

*bd*iGDB

BDM interface for GNU Debugger

PowerPC MPC8xx/MPC5xx



User Manual

Manual Version 1.22 for BDI2000



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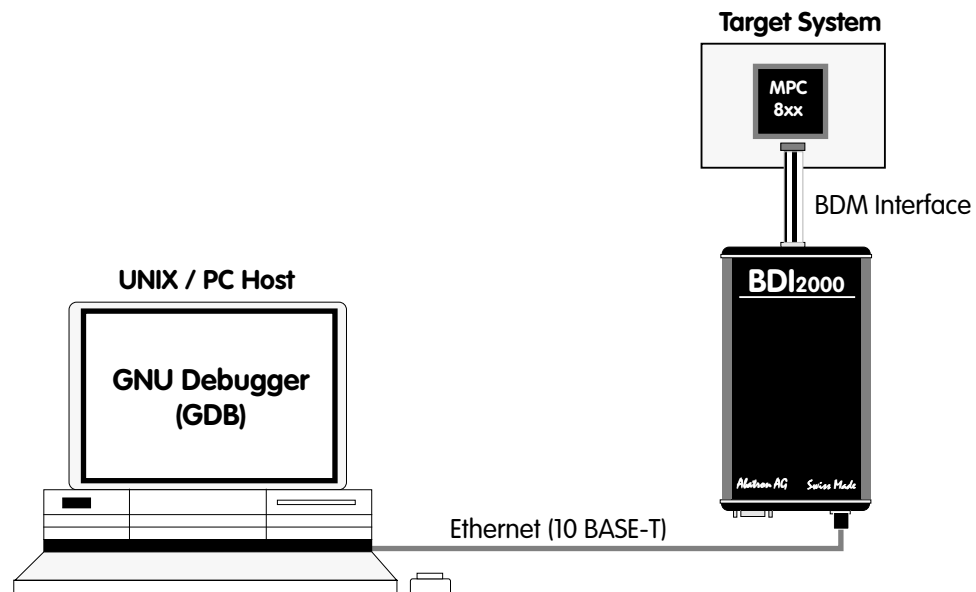
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1 Introduction

bdiGDB enhances the GNU debugger (GDB), with Background Debug Mode (BDM) debugging for MPC8xx/MPC5xx based targets. With the built-in Ethernet interface you get a very fast code download speed of up to 150Kbytes/sec. No target communication channel (e.g. serial line) is wasted for debugging purposes. Even better, you can use fast Ethernet debugging with target systems without network capability. The host to BDI communication uses the standard GDB remote protocol.

An additional Telnet interface is available for special debug tasks (e.g. force a hardware reset, program flash memory).

The following figure shows how the BDI2000 interface is connected between the host and the target:



1.1 BDI2000

The BDI2000 is the main part of the bdiGDB system. This small box implements the interface between the BDM pins of the target CPU and a 10Base-T Ethernet connector. BDI2000 is powered by a MC68360, 512Kbyte RAM and a flash memory of 1024Kbyte. As a result of consistent implementation of latest technology, the BDI2000 is optimally prepared for further enhancements. The firmware and the programmable logic of the BDI2000 can be updated by the user with a simple Windows based configuration program. The BDI2000 supports 1.8 – 5.0 Volts target systems (3.0 – 5.0 Volts target systems with Rev. A/B).

1.2 BDI Configuration

As an initial setup, the IP address of the BDI2000, the IP address of the host with the configuration file and the name of the configuration file is stored within the flash of the BDI2000.

Every time the BDI2000 is powered on, it reads the configuration file via TFTP.

Following an example of a typical configuration file:

```
; bdiGDB configuration file for MPC860ADS board
; -----
;
[INIT]
; init core register
WSPR    638          0x02200000      ;IMMR : internal memory at 0x02200000
WSPR    158          0x00000007      ;ICTRL:
; init SIU register
WM32    0x02200000    0x01632440      ;SIUMCR
WM32    0x02200004    0xFFFFFFFF88    ;SYPCR
WM16    0x02200200    0x0002          ;TBSCR
WM16    0x02200220    0x0102          ;RTCSC
WM16    0x02200240    0x0002          ;PTSCR
; init UPM
SUPM    0x02200168    0x0220017c      ;set address for MCR and MDR
WUPM    0x00000000    0x8FFFE024      ;UPMA single read
WUPM    0x00000001    0x0FFFE004
WUPM    0x00000002    0x0CFFFE04
WUPM    0x00000003    0x00FFFE04
          .....
WUPM    0x0000003C    0x33FFCC07      ;UPMA exception
WUPM    0x0000003D    0xFFFFFFFF
WUPM    0x0000003E    0xFFFFFFFF
WUPM    0x0000003F    0xFFFFFFFF
; init memory controller
WM32    0x02200104    0xFFE00D34      ;OR0 : 2MB, all accesses, 6ws, time relax
WM32    0x0220010C    0xFFFFF8110     ;OR1
WM32    0x02200114    0xFFC00800      ;OR2
WM32    0x02200100    0x02800001      ;BR0
WM32    0x02200108    0x02100001      ;BR1
WM32    0x02200110    0x00000081      ;BR2
WM16    0x0220017A    0x0400          ;MPTPR : divide by 16
WM32    0x02200170    0x13A01114      ;MAMR

[TARGET]
CPUCLOCK 25000000 ;the CPU clock rate after processing the init list
BDIMODE  AGENT    ;the BDI working mode (LOADONLY | AGENT | GATEWAY)
BREAKMODE SOFT    ;<AGENT> SOFT or HARD, HARD uses PPC hardware breakpoints

[HOST]
IP        151.120.25.114
FILE      C:\cygnus\b19\demo\mpc860\vxworks
FORMAT    ELF
LOAD      MANUAL   ;load code MANUAL or AUTO after reset
DEBUGPORT 2001
START     0x10000
```

Based on the information in the configuration file, the target is automatically initialized after every reset.

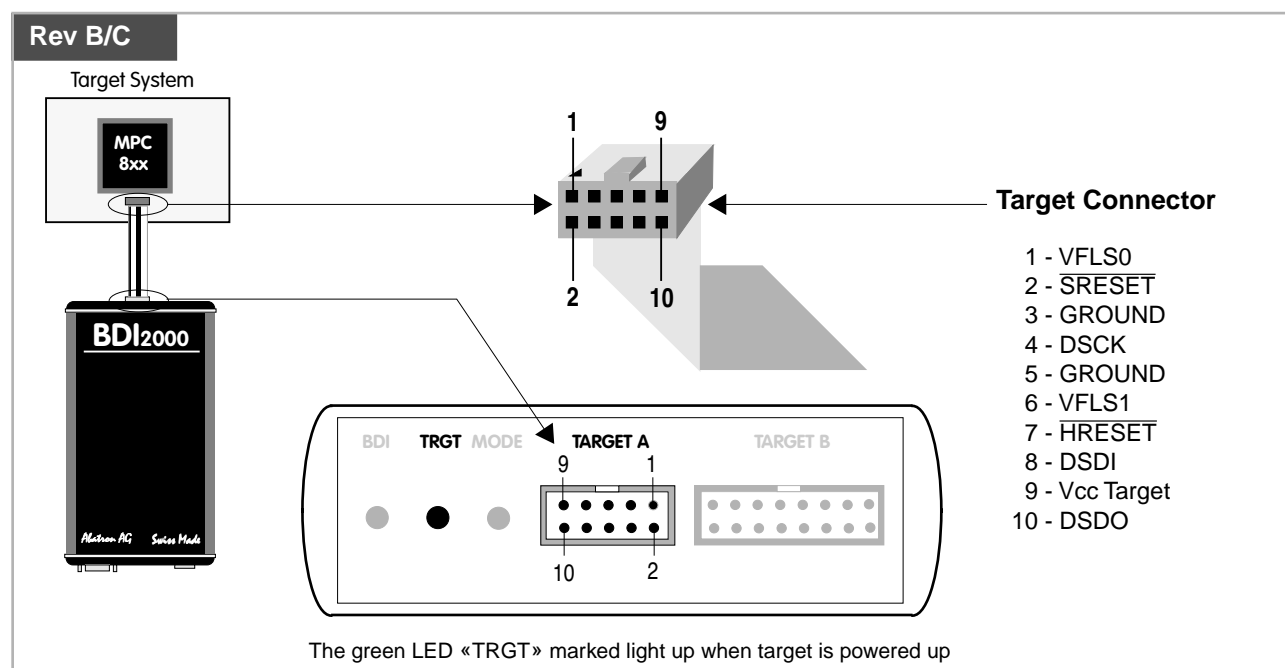
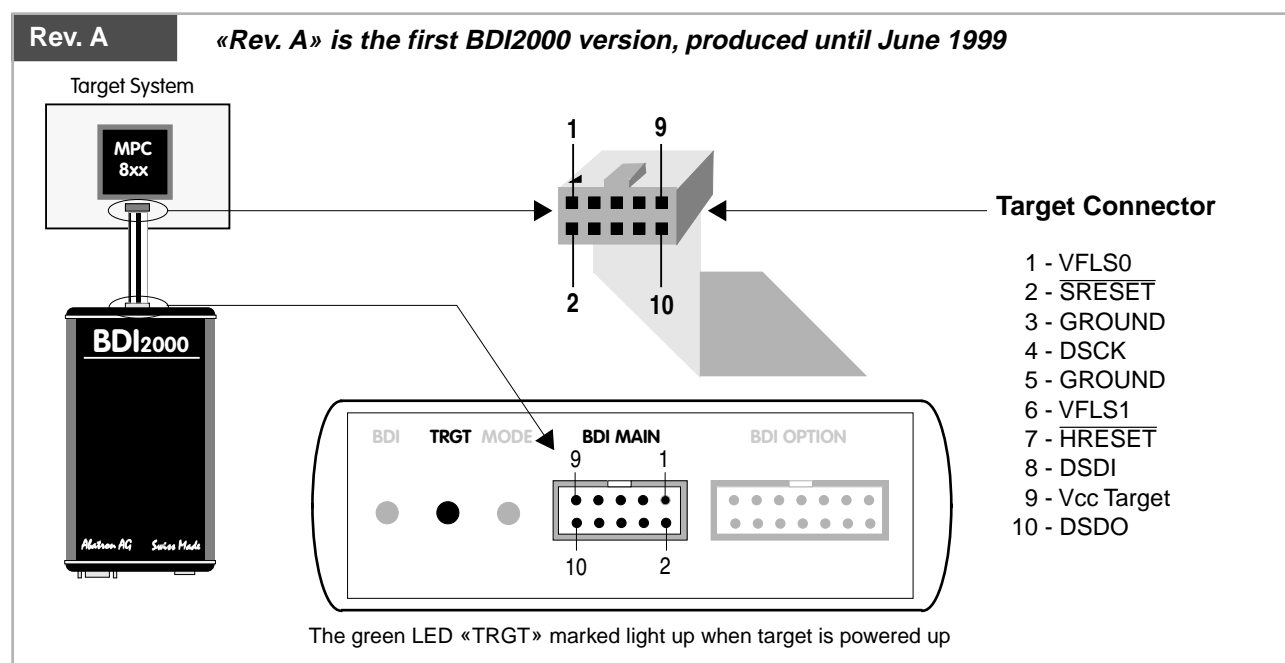
2 Installation

