Running the CGI Player Demo Application on Traveo2

Download the Application

To download and debug the application you need a Green Hills probe (or IAR Systems I-jet probe) that is configured accordingly for your Infineon Traveo II board.

Executable Application

Green Hills

- In MULTI launcher select "Components" -> "Open debugger" and choose the application from your build folder with extension .ghsmc.
- Then press "D" (for "Detect"), once the script detects the board and sets all needed variables in the debugger window three new symbols will be available "F" "V" and "E".
- Press "F" (for "Flashing") the application on the board.
- Press "F5" on keyboard or "Go on Selected Items" ("Play") button to run the application.

> "surface_blit_display_basic" graphics driver sample’s project has to be set as WorkingDir (Workspace) in MULTI launcher.

IAR Embedded Workbench

Binary directory contains two IAR EW projects under "iar_projects" (for flash only and/or flash and debug).

- Open the EW workspace *.eww from the project in which you will select e.g. .eww.
- Rebuild ("Project" ->"Rebuild All") cm0plus project.
- Press ("Project" ->"Download and Debug") to flash the executable.

- Press "F5" on keyboard or "Debug -> Go" to run the application.

Loading the asset

The CGI Player demo application uses an asset file which could be added by the linker or loaded from external flash. CGIDEVICE_ASSET_LOCATION holds that information (options: Monolith or Flash).

In case of Monolith option for CGIDEVICE_ASSET_LOCATION, the asset file will be loaded to internal flash together with the application. You have to select the asset file in CMake via the variable ASSET_TARGET_LOCATION before you build the application.

In case of Flash option for CGIDEVICE_ASSET_LOCATION, the asset file will be loaded during startup of the application. A prerequisite is that it must be flashed to the external flash (Hyperflash) on the board before executing the app.

> This is the only available option for IAR Embedded Workbench toolchain.

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