Running the Player Demo Application on R-Car H3 Integrity

Asset

An asset (statically linked) has been pre-built and is located here:

- [...]/cgi_studio_courier_apps/src/CourierSampleApp/Assets/AssetLibCff_RCarH3_Integrity_Target.bin

Asset loading from file system (if required)

Note:
Application side only, this is not part of the original port.

To enable set:

- ```
  #define __LOAD_ASSET_FROM_FILE
  ```

in:

- [...]/cgi_studio_courier_apps/src/CourierSampleApp/AppPlatform/Target_RCarH3Integrity_ARM/AppEnvironment.cpp

and set this variable to the correct file system path:

- Courier::Char * cAssetFileName = "...";

also, remove:

- -rawimport ${ASSET_TARGET_LOCATION}
  ```

from 'LINK_FLAGS' in:

- [...]/cgi_studio_courier_apps/src/CourierSampleApp/AppPlatform/Target_RCarH3Integrity_ARM/KernelTargets/KernelTargets.cmake

SceneComposer Solution

- [...]/cgi_studio_courier_apps/src/CourierSampleApp/SCSolution/RCarH3

Flash

- in MULTI (v7.4.1) Launcher choose 'Open Debugger' -> C:/ghs/int1144/config/bin/multivisor_vm0_vm1_mono
- (if not yet done) load 'CANDERA_default.con' from 'Target' -> 'Show Connection Organizer'
- press 'F5' (green arrow button) and select:
  - * '[CANDERA] Flash Kernel (mpserv) for Renesas R-Car H3'
  - * select 'Download to RAM' when asked
- chose 'File' -> 'Debug as new Entry' -> [...]/CourierSampleApp_RCarH3Platform_Target_RCarH3Integrity_ARMIntDyn
- chose 'Debug' -> 'Prepare Taget' and select:
  - * '[CANDERA] Load Dynamic Download (rtserv2) for Renesas R-Car H3'
- wait until application is loaded (~ half a minute)

Notes

- the result of the build will be a dynamic build file:
  - "CourierSampleApp_RCarH3Platform_Target_RCarH3Integrity_ARMIntDyn"
- along with the sample app two additional VAS are loaded (but not started):
  - -> noload_as_1 (WM_Server_as0) and noload_as_2 (MMGR_Server_as0)
- this is a workaround to overcome a dynamic download issue not solved yet.

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