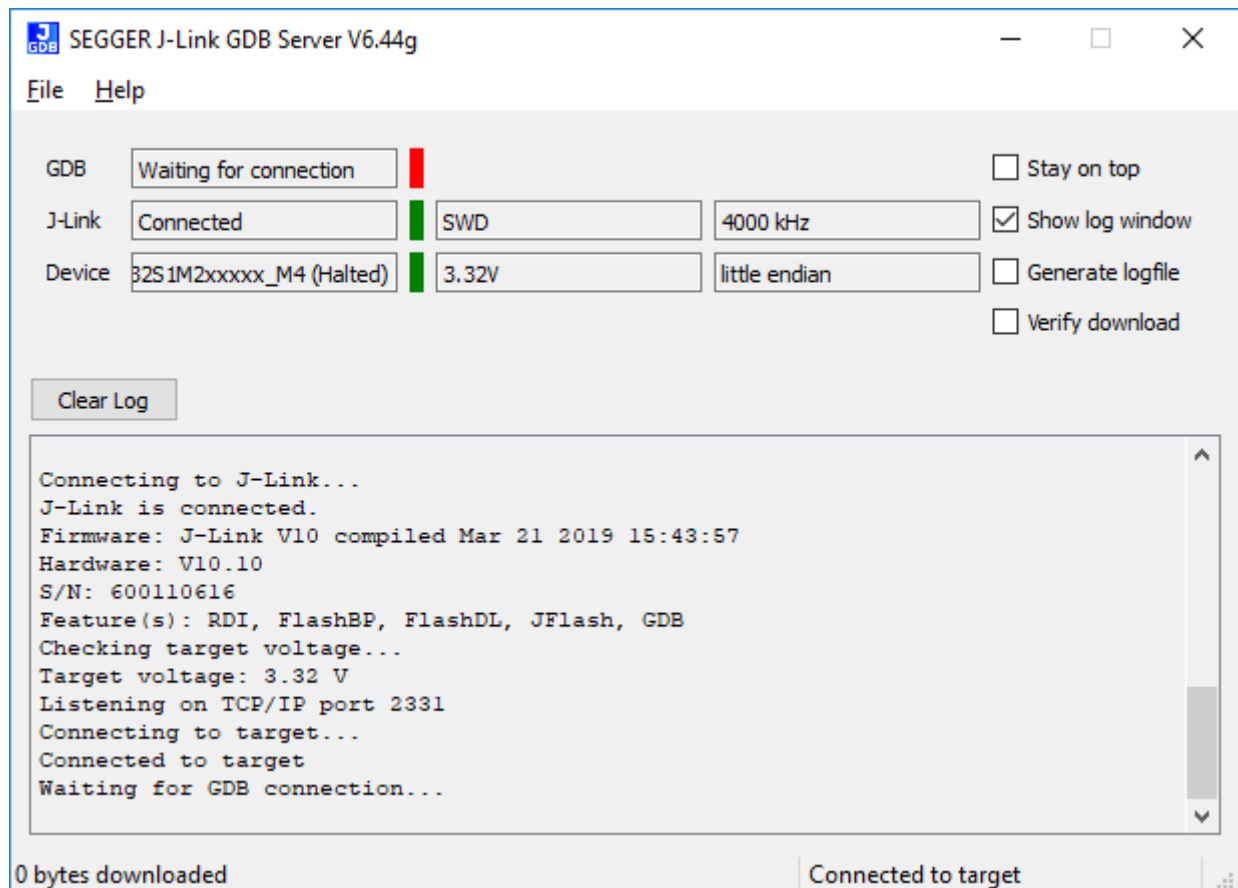


Figure 64. SEGGER J-Link GDB Server screen after successful connection

If not already running, open a GCC Arm Embedded tool chain command window (used for building the application) and change to the directory that contains the example application output (debug or release subdirectories). Run the command `arm-none-eabi-gdb.exe <application_name>.elf`. For the multicore Hello World example, it is `arm-none-eabi-gdb.exe hello_world_cm4.elf`.

