Running XDot Examples

Before Installing MBED CLI

We need to install dependencies for running MBED CLI first. The dependencies include.

- 1. Python 3 https://www.python.org/downloads/
- 2. Mercurial https://www.mercurial-scm.org/release/windows/
- 3. Git https://git-scm.com/book/en/v2/Getting-Started-Installing-Git

Please make sure to include the installation in the environment path while installing. Follow this video for reference (make sure you take the latest version from the above-provided links)

https://www.youtube.com/watch?v=XvVyLxHuCpQ

In this document, the steps are shown for the windows platform. For Mac OS and Linux, follow similar steps of installation.

Installing MBED CLI

For installing MBED CLI, download the installer from here:

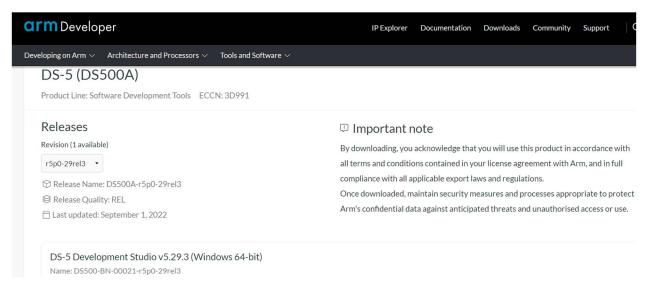
https://github.com/ARMmbed/mbed-cli-windows-installer/releases/download/v0.4.10/Mbed_installer_v0.4.10.exe

Make sure you select the option "include the installation in environment path variables".

Installing ARM GCC compiler

Go to https://developer.arm.com/downloads/-/ds-5-downloads

You might have to register/login to ARM website. Complete the steps. You must see the below page



Select the release and download the zip file. (You might be asked to add extensions for faster downloads)

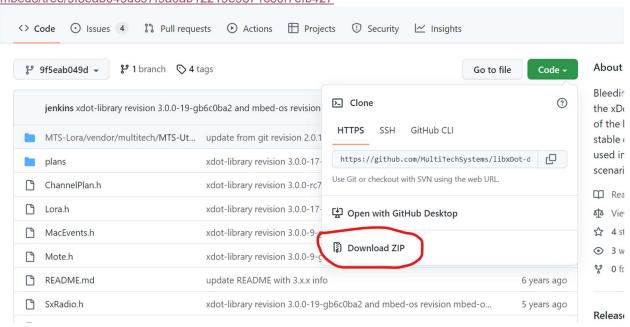
Unzip it. Run the installation file Add it to environment path during installation.

Importing Code and libraries

Create a folder in a path for your Dot examples DOT PATH\

Open command line

- 1. Run mbed import http://os.mbed.com/teams/L-TEK/code/Dot-Examples/
- 2. If you get issues related module error, install pip version 22.2.2
- This should create a director DOT PATH\Dot-Examples\
- 4. Run cd Dot-Examples and mkdir libxDot-dev-mbed5
- 5. Download and unzip contents from https://github.com/MultiTechSystems/libxDot-dev-mbed5/tree/9f5eab049dc97f9a0ab12219e9871c60f7efb427



- 6. Create folder mbed-os folder in DOT PATH\Dot-Examples
- 7. Download and unzip contents from https://github.com/ARMmbed/mbed-os/archive/refs/tags/mbed-os-5.6.2.zip to this folder

8. Modify example_config.h in DOT_PATH\Dot-Examples\examples\src\ to run the type of example to run

```
#ifndef __EXAMPLE__CONFIG_H__
                                                       > pc
     #define __EXAMPLE__CONFIG_H__
     #define OTA EXAMPLE
                                    1 // see ota example.cpp
    #define AUTO OTA EXAMPLE
                                    2 // see auto_ota_example.cpp
    #define MANUAL EXAMPLE
                                    3 // see manual example.cpp
    #define PEER_TO_PEER_EXAMPLE 4 // see peer_to_peer_example.cpp
     #define CLASS_C_EXAMPLE
                                    5 // see class_c_example.cpp
    // the active example is the one that will be compiled
     #if !defined(ACTIVE EXAMPLE)
11
     #define ACTIVE_EXAMPLE PEER_TO_PEER_EXAMPLE
12
     #endif
13
     // the active channel plan is the one that will be compiled
    // options are :
17
            CP_US915
18
            CP_AU915
           CP_EU868
           CP KR920
20
21
           CP_AS923
22
            CP_AS923_JAPAN
23
            CP IN865
    #if !defined(CHANNEL_PLAN)
    #define CHANNEL PLAN CP US915
    #endif
26
27
     #endif
```

- 9. Make sure to Set CP_US915 as channel plan in the config file
- 10. FOR OTA Example, modify ota_example.cpp deep_sleep=true public_network=true and change network ID and network key and make it use those
- 11. Add dependency on light sensor of the example by running "mbed add http://os.mbed.com/teams/Multi-Hackers/code/ISL29011/"
- 12. Now run "mbed compile -m XDOT_L151CC -t GCC_ARM" to compile

Refer: https://www.youtube.com/watch?v=C6LQJnd-E9E for an example of how to import and compile

- 13. Now once bin is generated, go to DOT_PATH\Dot-Examples\BUILD\XDOT_L151CC\GCC_ARM and copy the Dot-Examples.bin to the XDOT USB enumeration folder to flash
- 14. Reset the board to run the example successfully

Getting output from XDOT

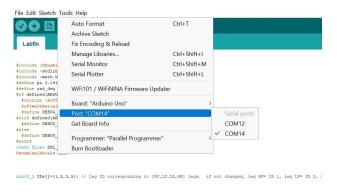
Now that the example is running, we need to get the serial output for status from XDOT.

Make sure in the code we have this line as below if you are using the XDOT Dev board.

```
// * these options must match between the two devi > pc
     static uint8_t network_address[] = { 0x01, 0x02, 0x03, 0x04
     static uint8_t network_session_key[] = { 0x01, 0x02, 0x03,
     static uint8_t data_session_key[] = { 0x01, 0x02, 0x03, 0x0
     mDot* dot = NULL;
     lora::ChannelPlan* plan = NULL;
     //Serial pc(USBTX, USBRX);
    Serial pc(USBTX, USBRX);
 31
 32 V #1TUCT TARGET_FF1705_L151CC
     #elif defined(TARGET_XDOT_L151CC)
 37 ∨ #else
     AnalogIn lux(XBEE_AD0);
     #endif
    v int main() {
```

If we are using a standalone XDOT, we might require a USB to UART TTL connector and set pins P9 and P10 instead of USBTX and USBRX

We need to detect the port of UART which is enumerated for communication. So, you can use PuTTy and check the enumerated port from device manager. Or a simpler way is to use a third party application like Arduino which automatically detects the port for you and has a serial monitor as well.



Select the port and open serial monitor ctrl+shift+M

Make sure to set the baud rate to 115200. We should be able to get the below prints

