AND9621/D

AX Development Systems -Troubleshooting Guide

Scope

This document helps users understand and correct common issues with the AX development systems. The information is presented in a Frequently Asked Questions (FAQ) format.

Related Development Kits

- AXDBG-2-GEVK
- DVK-BASE-2-GEVK
 - ◆ ADD5043-169-2-GEVK
 - ◆ ADD5043-433-2-GEVK
 - ◆ ADD5043-868-2-GEVK
 - ◆ ADD5051-868-2-GEVK
- F143-MINI-2-GEVK
 - ◆ F143-MINI-A-MOD-GEVB
 - ◆ F143-MINI-B-MOD-GEVB
- DVK-AXM0F243-868-1-GEVK
 - ♦ DVK-AXM0F243-868-1-SMA-GEVB
 - ◆ DVK-AXM0F243-868-1-ANT-GEVB
- DVK-AXM0F243-915-1-GEVK
 - DVK-AXM0F243-915-1-SMA-GEVB
 DVK-AXM0F243-915-1-ANT-GEVB
- DVK-SFEU-1-GEVK
- DVK-SFEU-API-1-GEVK
- DVK-SFUS-1-GEVK
- DVK-SFUS-API-1-GEVK
- DVK-SFJK-1-GEVK
- DVK-SFJK-API-1-GEVK
- DVK-SFAZ-1-GEVK
- DVK-SFAZ-API-1-GEVK
- DVK-SIP-SFEU-1-GEVK
- DVK-SIP-SFEU-API-1-GEVK

Related Development Tools

AX::CodeBlocks, AX-RadioLab, AXSDB, AXFTDIEEPROG, SDCC



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APPLICATION NOTE

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APPLICATIONS INFORMATION

Q1: When running the AX::CodeBlocks IDE, I get the following pop-up message when I try to debug. What does it mean?

Inacce	ssible or Locked Microfoot Device			
2	The Microcontroller is inaccessible or locked and none of the keys from the project keyring matches.			
	Check Debugger connection and recycle the Device.			
If you know the correct key, cancel and add the key to Project->Properties->Axsem Debugger: Additional K				
	Do you want to fully erase the Microcontroller, but loosing the factory calibration data?			
	Yes No			
Dor	n't annoy me again!			

Figure 1.

A1: There are several reasons that this pop-up message can occur.

The most likely cause for this pop-up is the ribbon cable between the AXDBG-2-GEVK board and the development board is not plugged in correctly. The debug link will not work and you will get the message shown above.

The header for the ribbon cable is keyed on AXDBG-2-GEVK, and the ribbon cable should plug into the development board such that the ribbon cable faces away from the development board (as shown below).



Figure 2.

If the ribbon cable is plugged in correctly and the pop–up message is given, then the microcontroller is locked with a key. The locking is normally done as a security measure to avoid that the software can be read out or modified.

If "Yes" is selected on the pop-up, all the factory calibration and any software stacks will be erased. Normally "No" is the appropriate response.

NOTE: Devices that are sold pre-programmed with software stacks (with AT interface, such as AX-SFUS) are locked at the factory and the key is a secret. If reprogramming is attempted the calibration data and the software stack will be erased and this is non-recoverable and will render the chip inoperable.

If problems remain, please review Q2 for tips on solving debug link and serial communication problems.

Q2: I'm having serial communication problems or can't get the AX debug link to connect to the development board. What can I do?

A2: First check that the ribbon cable is plugged in correctly as shown in Q1 of this document.

If the cable is plugged in correctly, then there may be a problem with the virtual COM port.

Open the Windows device manager and verify a COM port is shown that corresponds to the AXDBG-2-GEVK board. See the picture below (USB Serial Port – COM8 in this example).

If needed unplug and re-plug the AXDBG-2-GEVK board to verify that a COM port is associated with it. The first time an AXDBG-2-GEVK is plugged in, Windows may need time to find the driver. This normally takes less than 5 minutes.

Once a valid driver is installed and the COM port shows up, there will be two serial converters, A and B, as shown in the picture below.