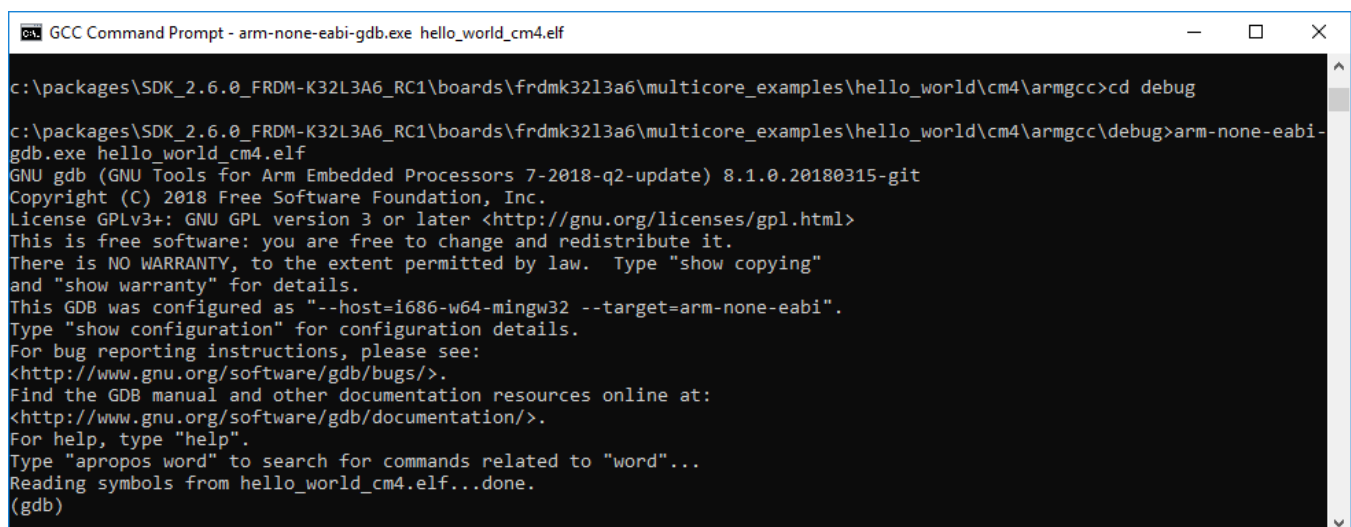
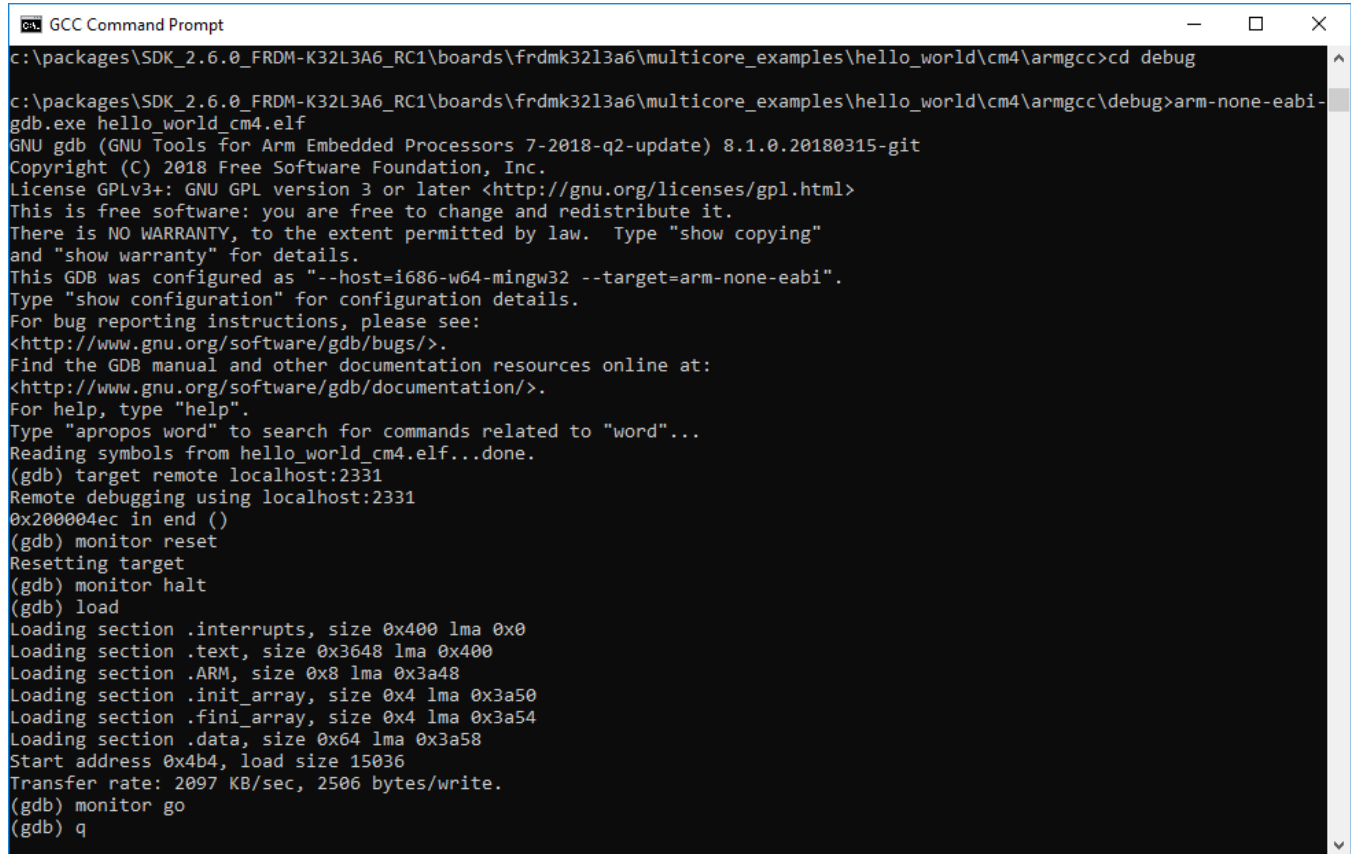


