

## **Programming and Debugging the Portenta H7: USB-C, ST-LINK, and Connector Access Methods**

### **Method 1: Using USB-C cable** (Arduino/Mbed bootloader or STM32 system bootloader)

- The Portenta H7 supports programming over its USB-C port.
- To enter the Arduino/Mbed bootloader, you only need to double-tap the RESET button. This works out of the box and allows flashing via Arduino IDE or arduino-cli.
- To enter the STM32 system bootloader (DFU/USB mode), the MCU requires  $BOOT0 = 1 + \text{RESET}$ .
- On Portenta H7, the BOOT0 pin is not connected to any MKR header.
- Instead, it is exposed only on the high-density connector J2, pin 3 (BOOT0 / Boot\_source).
- Therefore, to access the STM32 system bootloader, you need either the Portenta Breakout Board (which gives you a Bootsource DIP switch) or to solder a wire directly to the J2-3 pad.

### **Method 2: Using ST-LINK** (SWD debugging/programming)

- The Portenta H7 supports standard ARM SWD (Serial Wire Debug) with an ST-LINK.
- Required signals:
  - SWDIO (PA13) → J2-13
  - SWCLK (PA14) → J2-15
  - NRST (Reset) → J1-12
  - Plus 3.3V reference (e.g., J2-18) and GND (e.g., J2-20).
- These pins are not exposed on the MKR headers; they exist only on the J1/J2 high-density connectors.
- To use them, you must either have the Portenta Breakout Board (which brings them out cleanly) or solder wires directly to the J1/J2 pads.

## **Soldering VS Breakout Board**

### **1. Soldering Method**

#### **➤ How to do it:**

Identify the required signals on the J1/J2 HD connector pads and solder very

thin enamel wires ( $\approx 30\text{--}34$  AWG) directly to those pads (e.g., J2-13 for SWDIO, J2-15 for SWCLK). Route the wires out and attach them to a 2.54 mm pin header or Dupont jumper ends for easy connection to your ST-Link.

➤ **Risks/Precautions:**

The 0.4 mm pitch pads are fragile — too much heat or pulling can lift them off permanently. Always use flux, a fine soldering tip, and minimal solder, then secure the wires with glue/epoxy/tape immediately to avoid stress. If a pad is damaged, that signal may be lost forever.

➤ **Pros/Cons:**

It's cheap, requires no extra hardware, and works if you only need a few signals, but it's high-risk, demands soldering skill, isn't reusable, and only exposes the pins you solder.

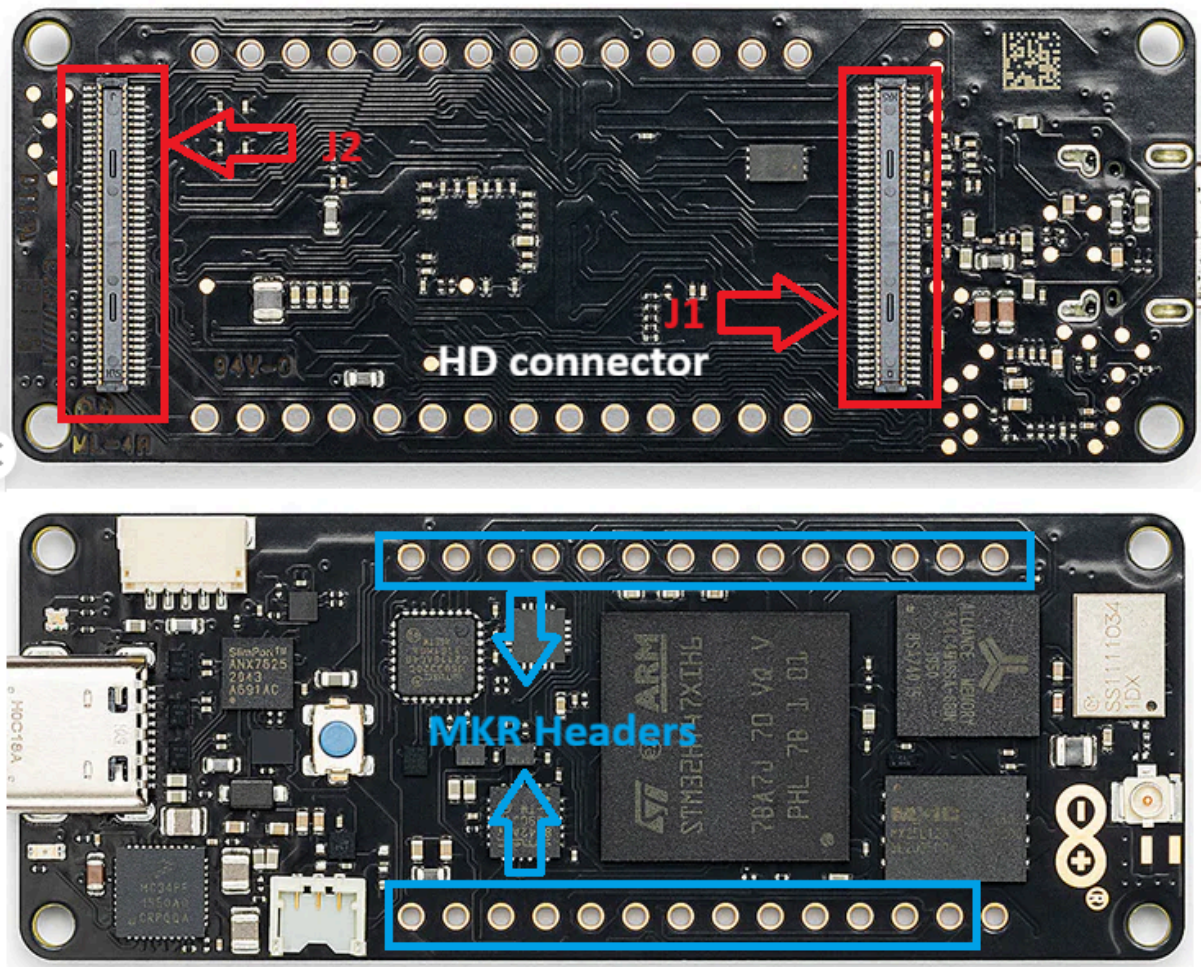
## 2. Breakout Board Method

➤ **How to do it:**

Use the official Arduino Portenta Breakout Board (ASX00031) or a DF40 connector breakout adapter, which plugs into J1/J2 and maps all 160 pins to 2.54 mm headers. SWD, BOOT0, NRST, power rails, and many peripherals become accessible without fine soldering, and you can connect your ST-Link directly with jumper wires.

➤ **Pros/Cons:**

This method is safe and reliable, avoids pad damage, and provides full access to all signals along with extras like a BOOT0 switch, power button, USB host, and microSD slot. It's reusable and convenient for multiple projects, but costs more ( $\sim$ RM 270) and makes the setup bulkier.



**In summary:** If the PCB lab has the capability to solder fine-pitch pads (0.4 mm) using professional tools such as a microscope, fine soldering stations, and flux handling equipment, then the soldering method is a viable option. Otherwise, the breakout board method is the safer and more reliable choice.