2.1 Connecting the BDI2000 to Target

The cable to the target system is a ten pin flat ribbon cable. In case where the target system has an appropriate connector, the cable can be directly connected. The pin assignment is in accordance with the Motorola specification.



In order to ensure reliable operation of the BDI (EMC, runtimes, etc.) the target cable length must not exceed 20 cm (8").



For BDI MAIN / TARGET A connector signals see table on next page.

BDI MAIN / TARGET A Connector Signals:

Pin	Name	Description
1	VFLS0	These pin and pin 6 (VFLS1) indicate to the debug port controller whether or not the MPC is in debug mode. When both VFLS0 and VFLS1 are at "1", the MPC is in debug mode.
2	$\overline{\text{SRESET}}$	This is the Soft-Reset bidirectional signal of the MPC8xx. On the MPC5xx it is an output. The debug port configuration is sampled and determined on the rising-edge of $\overline{\text{SRESET}}$ (for both processor families). On the MPC8xx it is a bidirectional signal which may be driven externally to generate soft reset sequence. This signal is in fact redundant regarding the MPC8xx debug port controller since there is a soft-reset signal integrated within the debug port protocol. However, the local debug port controller uses this signal for compatibility with MPC5xx existing boards and s/w.
3+5	GND	System Ground
4	DSCK	Debug-port Serial Clock During asynchronous clock mode, the serial data is clocked into the MPC according to the DSCK clock. The DSCK serves also a role during soft-reset configuration.
6	VFLS1	These pin and pin 1 (VFLS0) indicate to the debug port controller whether or not the MPC is in debug mode. When both VFLS0 and VFLS1 are at "1", the MPC is in debug mode.
7	$\overline{\text{HRESET}}$	This is the Hard-Reset bidirectional signal of the MPC. When this signal is asserted (low) the MPC enters hard reset sequence which include hard reset configuration. This signal is made redundant with the MPC8xx debug port controller since there is a hard-reset command integrated within the debug port protocol.
8	DSDI	Debug-port Serial Data In Via the DSDI signal, the debug port controller sends its data to the MPC. The DSDI serves also a role during soft-reset configuration.
9	Vcc Target	1.8 – 5.0V: This is the target reference voltage. It indicates that the target has power and it is also used to create the logic-level reference for the input comparators. It also controls the output logic levels to the target. It is normally fed from Vdd I/O on the target board. 3.0 – 5.0V with Rev. A/B : This input to the BDI2000 is used to detect if the target is powered up. If there is a current limiting resistor between this pin and the target Vdd, it should be 100 Ohm or less.
10	DSDO	Debug-port Serial Data Out DSDO is clocked out by the MPC according to the debug port clock, in parallel with the DSDI being clocked in. The DSDO serves also as "READY" signal for the debug port controller to indicate that the debug port is ready to receive controller's command (or data).

Mention of sources used: MPC860ADS User's Manual, Revision A

Enhanced Debug Mode Detection:

For MPC8xx and MPC555 targets, debug mode (Freeze) detection also works when the BDM connector pins VFLS0 and VFLS1 are not connected to the target. If not connected to VFLSx, this BDM connector pins should be left open or tied to Vcc. The BDI uses the following algorithm to check if the target is in debug mode (frozen):

```

BOOL PPC_TargetFreezed(void) {
    if ((VFLS0 != 1) | (VFLS1 != 1)) return FALSE;
    read debug port status;
    if (status == freezed) return TRUE;
    else return FALSE;
}

```

2.1.1 Changing Target Processor Type

Before you can use the BDI2000 with an other target processor type (e.g. CPU32 <--> PPC), a new setup has to be done (see chapter 2.5). During this process the target cable must be disconnected from the target system. The BDI2000 needs to be supplied with 5 Volts via the BDI OPTION connector (Rev. A) or via the POWER connector (Rev. B/C). For more information see chapter 2.2.1 «External Power Supply».



To avoid data line conflicts, the BDI2000 must be disconnected from the target system while programming the logic for an other target CPU.

2.2 Connecting the BDI2000 to Power Supply

2.2.1 External Power Supply

The BDI2000 needs to be supplied with 5 Volts (max. 1A) via the BDI OPTION connector (Rev. A) or via POWER connector (Rev. B/C). The available power supply from Abatron (option) or the enclosed power cable can be directly connected. In order to ensure reliable operation of the BDI2000, keep the power supply cable as short as possible.



For error-free operation, the power supply to the BDI2000 must be between 4.75V and 5.25V DC. **The maximal tolerable supply voltage is 5.25 VDC. Any higher voltage or a wrong polarity might destroy the electronics.**

Rev. A

The green LED «BDI» marked light up when 5V power is connected to the BDI2000

BDI OPTION Connector

- 1 - NOT USED
- 2 - GROUND
- 3 - NOT USED
- 4 - GROUND
- 5 - NOT USED
- 6 - GROUND
- 7 - NOT USED
- 8 - GROUND
- 9 - NOT USED
- 10 - GROUND
- 11 - NOT USED
- 12 - Vcc (+5V)
- 13 - Vcc Target (+5V)
- 14 - Vcc (+5V)

Rev. B/C

The green LED «BDI» marked light up when 5V power is connected to the BDI2000

POWER Connector

- 1 - Vcc (+5V)
- 2 - VccTGT
- 3 - GROUND
- 4 - NOT USED

Please switch on the system in the following sequence:

- 1 --> external power supply
- 2 --> target system

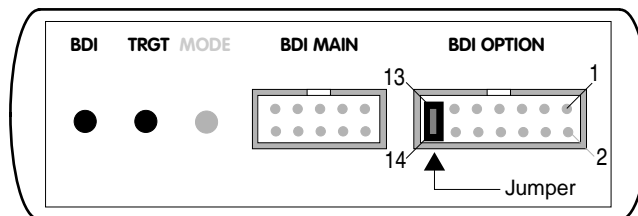
2.2.2 Power Supply from Target System

The BDI2000 needs to be supplied with 5 Volts (max. 1A) via BDI MAIN target connector (Rev. A) or via TARGET A connector (Rev. B/C). This mode can only be used when the target system runs with 5V and the pin «Vcc Target» is able to deliver a current up to 1A@5V. For pin description and layout see chapter 2.1 «Connecting the BDI2000 to Target». Insert the enclosed Jumper as shown in figure below. **Please ensure that the jumper is inserted correctly.**



For error-free operation, the power supply to the BDI2000 must be between 4.75V and 5.25V DC. **The maximal tolerable supply voltage is 5.25 VDC. Any higher voltage or a wrong polarity might destroy the electronics.**