Figure 65. Run `arm-none-eabi-gdb`

Run these commands:

1. target remote localhost:2331
2. monitor reset
3. monitor halt
4. load

The application is now downloaded and halted at the reset vector. Execute the **monitor go** command to start the example application. The multicore Hello World application is now running and a banner is displayed on the terminal. Because of the target device default boot source order the application log can be delayed for a while. To close the debug session, execute the **quit** or just **q** command



```

c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm4\armgcc>cd debug
c:\packages\SDK_2.6.0_FRDM-K32L3A6_RC1\boards\frdmk32l3a6\multicore_examples\hello_world\cm4\armgcc\debug>arm-none-eabi-
gdb.exe hello_world_cm4.elf
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"...
Reading symbols from hello_world_cm4.elf...done.
(gdb) target remote localhost:2331
Remote debugging using localhost:2331
0x200004ec in end ()
(gdb) monitor reset
Resetting target
(gdb) monitor halt
(gdb) load
Loading section .interrupts, size 0x400 lma 0x0
Loading section .text, size 0x3648 lma 0x400
Loading section .ARM, size 0x8 lma 0x3a48
Loading section .init_array, size 0x4 lma 0x3a50
Loading section .fini_array, size 0x4 lma 0x3a54
Loading section .data, size 0x64 lma 0x3a58
Start address 0x4b4, load size 15036
Transfer rate: 2097 KB/sec, 2506 bytes/write.
(gdb) monitor go
(gdb) q

```

Figure 66. Loading and running the multicore example

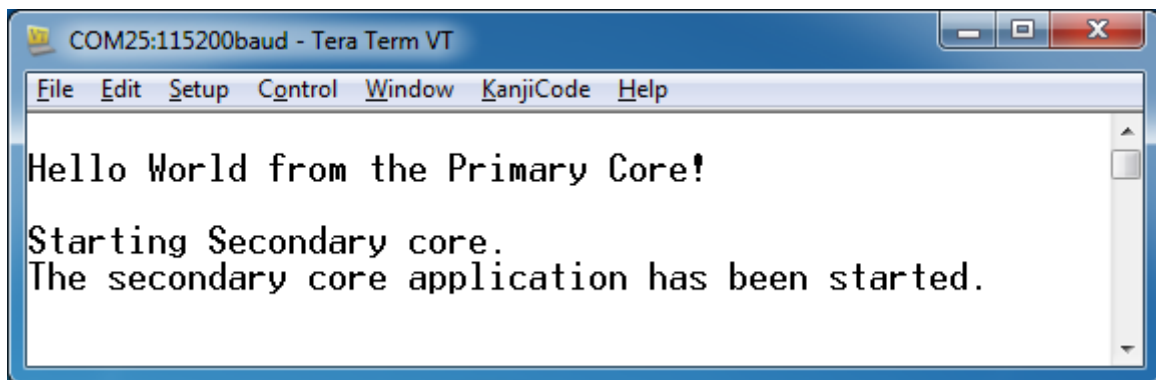






Figure 67. Hello World from primary core message

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.

The MCUXpresso Config Tools consist of the following:

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	
Project Cloner	Allows creation of standalone projects from MCUXpresso SDK examples.	