Bevice Manager				
File Action View Help				
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Datteries				
Biometric Devices				
🔈 📲 Computer				
🗅 👝 Disk drives				
🔈 📲 Display adapters				
Um Human Interface Devices				
IDE ATA/ATAPI controllers				
Imaging devices				
> - Keyboards				
Memory technology driver				
Mice and other pointing devices				
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Microcoft Virtual WiEi Mininget Adapter				
Ports (COM & LPT)				
Titel(R) Active Management Technology - SOL (COM3)				
USB Serial Port (COM8)				
Security Devices				
Sound, video and game controllers				
⊳ ₁∎ System devices				
🍙 🖕 Universal Serial Bus controllers				
🟺 Generic USB Hub				
🟺 Intel(R) 8 Series USB Enhanced Host Controller #1 - 9C26				
🟺 Intel(R) USB 3.0 eXtensible Host Controller				
🟺 Intel(R) USB 3.0 Root Hub				
🗰 USB 2.0 Hub				
USB 2.0 MTT Hub				
USB 3.0 Hub				
USB Composite Device				
USB Composite Device				
USB Serial Converter A				
Serial Converter B				

Figure 3.

The AXDBG-2-GEVK uses the USB Serial Converter B. Right click on the B instance, and under the advanced properties, make sure that enable VCP is selected. VCP stands for Virtual COM Port. See the picture below.

USB Serial Converter B Properties							
General Advanced Power Management Driver Details							
USB Serial Converter B							
Configuration							
Use these settings to override normal device behaviour.							
Load VCP Fnable Selective Suspend							
5 Selective Suspend Idle Timeout (secs)							
OK Cancel Help							



If the AXDBG-2-GEVK still doesn't connect, than its likely the EEPROM for the FTDI USB to serial chip has not been programmed or has somehow been erased.

Issuing the following command from a CMD window will program the FTDI EEPROM.

axftdieeprog.exe -p -f -s 3 -B

The "-s 3" part of the command specifies to make the debugger number 3. For more details refer to application note AND9330, production programming.

Now the debugger should work. Verify from the CMD window by issuing:

```
axsdb --listserials
```

The command should return a 3 if the debugger is found. For more debug interface information, refer to application note AND9370, debug interface software manual.

Q3: I Installed AX::CodeBlocks but the SDCC compiler is not in my path. What should I do?

A3: The easiest solution is to uninstall RadioLAB and the AX::CodeBlocks IDE package from your machine.

Before reinstalling, make sure that the debugger is NOT plugged in and also that the AX::CodeBlocks IDE installer is ran BEFORE the RadioLab installer.

If the installation is done in the right order, the SDCC compiler should be available from CodeBlocks when started for the first time. See the Figure 5.



Figure 5.

If you know the SDCC compiler is installed and you get errors related to the compiler path not found, it's also possible to set the compiler path in AX::CodeBlocks by activating the following menu Settings->Compiler.

Then change the default compiler to SDCC as shown below.



Figure 6.

It may also be useful to verify that the SDCC compiler is in the search path as shown in Figure 7.

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Compiler settings			
	Global compiler settings		
	Selected compiler		
Sol	SDCC Compler		
	Set as default Copy Rename Delete Reset defaults		
Global compiler settings	Compiler settings Linker settings Search directories Toolchain executables Custom variables Build options (4 4		
	Compler's installation directory		
	C: Program Files (x86)/SDCC Auto-detect		
NOTE: All programs must exist either in the "bin" sub-directory of this path, or in any of the "Addition			
	Program Files Additional Paths		
Profiler settings	C:1Program Files (x86)/SDCC/bin		
544			
Same I			
Batch builds			
	Add Edit Delete Clear		
	OK Cencel		

Figure 9.

Figure 7.

And as a final check make sure the path to the SDCC executable is defined as shown in Figure 8 and Figure 9.

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	Glo	obal compiler settings
M	Selected compiler	
	SDCC Compiler	•
		Set as default Copy Rename Delete Reset defaults
Global compiler settings	Compiler settings Linker se	ettings Search directories Toolchain executables Custom variables Build options
	Compiler's installation div	ectory
.	C:\Program Files (x86)\ NOTE: All programs mus	SDCC
	Program Files Additional	i Paths
Profiler settings	C compiler:	sdcc.exe at
. 0.0	C++ compiler:	sdcc.exe
	Linker for dynamic libs:	sdcc.exe
	Linker for static libs:	sdcdb.exe
Batch builds	Debugger:	AXSEM debugger : Default
	Resource compiler:	
	Make program:	make.exe
	L	
		OK Cancel

Figure 8.

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