Rev. A

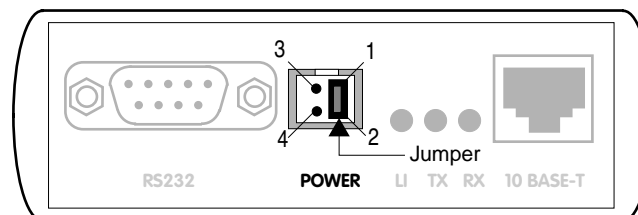


The green LEDs «BDI» and «TRGT» marked light up when target is powered up and the jumper is inserted correctly

BDI OPTION Connector

- 1 - NOT USED
- 2 - GROUND
- 3 - NOT USED
- 4 - GROUND
- 5 - NOT USED
- 6 - GROUND
- 7 - NOT USED
- 8 - GROUND
- 9 - NOT USED
- 10 - GROUND
- 11 - NOT USED
- 12 - Vcc (+5V)
- 13 - Vcc Target (+5V)
- 14 - Vcc BDI2000 (+5V)

Rev. B/C



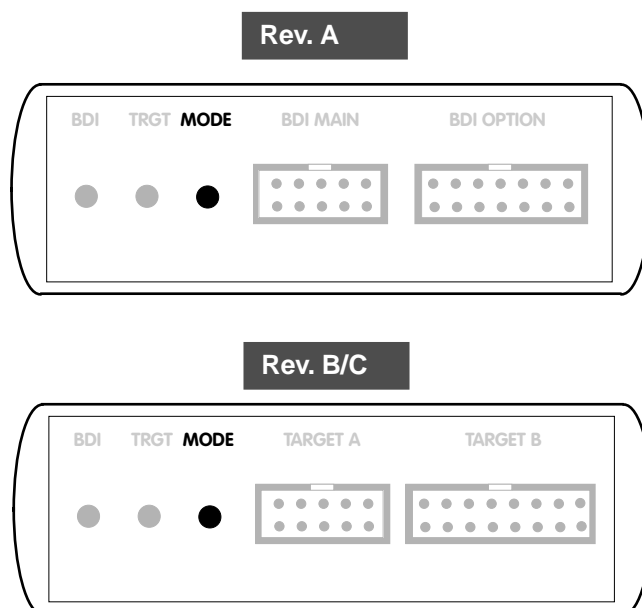
The green LEDs «BDI» and «TRGT» marked light up when target is powered up and the jumper is inserted correctly

POWER Connector

- 1 - Vcc BDI2000 (+5V)
- 2 - Vcc Target (+5V)
- 3 - GROUND
- 4 - NOT USED

2.3 Status LED «MODE»

The built in LED indicates the following BDI states:



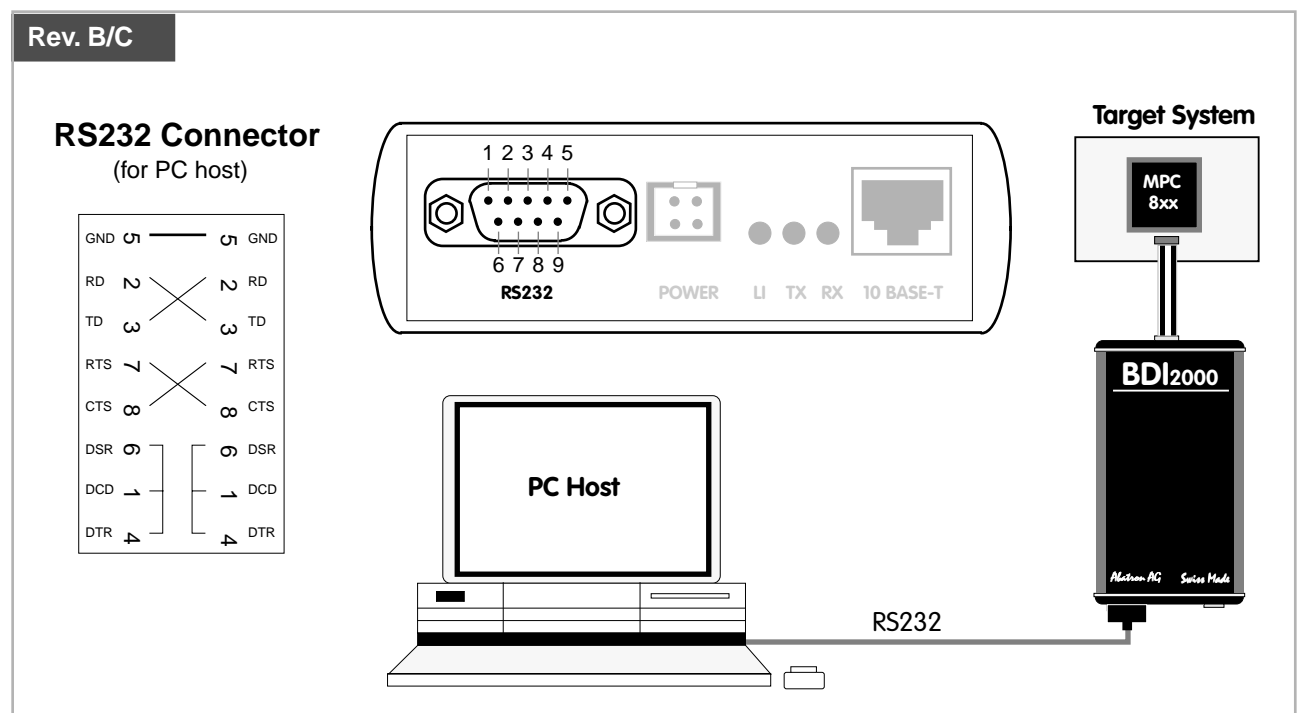
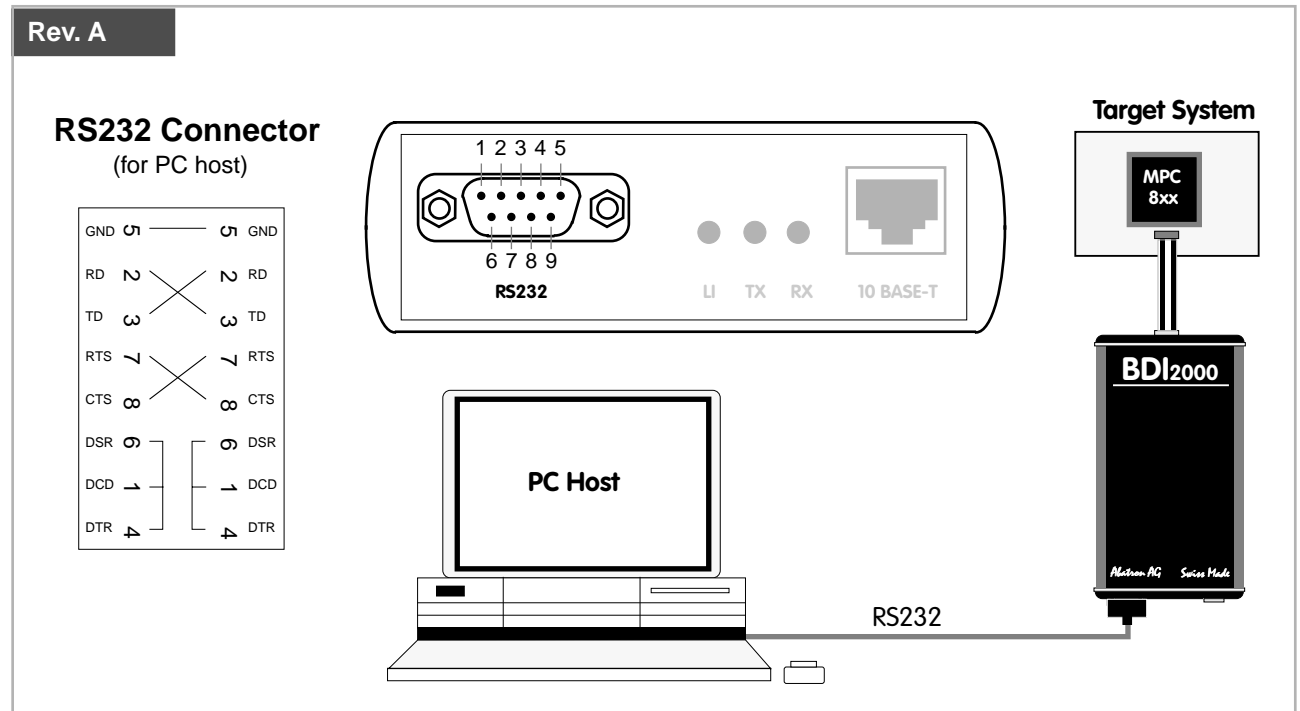
MODE LED	BDI STATES
OFF	The BDI is ready for use, the firmware is already loaded.
ON	The power supply for the BDI2000 is < 4.75VDC.
BLINK	The BDI «loader mode» is active (an invalid firmware is loaded or loading firmware is active).