MCUXpresso Config Tools can be accessed in the following products:

- **Integrated** in the MCUXpresso IDE. Config tools are integrated with the compiler and debugger, so this represents the easiest way to begin that development.
- **Standalone version** available for download from www.nxp.com. Recommended for customers using IAR Embedded Workbench, Keil MDK μ Vision, 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 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), offers the flexibility to select/change many builds, includes a library, and provides source code options. The source code is organized as software components, categorized as driver, 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 the “New project” option, shown in the below figure.



Figure 68. MCUXpresso IDE Quickstart Panel

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

9 Appendix A - How to determine COM port

This section describes the steps necessary to determine the debug COM port number of your NXP hardware development platform.

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, another is for Cortex M4.

2. **Windows:** To determine the COM port, open the Windows operating system Device Manager. This can be achieved by going to the Windows operating system Start menu and typing “Device Manager” in the search bar, as shown below:

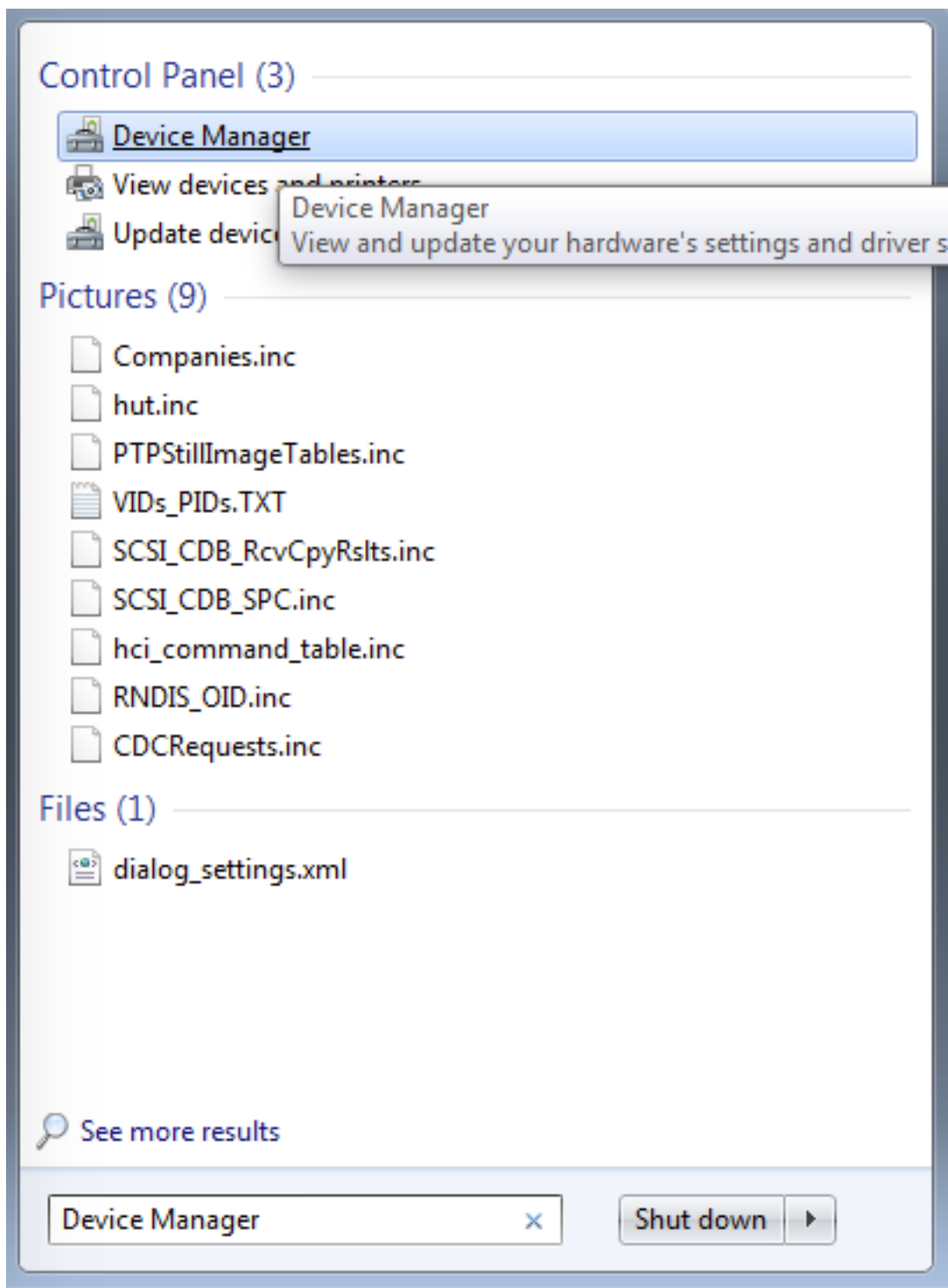


Figure 69. Device Manager

3. In the Device Manager, expand the “Ports (COM & LPT)” section to view the available ports. Depending on the NXP board you’re using, the COM port can be named differently:
 - a. OpenSDA – CMSIS-DAP/mbed/DAPLink interface:

