Running the Player Demo Application on R-Car D3 Custom Integrity

Preparations

Make sure to have an implementation of cgi_studio_3psw\src\RCarD3\enable_display\RCarD3_custom_EnableDisplays.h in the file cgi_studio_3psw\internal\Devices\RCarD3\enable_display\RCarD3_custom_EnableDisplays.c in order to set the GPIO pins in a way the displays work. Make also sure to copy the flash wrapper layer to "cgi_studio_3psw\internal\Devices\RCarD3\storage_driver_wrapper_layer" where it is expected to be when using eMMC resp. QSPI as asset repository.

Logging Output and Key Input

Use any terminal software to connect to the target via COM to receive logging output and use key input. BaudRate needs to be set to 115200.

Download the Application

To download and debug the application you need a Green Hills probe according to the Prerequisites. In the Connection Organizer open the default.con from your BSP (devtree-arm64).

Monolith Application

In the MULTI launcher select “Open debugger” and direct to your build folder. There choose the Monolith (this is the file without file extension and the application name and the word Monolith in it). Then hit F5 and connect to target via “Green Hills Probe Connection (mpserv) for SSFTxxx_RcarD3_10inch”. Choose “Download to RAM”. After the application is downloaded, the Player application starts. In the terminal press “h” to get the menu.

Loading the asset

By default, the Player demo application has the asset file added by the linker. It will be loaded to RAM together with the application. You have to select the asset file in CMake via the variable ASSET_TARGET_LOCATION before you build the application.

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