2.4 Connecting the BDI2000 to Host

2.4.1 Serial line communication

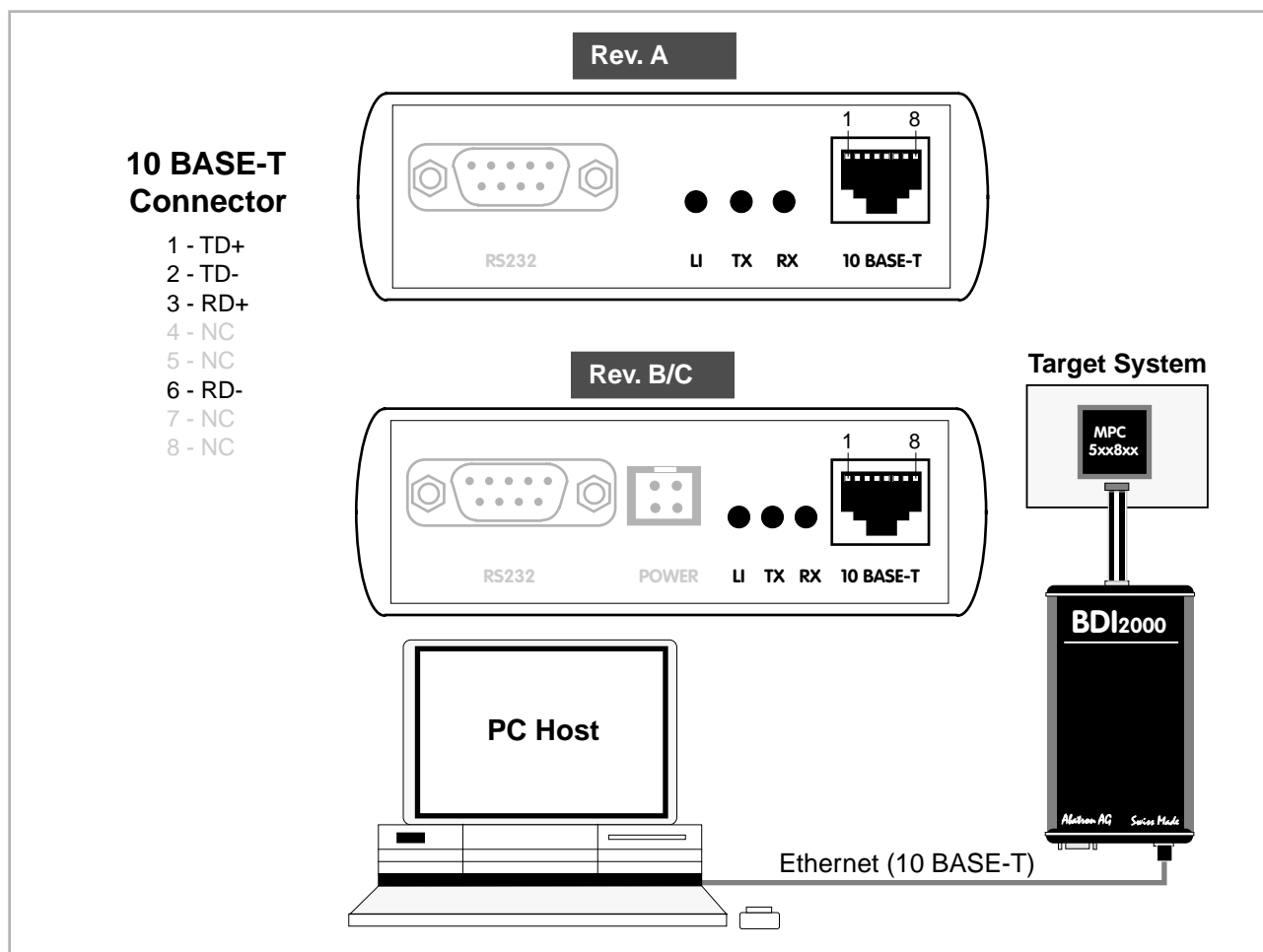
Serial line communication is only used for the initial configuration of the bdiGDB system.

The host is connected to the BDI through the serial interface (COM1...COM4). The communication cable (included) between BDI and Host is a serial cable. There is the same connector pinout for the BDI and for the Host side (Refer to Figure below).



2.4.2 Ethernet communication

The BDI2000 has a built-in 10 BASE-T Ethernet interface (see figure below). Connect an UTP (Unshielded Twisted Pair) cable to the BD2000. For thin Ethernet coaxial networks you can connect a commercially available media converter (BNC-->10 BASE-T) between your network and the BDI2000. Contact your network administrator if you have questions about the network.



The following explains the meanings of the built-in LED lights:

LED	Name	Description
LI	Link	When this LED light is ON, data link is successful between the UTP port of the BDI2000 and the hub to which it is connected.
TX	Transmit	When this LED light BLINKS, data is being transmitted through the UTP port of the BDI2000
RX	Receive	When this LED light BLINKS, data is being received through the UTP port of the BDI2000

2.5 Installation of the Configuration Software

On the enclosed diskette you will find the BDI configuration software and the firmware required for the BDI2000. For Windows NT users there is also a TFTP server included.

The following files are on the diskette.

b20ppcgd.exe	Configuration program (16bit Windows application)
b20ppcgd.hlp	Windows help file for the configuration program
b20ppcgd.xxx	Firmware for the BDI2000
ppcjed20.xxx	JEDEC file for the BDI2000 (Rev. A/B) logic device when working with a MPC8xx/5xx target
ppcjed21.xxx	JEDEC file for the BDI2000 (Rev. C) logic device when working with a MPC8xx/5xx target
tftpsrv.exe	TFTP server for WindowsNT/ Windows95 (WIN32 console application)
*.cnf	Sample configuration files
*.def	Register definition files
bdisetup.zip	ZIP Archive with the Setup Tool sources for Linux / UNIX hosts.

Overview of an installation / configuration process:

- Create a new directory on your hard disk
- Copy the entire contents of the enclosed diskette into this directory
- Linux only: extract the setup tool sources and build the setup tool
- Use the setup tool to load/update the BDI firmware/logic
Note: A new BDI has no firmware/logic loaded.
- Use the setup tool to transmit the initial configuration parameters
 - IP address of the BDI.
 - IP address of the host with the configuration file.
 - Name of the configuration file. This file is accessed via TFTP.
 - Optional network parameters (subnet mask, default gateway).

2.5.1 Configuration with a Linux / Unix host

The firmware / logic update and the initial configuration of the BDI2000 is done with a command line utility. In the ZIP Archive bdisetup.zip are all sources to build this utility. More information about this utility can be found at the top in the bdisetup.c source file. There is also a make file included. Starting the tool without any parameter displays information about the syntax and parameters.



To avoid data line conflicts, the BDI2000 must be disconnected from the target system while programming the logic for an other target CPU (see Chapter 2.1.1).

Following the steps to bring-up a new BDI2000:

1. Build the setup tool:

The setup tool is delivered only as source files. This allows to build the tool on any Linux / Unix host. To build the tool, simply start the make utility.

```
[root@LINUX_1 bdisetup]# make
cc -O2 -c -o bdisetup.o bdisetup.c
cc -O2 -c -o bdicnf.o bdicnf.c
cc -O2 -c -o bdidll.o bdidll.c
cc -s bdisetup.o bdicnf.o bdidll.o -o bdisetup
```

2. Check the serial connection to the BDI:

With "bdisetup -v" you may check the serial connection to the BDI. The BDI will respond with information about the current loaded firmware and network configuration.

Note: Login as root, otherwise you probably have no access to the serial port.

```
[root@LINUX_1 bdisetup]# ./bdisetup -v -p/dev/ttyS0 -b57
BDI Type : BDI2000 Rev.C (SN: 92152150)
Loader : V1.05
Firmware : unknown
Logic : unknown
MAC : 00-40-49-fa-15-21
IP Addr : 255.255.255.255
Subnet : 255.255.255.255
Gateway : 255.255.255.255
Host IP : 255.255.255.255
Config : ?????????????????
```

3. Load/Update the BDI firmware/logic:

With "bdisetup -u" the firmware is loaded and the CPLD within the BDI2000 is programmed. This configures the BDI for the target you are using. Based on the parameters -a and -t, the tool selects the correct firmware / logic files. If the firmware / logic files are in the same directory as the setup tool, there is no need to enter a -d parameter.

```
[root@LINUX_1 bdisetup]# ./bdisetup -u -p/dev/ttyS0 -b57 -aGDB -tMPC800
Connecting to BDI loader
Erasing CPLD
Programming firmware with ./b20ppcgd.107
Programming CPLD with ./ppcjed21.101
```

4. Transmit the initial configuration parameters:

With "bdisetup -c" the configuration parameters are written to the flash memory within the BDI. The following parameters are used to configure the BDI:

BDI IP Address	The IP address for the BDI2000. Ask your network administrator for assigning an IP address to this BDI2000. Every BDI2000 in your network needs a different IP address.
Subnet Mask	The subnet mask of the network where the BDI is connected to. A subnet mask of 255.255.255.255 disables the gateway feature. Ask your network administrator for the correct subnet mask. If the BDI and the host are in the same subnet, it is not necessary to enter a subnet mask.
Default Gateway	Enter the IP address of the default gateway. Ask your network administrator for the correct gateway IP address. If the gateway feature is disabled, you may enter 255.255.255.255 or any other value.
Config - Host IP Address	Enter the IP address of the host with the configuration file. The configuration file is automatically read by the BDI2000 after every start-up.
Configuration file	Enter the full path and name of the configuration file. This file is read via TFTP. Keep in mind that TFTP has it's own root directory (usual /tftpboot). You can simply copy the configuration file to this directory and the use the file name without any path. For more information about TFTP use "man tftpd".

```
[root@LINUX_1 bdisetup]# ./bdisetup -c -p/dev/ttyS0 -b57 \  
> -i151.120.25.101 \  
> -h151.120.25.118 \  
> -fmbx860.cnf  
Connecting to BDI loader  
Writing network configuration  
Writing init list and mode  
Configuration passed
```

5. Check configuration and exit loader mode:

The BDI is in loader mode when there is no valid firmware loaded or you connect to it with the setup tool. While in loader mode, the Mode LED is flashing. The BDI will not respond to network requests while in loader mode. To exit loader mode, the "bdisetup -v -s" can be used. You may also power-off the BDI, wait some time (1min.) and power-on it again to exit loader mode.

```
[root@LINUX_1 bdisetup]# ./bdisetup -v -p/dev/ttyS0 -b57 -s  
BDI Type : BDI2000 Rev.C (SN: 92152150)  
Loader : V1.05  
Firmware : V1.07 bdiGDB for MPC8xx  
Logic : V1.01 MPC8xx/MPC5xx  
MAC : 00-40-49-fa-15-21  
IP Addr : 151.120.25.101  
Subnet : 255.255.255.255  
Gateway : 255.255.255.255  
Host IP : 151.120.25.118  
Config : mbx860.cnf
```

The Mode LED should go off, and you can try to connect to the BDI via Telnet.

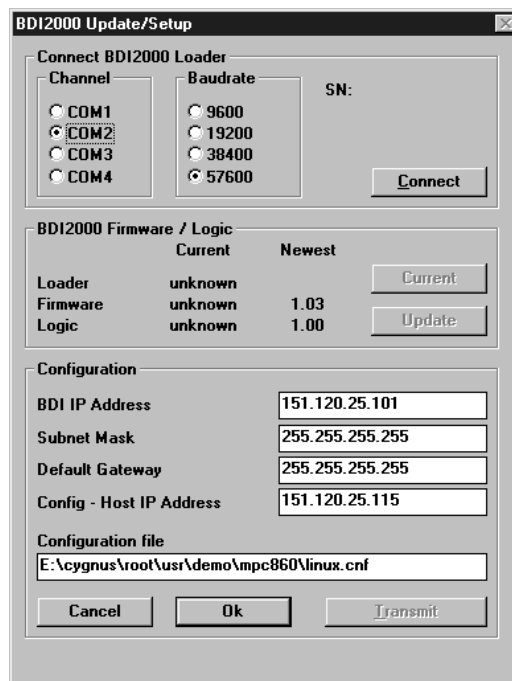
```
[root@LINUX_1 bdisetup]# telnet 151.120.25.101
```

2.5.2 Configuration with a Windows host

First make sure that the BDI is properly connected (see Chapter 2.1 to 2.4).



To avoid data line conflicts, the BDI2000 must be disconnected from the target system while programming the logic for an other target CPU (see Chapter 2.1.1).



dialog box «BDI2000 Update/Setup»

Before you can use the BDI2000 together with the GNU debugger, you must store the initial configuration parameters in the BDI2000 flash memory. The following options allow you to do this:

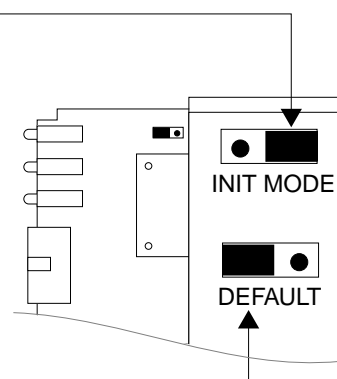
- | | |
|----------|--|
| Channel | Select the communication port where the BDI2000 is connected during this setup session. |
| Baudrate | Select the baudrate used to communicate with the BDI2000 loader during this setup session. |
| Connect | Click on this button to establish a connection with the BDI2000 loader. Once connected, the BDI2000 remains in loader mode until it is restarted or this dialog box is closed. |
| Current | Press this button to read back the current loaded BDI2000 software and logic versions. The current loader, firmware and logic version will be displayed. |
| Update | This button is only active if there is a newer firmware or logic version present in the execution directory of the bdiGDB setup software. Press this button to write the new firmware and/or logic into the BDI2000 flash memory / programmable logic. |

BDI IP Address	Enter the IP address for the BDI2000. Use the following format: xxx.xxx.xxx.xxx e.g.151.120.25.101 Ask your network administrator for assigning an IP address to this BDI2000. Every BDI2000 in your network needs a different IP address.
Subnet Mask	Enter the subnet mask of the network where the BDI is connected to. Use the following format: xxx.xxx.xxx.xx.e.g.255.255.255.0 A subnet mask of 255.255.255.255 disables the gateway feature. Ask your network administrator for the correct subnet mask.
Default Gateway	Enter the IP address of the default gateway. Ask your network administrator for the correct gateway IP address. If the gateway feature is disabled, you may enter 255.255.255.255 or any other value..
Config - Host IP Address	Enter the IP address of the host with the configuration file. The configuration file is automatically read by the BDI2000 after every start-up.
Configuration file	Enter the full path and name of the configuration file. e.g. D:\gnu\config\bdi\ads860bdi.cnf For information about the syntax of the configuration file see the bdiGDB User manual. This name is transmitted to the TFTP server when reading the configuration file.
Transmit	Click on this button to store the configuration in the BDI2000 flash memory.

2.5.3 Recover procedure

In rare instances you may not be able to load the firmware in spite of a correctly connected BDI (error of the previous firmware in the flash memory). **Before carrying out the following procedure, check the possibilities in Appendix «Troubleshooting».** In case you do not have any success with the tips there, do the following:

- Switch OFF the power supply for the BDI and open the unit as described in Appendix «Maintenance»
- Place the jumper in the «**INIT MODE**» position
- Connect the power cable or target cable if the BDI is powered from target system
- Switch ON the power supply for the BDI again and wait until the LED «MODE» blinks fast
- Turn the power supply OFF again
- Return the jumper to the «**DEFAULT**» position
- Reassemble the unit as described in Appendix «Maintenance»



2.6 Testing the BDI2000 to host connection

After the initial setup is done, you can test the communication between the host and the BDI2000. There is no need for a target configuration file and no TFTP server is needed on the host.

- If not already done, connect the bdiGDB system to the network.
- Power-up the BDI2000.
- Start a Telnet client on the host and connect to the BDI2000 (the IP address you entered during initial configuration).
- If everything is okay, a sign on message like «BDI Debugger for Embedded PowerPC» and a list of the available commands should be displayed in the Telnet window.

2.7 TFTP server for Windows NT

The bdiGDB system uses TFTP to access the configuration file and to load the application program. Because there is no TFTP server bundled with Windows NT, Abatron provides a TFTP server application **tftpsrv.exe**. This WIN32 console application runs as normal user application (not as a system service).

Command line syntax: `tftpsrv [p] [w]`

Without any parameter, the server starts in read-only mode. This means, only read access request from the client are granted. This is the normal working mode. The bdiGDB system needs only read access to the configuration and program files.

The parameter [p] enables protocol output to the console window. Try it.

The parameter [w] enables write accesses to the host file system.

<code>tftpsrv p</code>	Starts the TFTP server and enables protocol output
<code>tftpsrv p w</code>	Starts the TFTP server, enables protocol output and write accesses are allowed.