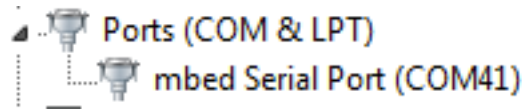


Figure 70. OpenSDA – CMSIS-DAP/mbed/DAPLink interface

- b. OpenSDA – J-Link:
- c. P&E Micro OSJTAG:

10 Appendix B - Default debug interfaces

The MCUXpresso SDK supports various hardware platforms that come loaded with a variety of factory programmed debug interface configurations. The following table 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 of the following table is not applicable to LPC.

Table 2. Hardware platforms supported by SDK

Hardware platform	Default interface	OpenSDA details
FRDM-K32L3A6	CMSIS-DAP	N/A

11 Appendix C - Updating debugger firmware

11.1 Updating OpenSDA firmware

Any NXP hardware platform that comes with an OpenSDA-compatible debug interface has the ability to update the OpenSDA firmware. This typically means switching from the default application (either CMSIS-DAP/mbed/DAPLink or P&E Micro) to a SEGGER J-Link. This section contains the steps to switch the OpenSDA firmware to a J-Link interface. However, the steps can be applied to also restoring the original image. For reference, OpenSDA firmware files can be found at the links below:

- **J-Link:** Download appropriate image from www.segger.com/opensda.html. Chose the appropriate J-Link binary based on the table in Appendix B. Any OpenSDA v1.0 interface should use the standard OpenSDA download (in other words, the one with no version). For OpenSDA 2.0 or 2.1, select the corresponding binary.
- **CMSIS-DAP/mbed/DAPLink:** DAPLink OpenSDA firmware is available at www.nxp.com/opensda.
- **P&E Micro:** Downloading P&E Micro OpenSDA firmware images requires registration with P&E Micro (www.pemicro.com).

These steps show how to update the OpenSDA firmware on your board for Windows operating system and Linux OS users:.

1. Unplug the board's USB cable.
2. Press the board's "Reset" button. While still holding the button, plug the board back in to the USB cable.
3. When the board re-enumerates, it shows up as a disk drive called "MAINTENANCE".

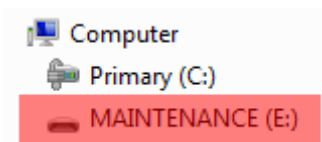


Figure 71. MAINTENANCE drive

4. Drag the new firmware image onto the MAINTENANCE drive in Windows operating system Explorer, similar to how you would drag and drop a file onto a normal USB flash drive.

NOTE

If for any reason the firmware update fails, the board can always re-enter maintenance mode by holding down the "Reset" button and power cycling.

These steps show how to update the OpenSDA firmware on your board for Mac OS users.

1. Unplug the board's USB cable.
2. Press the board's "Reset" button. While still holding the button, plug the board back in to the USB cable.
3. For boards with OpenSDA v2.0 or v2.1, it shows up as a disk drive called "BOOTLOADER" in Finder. Boards with OpenSDA v1.0 may or may not show up depending on the bootloader version. If you see the drive in Finder, proceed to the next step. If you do not see the drive in Finder, use a PC with Windows OS 7 or an earlier version to either update the OpenSDA firmware, or update the OpenSDA bootloader to version 1.11 or later. The bootloader update instructions and image can be obtained from P&E Microcomputer website.
4. For OpenSDA v2.1 and OpenSDA v1.0 (with bootloader 1.11 or later) users, drag the new firmware image onto the BOOTLOADER drive in Finder, similar to how you would drag and drop the file onto a normal USB Flash drive.
5. For OpenSDA v2.0 users, type these commands in a Terminal window:

```
> sudo mount -u -w -o sync /Volumes/BOOTLOADER  
> cp -X <path to update file> /Volumes/BOOTLOADER
```

NOTE

If for any reason the firmware update fails, the board can always re-enter bootloader mode by holding down the "Reset" button and power cycling.

How to Reach Us:**Home Page:**nxp.com**Web Support:**nxp.com/support

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