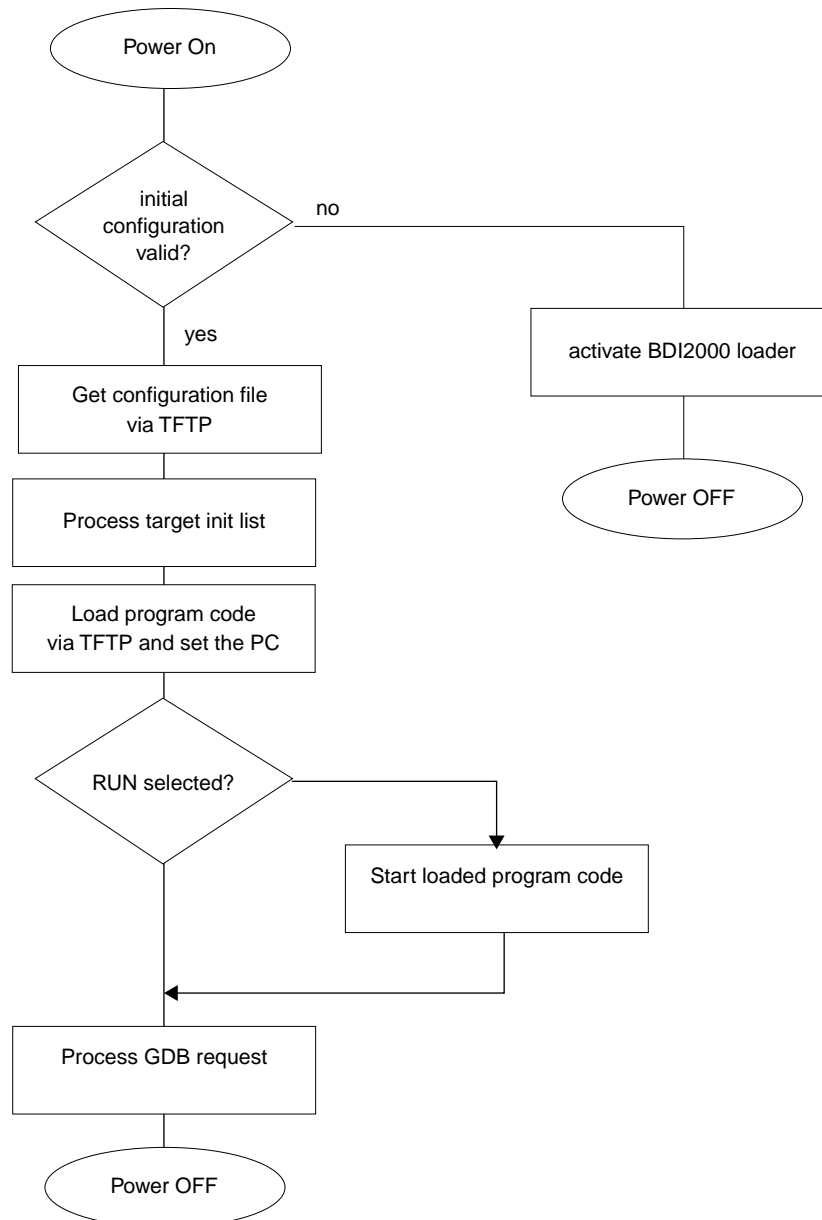
You may enter the TFTP server into the Startup group so the server is started every time you logon.

3 Using bdiGDB

3.1 Principle of operation

The firmware within the BDI handles the GDB request and accesses the target memory or registers via the BDM interface. There is no need for any debug software on the target system. After loading the code via TFTP debugging can begin at the very first assembler statement.

Whenever the BDI system is powered-up the following sequence starts:



Breakpoints:

There are two breakpoint modes supported. One of them (SOFT) is implemented by replacing application code with a TRAP instruction. The other (HARD) uses the built in breakpoint logic. If HARD is used, only up to 4 breakpoints can be active at the same time.

The following example selects SOFT as the breakpoint mode:

```
BREAKMODE    SOFT          ;<AGENT> SOFT or HARD, HARD uses PPC hardware breakpoints
```

All the time the application is suspended (i.e. caused by a breakpoint) the target processor remains freezed.

3.2 Configuration File

The configuration file is automatically read by the BDI after every power on.

The syntax of this file is as follows:

```
; comment
[part name]
identifier parameter1 parameter2 ..... parameterN ; comment
identifier parameter1 parameter2 ..... parameterN
.....
[part name]
identifier parameter1 parameter2 ..... parameterN
identifier parameter1 parameter2 ..... parameterN
.....
etc.
```

Numeric parameters can be entered as decimal (e.g. 700) or as hexadecimal (0x80000).

3.2.1 Part [INIT]

The part [INIT] defines a list of commands which should be executed every time the target comes out of reset. The commands are used to get the target ready for loading the program file. The SIM registers (chip select, clock, ...) are usually initialized with this command list.

WGPR register value	Write value to the selected general purpose register. register the register number 0 .. 31 value the value to write into the register Example: WGPR 0 5
WSPR register value	Write value to the selected special purpose register. register the register number value the value to write into the register Example: WSPR 27 0x00001002 ; SRR1 : ME,RI
WREG name value	Write value to the selected CPU register by name name the register name (MSR,CR,XER,LR,CTR,DSISR,...) value the value to write into the register Example: WREG MSR 0x00001002
WM8 address value	Write a byte (8bit) to the selected memory place. address the memory address value the value to write to the target memory Example: WM8 0xFFFFFA21 0x04 ; SYPCR: watchdog disable ...
WM16 address value	Write a half word (16bit) to the selected memory place. address the memory address value the value to write to the target memory Example: WM16 0x02200200 0x0002 ; TBSCR
WM32 address value	Write a word (32bit) to the selected memory place. address the memory address value the value to write to the target memory Example: WM32 0x02200000 0x01632440 ; SIUMCR
SUPM cmdaddr dataaddr	Starts a sequence of writes to the UPM RAM array. cmdaddr the address of the UPM command register dataaddr the address of the UPM data register Example: SUPM 0x02200168 0x0220017c
WUPM command data	Write indirect to the UPM RAM array. The data is always written first. command this value is written to the UPM command register data this value is written to the UPM data register Example: WUPM 0x00000001 0x0FFFE04
DELAY value	Delay for the selected time. A delay may be necessary to let the clock PLL lock again after a new clock rate is selected. value the delay time in milliseconds (1...30000) Example: DELAY 500 ; delay for 0.5 seconds

3.2.2 Part [TARGET]

The part [TARGET] defines some target specific values.

CPUTYPE type	<p>This value gives the BDI information about the connected CPU:</p> <p>type The CPU type from the following list: MPC500 or MPC800</p> <p>Example: CPUTYPE MPC500</p>
BDIMODE mode param	<p>This parameter selects the BDI debugging mode. The following modes are supported:</p> <p>LOADONLY Loads and starts the application core. No debugging via BDM.</p> <p>AGENT The debug agent runs within the BDI. There is no need for any debug software on the target. This mode accepts a second parameter. If RUN is entered as a second parameter, the loaded application will be started immediately, otherwise only the PC is set and BDI waits for GDB requests.</p> <p>Example: BDIMODE AGENT RUN</p>
CPUCLOCK value	<p>The BDI needs to know how fast the target CPU runs after processing the init list. The BDM communication speed is selected based on this value. If this value defines a clock rate that is higher than the real clock, BDM communication may fail. When defining a clock rate slower than possible, BDM communication still works but not as fast as possible.</p> <p>Important: When programming the MPC555 internal flash, this value is used to calculate the appropriate timing parameters.</p> <p>value the CPU clock in hertz</p> <p>Example: CPUCLOCK 25000000 ; CPU clock is 25.0MHz</p>
BREAKMODE mode	<p>This parameter defines how breakpoints are implemented. The current mode can also be changed via the Telnet interface.</p> <p>SOFT This is the normal mode. Breakpoints are implemented by replacing code with a TRAP instruction.</p> <p>HARD In this mode, the PPC breakpoint hardware is used. Only 4 breakpoints at a time are supported.</p> <p>Example: BREAKMODE HARD ; enable use of break hardware</p>
WORKSPACE address	<p>In order to access the floating-point registers of a MPC5xx microprocessor, the BDI needs a workspace of 8 bytes in target RAM. Enter the base address of this RAM area.</p> <p>address the address of the RAM area</p> <p>Example: WORKSPACE 0x00000000</p>

MMU XLAT [kb]	<p>In order to support Linux kernel debugging when MMU is on, the BDI translates effective (virtual) to physical addresses. This translation is done based on the current MMU configuration. Currently only the Linux model with 4k pages is supported. If this configuration line is present and address relocation active (MSR bits IR/DR), the BDI translates the addresses received from GDB before it accesses physical memory. The optional parameter defines the kernel virtual base address (default is 0xC0000000) and is used for default address translation. For more information see also chapter "Embedded Linux MMU Support". Addresses entered at the Telnet are never translated. Translation can be probed with the Telnet command PHYS.</p> <p>kb The kernel virtual base address (KERNELBASE)</p> <p>Example: MMU XLAT ;enable address translation</p>
PTBASE addr	<p>This optional parameter defines the physical memory address where the BDI looks for the virtual address of the array with the two page table pointers. If this line is not present, the BDI gets the address of the first level page table from the M_TWB register. For more information see also chapter "Embedded Linux MMU Support".</p> <p>addr Physical address of the memory used to store the virtual address of the array with the two page table pointers.</p> <p>Example: PTBASE 0xf0</p>
REGLIST list	<p>With GDB version 5.0, the number of registers read from the target has been increased. Additional registers like SR's, BAT's and SPR's are requested when you select a specific PowerPC variant with the "set processor" command (see GDB source file rs6000-tdep.c). In order to be compatible with older GDB versions and to optimize the time spent to read registers, this parameter can be used. You can define which register group is really read from the target. By default only STD are read and transferred. This default is compatible with older GDB versions. The following names are use to select a register group:</p> <p>STD The standard (old) register block. The FPR registers are not read from the target but transferred. You can't disable this register group.</p> <p>FPR The floating point registers are read and transferred.</p> <p>SR not available for MPC8xx/5xx targets.</p> <p>BAT not available for MPC8xx/5xx targets</p> <p>SPR Some additional special purpose registers</p> <p>AUX The debug module special purpose registers</p> <p>ALL Include all register groups</p> <p>Example: REGLIST STD ; only standard registers</p> <p> REGLIST STD FPR SPR ; all except SR and BAT</p>

SIO port [baudrate]

When this line is present, a TCP/IP channel is routed to the BDI's RS232 connector. The port parameter defines the TCP port used for this BDI to host communication. You may choose any port except 0 and the default Telnet port (23). On the host, open a Telnet session using this port. Now you should see the UART output in this Telnet session. You can use the normal Telnet connection to the BDI in parallel, they work completely independent. Also input to the UART is implemented.

port The TCP/IP port used for the host communication.

baudrate The BDI supports 2400 ... 115200 baud

Example: SIO 7 9600 ;TCP port for virtual IO

3.2.3 Part [HOST]

The part [HOST] defines some host specific values.

IP ipaddress	<p>The IP address of the host.</p> <p>ipaddress the IP address in the form xxx.xxx.xxx.xxx</p> <p>Example: IP 151.120.25.100</p>
FILE filename	<p>The file name of the program file. This name is used to access the application file via TFTP.</p> <p>filename the filename including the full path</p> <p>Example: FILE F:\gnu\demo\mpc860\test.elf</p>
FORMAT format [offset]	<p>The format of the image file and an optional load address offset. Currently binary, S-record, a.out and ELF formats are supported. If the image is already stored in ROM on the target, select ROM as the format. The optional parameter "offset" is added to any load address read from the image file.</p> <p>format BIN, SREC, AOUT, ELF, IMAGE* or ROM</p> <p>Example: FORMAT ELF</p> <p> FORMAT ELF 0x10000</p>
LOAD mode	<p>In Agent mode, this parameters defines if the code is loaded automatically after every reset.</p> <p>mode AUTO, MANUAL</p> <p>Example: LOAD MANUAL</p>
START address	<p>The address where to start the program file. If this value is not defined and the core is not in ROM, the address is taken from the code file. If this value is not defined and the core is already in ROM, the PC will not be set before starting the program file. This means, the program starts at the normal reset address (0x0100).</p> <p>address the address where to start the program file</p> <p>Example: START 0x1000</p>
DEBUGPORT port	<p>The TCP port GDB uses to access the target.</p> <p>port the TCP port number (default = 2001)</p> <p>Example: DEBUGPORT 2001</p>
PROMPT string	<p>This entry defines a new Telnet prompt. The current prompt can also be changed via the Telnet interface.</p> <p>Example: PROMPT MPC860></p>
DUMP filename	<p>The default file name used for the Telnet DUMP command.</p> <p>filename the filename including the full path</p> <p>Example: DUMP dump.bin</p>

* Special IMAGE load format:

The IMAGE format is a special version of the ELF format used to load a Linux boot image into target memory. When this format is selected, the BDI loads not only the loadable segment as defined in the Program Header, it also loads the rest of the file up to the Section Header Table. The relationship between load address and file offset will be maintained throughout this process. This way, the compressed Linux image and a optional RAM disk image will also be loaded.

3.2.4 Part [FLASH]

The Telnet interface supports programming and erasing of flash memories. The bdiGDB system has to know which type of flash is used, how the chip(s) are connected to the CPU and which sectors to erase in case the ERASE command is entered without any parameter.

CHIPTYPE type	<p>This parameter defines the type of flash used. It is used to select the correct programming algorithm.</p> <p>Note: A workspace is necessary for STRATA, AT29 and MPC5xx.</p> <p>format AM29F, AM29BX8, AM29BX16, I28BX8, I28BX16, AT49, AT49X8, AT49X16, STRATAX8, STRATAX16, AT29X8, AT29X16, MPC555, MPC555SHD, MPC565, MPC565SHD</p> <p>Example: CHIPTYPE AM29F</p>
CHIPSIZE size	<p>The size of one flash chip in bytes (e.g. AM29F010 = 0x20000). This value is used to calculate the starting address of the current flash memory bank. For MPC5xx internal flash, this parameter is not used.</p> <p>size the size of one flash chip in bytes</p> <p>Example: CHIPSIZE 0x80000</p>
BUSWIDTH width	<p>Enter the width of the memory bus that leads to the flash chips. Do not enter the width of the flash chip itself. The parameter CHIPTYPE carries the information about the number of data lines connected to one flash chip. For example, enter 16 if you are using two AM29F010 to build a 16bit flash memory bank.</p> <p>For MPC5xx internal flash, this parameter is not used.</p> <p>with the width of the flash memory bus in bits (8 16 32)</p> <p>Example: BUSWIDTH 16</p>
FILE filename	<p>The name of the file to program into the flash. This name is used to access the file via TFTP. This name may be overridden interactively at the Telnet interface.</p> <p>filename the filename including the full path</p> <p>Example: FILE F:\gnu\demo\mpc860\bootrom.hex</p>
FORMAT format [offset]	<p>The format of the file and an optional address offset. The optional parameter "offset" is added to any load address read from the program file.</p> <p>format SREC, BIN, AOUT, ELF or IMAGE</p> <p>Example: FORMAT SREC FORMAT ELF 0x10000</p>
WORKSPACE address	<p>If a workspace is defined, the BDI uses a faster programming algorithm that runs out of RAM on the target system. Otherwise, the algorithm is processed within the BDI. The workspace is used for a 1kByte data buffer and to store the algorithm code. There must be at least 2kBytes of RAM available for this purpose. Programming MPC5xx internal flash also needs a workspace in target RAM. A workspace is also required for the AT29 and STRATA algorithm.</p> <p>Note: the algorithm uses a system call (SC) to give control back to the BDI, therefore the appropriate bit in DER has to be set !!!</p> <p>address the address of the RAM area</p> <p>Example: WORKSPACE 0x00000000</p>

ERASE address [mode] The flash memory may be individually erased via the Telnet interface. In order to make erasing of multiple flash sectors easier, you can enter an erase list. All entries in the erase list will be processed if you enter ERASE at the Telnet prompt without any parameter. For MPC5xx internal flash, this parameter has a different meaning. See below.

Note: There is no erase available for the AT29 flashes.

address Address of the flash sector, block or chip to erase
mode BLOCK, CHIP
 Without this optional parameter, the BDI executes a sector erase. If supported by the chip, you can also specify a block or chip erase.

Example: ERASE 0x05040000 ;erase sector 4 of flash
 ERASE 0x05060000 ;erase sector 6 of flash
 ERASE 0x05000000 CHIP ;erase whole chip(s)

For the MPC555 internal flash, the BDI assumes the following structure of the address:

16 bit	1 bit	7 bit	8 bit
module address	C	<reserved>	block [0:7]

module address The 16 most significant bits of the flash module address.

C The censor bit. If this bit is set, the censor information is erased.

block The bit mask to select the flash block to erase. Bit ordering is the same as in the CMFCTL register (see MPC555 manual).

For the MPC565 internal flash, the BDI assumes the following structure of the address:

16 bit	1 bit	7 bit	2 bit	8 bit
module address	C	<reserved>	sbb[0:1]	block [0:7]

module address The 16 most significant bits of the flash module address.

C The censor bit. If this bit is set, the censor information is erased.

sbb* The bit mask to select the small blocks to erase. Bit ordering is the same as in the UC3FCTL register (see MPC565 manual).

block The bit mask to select the flash block to erase. Bit ordering is the same as in the UC3FCTL register (see MPC565 manual).

* The BDI does not write implicit any value to the UC3FMCRE registers. If small blocks are used, the appropriate value has to be written to the UC3FMCRE registers via the BDI initialization list or via the connected debugger.

Supported Flash Memories:

There are currently 4 standard flash algorithm supported. The AMD, Intel, Atmel AT29 and Atmel AT49 algorithm. Almost all currently available flash memories can be programmed with one of this algorithm. The flash type selects the appropriate algorithm and gives additional information about the used flash.

- For 8bit only flash, select: AM29F, I28BX8, AT29X8 or AT49
- For 8/16 bit flash in 8bit mode, select: AM29BX8, I28BX8 (STRATAX8) or AT49X8
- For 8/16 bit flash in 16bit mode, select: AM29BX16, I28BX16 (STRATAX16) or AT49X16
- For 16bit only flash, select: AM29BX16, I28BX16, AT29X16 or AT49X16

Only the AMD and AT49 algorithm support chip erase. Block erase is only supported with the AT49 algorithm. If the algorithm does not support the selected mode, sector erase is performed. If the chip does not support the selected mode, erasing will fail. The erase command sequence is different only in the 6th write cycle. Depending on the selected mode, the following data is written in this cycle (see also flash data sheets): 0x10 for chip erase, 0x30 for sector erase, 0x50 for block erase.

To speed up programming of Intel StrataFlash, an additional algorithm is implemented that makes use of the StrataFlash write buffer. This algorithm needs a workspace, otherwise the standard Intel algorithm is used.

Flash	x 8	x 16	Chipsize
Am29F010	AM29F	-	0x020000
Am29F800B	AM29BX8	AM29BX16	0x100000
Am29DL323C	AM29BX8	AM29BX16	0x400000
Intel 28F032B3	I28BX8	-	0x400000
Intel 28F640J3A	STRATAX8	STRATAX16	0x800000
Intel 28F320C3	-	I28BX16	0x400000
AT49BV040	AT49	-	0x080000
AT49BV1614	AT49X8	AT49X16	0x200000
SST39VF160	-	AT49X16	0x200000
AT29LV040A	AT29X8		0x080000
MPC555 internal flash (Mask: G, K, K2, K3, M)	MPC555	-	-
MPC565 internal flash	MPC565		

Note:

Some Intel flash chips (e.g. 28F800C3, 28F160C3, 28F320C3) power-up with all blocks in locked state. In order to erase/program those flash chips, use the init list to unlock the appropriate blocks.

```

WM16  0xFFFF0000    0x0060    unlock block 0
WM16  0xFFFF0000    0x00D0
WM16  0xFFFF1000    0x0060    unlock block 1
WM16  0xFFFF1000    0x00D0
      . . . .
WM16  0xFFFF0000    0xFFFF    select read mode

```

Examples:

ADS860 flash memory:

```
[FLASH]
CHIPTYPE      AM29F          ;Flash type (AM29F | AM29BX8 | AM29BX16 | I28BX8 | I28BX16)
CHIPSIZE      0x80000        ;The size of one flash chip in bytes (e.g. AM29F010 = 0x20000)
BUSWIDTH      32            ;The width of the flash memory bus in bits (8 | 16 | 32)
FILE          E:\ada\demo\mpc860\bootrom.hex ;The file to program
ERASE         0x02800000      ;erase sector 0 of flash SIMM (MCM29F040)
ERASE         0x02840000      ;erase sector 1 of flash SIMM
ERASE         0x02880000      ;erase sector 2 of flash SIMM
ERASE         0x028C0000      ;erase sector 3 of flash SIMM
ERASE         0x02900000      ;erase sector 4 of flash SIMM
ERASE         0x02940000      ;erase sector 5 of flash SIMM
ERASE         0x02980000      ;erase sector 6 of flash SIMM
ERASE         0x029C0000      ;erase sector 7 of flash SIMM
```

MPC555 internal flash:

```
[INIT]
...
WSPR    638    0x00000802    ;IMMR: InternalRegs to 0x00400000, Flash enabled
...

[TARGET]
CPUTYPE    MPC500    ;CPU type (MPC800 | MPC500)
CPUCLOCK   20000000  ;the CPU clock rate, used for flash timing calculation
...

[FLASH]
CHIPTYPE    MPC555    ;Select MPC555 internal CDR MoneT Flash
WORKSPACE   0x007FC000 ;use internal SRAM array B for workspace
FORMAT      SREC
FILE        D:\abatron\bdi360\ppc\pro\mpc555.sss ;The file to program
ERASE       0x004000FF ;Erase module A all sectors
ERASE       0x004400FC ;Erase module B all sectors
```

MPC565 internal flash:

```
[INIT]
...
WSPR    638    0x00000802    ;IMMR: InternalRegs to 0x00400000, Flash enabled
...

[FLASH]
CHIPTYPE    MPC565    ;Select MPC565 internal CDR3 Flash
WORKSPACE   0x007F8000 ;use CALRAM A for workspace
FORMAT      SREC
FILE        D:\abatron\bdi360\ppc\pro\mpc565.sss ;The file to program
ERASE       0x004000FF ;Erase module A all sectors
ERASE       0x004800FF ;Erase module B all sectors
```

3.2.5 Part [REGS]

In order to make it easier to access target registers via the Telnet interface, the BDI can read in a register definition file. In this file, the user defines a name for the register and how the BDI should access it (e.g. as memory mapped, memory mapped with offset, ...). The name of the register definition file and information for different registers type has to be defined in the configuration file.

The register name, type, address/offset/number and size are defined in a separate register definition file. This way, you can create one register definition file for the MPC860 that can be used for all possible positions of the internal memory map. You only have to change one entry in the configuration file.

An entry in the register definition file has the following syntax:

```
name    type    addr    size
```

name	The name of the register (max. 12 characters)	
type	The register type	
	GPR	General purpose register
	SPR	Special purpose register
	MM	Absolute direct memory mapped register
	DMM1...DMM4	Relative direct memory mapped register
	IMM1...IMM4	Indirect memory mapped register
addr	The address, offset or number of the register	
size	The size (8, 16, 32) of the register	

The following entries are supported in the [REGS] part of the configuration file:

FILE filename	The name of the register definition file. This name is used to access the file via TFTP. The file is loaded once during BDI startup.	
	filename	the filename including the full path
	Example:	FILE C:\bdi\regs\mpc8260.def
DMMn base	This defines the base address of direct memory mapped registers. This base address is added to the individual offset of the register.	
	base	the base address
	Example:	DMM1 0x01000
IMMn addr data	This defines the addresses of the memory mapped address and data registers of indirect memory mapped registers. The address of a IMMn register is first written to "addr" and then the register value is access using "data" as address.	
	addr	the address of the Address register
	data	the address of the Data register
	Example:	DMM1 0x02200000

Example for a register definition (MPC860):

Entry in the configuration file:

```
[REGS]
DMM1    0x02200000                ;Internal Memory Map Base Address
FILE    E:\bdi\mpc860\reg860.def ;The register definition file
```

The register definition file:

```
;name          type   addr          size
;-----
;
gpr0            GPR     0
sp              GPR     1
;
pc              SPR     26                ; is SRR0
xer             SPR     1
lr              SPR     8
ctr             SPR     9
sprg0           SPR     272
sprg1           SPR     273
sprg2           SPR     274
sprg3           SPR     275
;
;
; DMM1 must be set to the internal memory map base address
;
siumcr          DMM1     0x0000           32
sypcr           DMM1     0x0004           32
;
mstat           DMM1     0x0178           16
padir           DMM1     0x0950           16
papar           DMM1     0x0952           16
paodr           DMM1     0x0954           16
padat           DMM1     0x0956           16
```

Now the defined registers can be accessed by name via the Telnet interface:

```
BDI> rd siumcr
BDI>rm padir 0xFF00
```

3.3 Debugging with GDB

Because the target agent runs within BDI, no debug support has to be linked to your application. There is also no need for any BDI specific changes in the application sources. Your application must be fully linked because no dynamic loading is supported.

3.3.1 Target setup

Target initialization may be done at two places. First with the BDI configuration file, second within the application. The setup in the configuration file must at least enable access to the target memory where the application will be loaded. Disable the watchdog and setting the CPU clock rate should also be done with the BDI configuration file. Application specific initializations like setting the timer rate are best located in the application startup sequence.

3.3.2 Connecting to the target

As soon as the target comes out of reset, BDI initializes it and loads your application code. If RUN is selected, the application is immediately started, otherwise only the target PC is set. BDI now waits for GDB request from the debugger running on the host.

After starting the debugger, it must be connected to the remote target. This can be done with the following command at the GDB prompt:

```
(gdb)target remote bdi2000:2001
```

bdi2000 This stands for an IP address. The HOST file must have an appropriate entry. You may also use an IP address in the form xxx.xxx.xxx.xxx

2001 This is the TCP port used to communicate with the BDI

If not already suspended, this stops the execution of application code and the target CPU changes to background debug mode.

Remember, every time the application is suspended, the target CPU is freezed. During this time no hardware interrupts will be processed.

Note: For convenience, the GDB detach command triggers a target reset sequence in the BDI.

```
(gdb)...
```

```
(gdb)detach
```

... Wait until BDI has resetet the target and reloaded the image

```
(gdb)target remote bdi2000:2001
```

Note:

After loading a program to the target you cannot use the GDB "run" command to start execution. You have to use the GDB "continue" command.

3.3.3 Breakpoint Handling

GDB versions before V5.0:

GDB inserts breakpoints by replacing code via simple memory read / write commands. There is no command like "Set Breakpoint" defined in the GDB remote protocol. When breakpoint mode HARD is selected, the BDI checks the memory write commands for such hidden "Set Breakpoint" actions. If such a write is detected, the write is not performed and the BDI sets an appropriate hardware breakpoint. The BDI assumes that this is a "Set Breakpoint" action when memory write length is 4 bytes and the pattern to write is 0x7D821008 (tw 12,r2,r2).

GDB version V5.x:

GDB version 5.x uses the Z-packet to set breakpoints (watchpoints). For software breakpoints, the BDI replaces code with 0x7D821008 (tw 12,r2,r2). When breakpoint mode HARD is selected, the BDI sets an appropriate hardware breakpoint.

User controlled hardware breakpoints:

The MPC8xx/5xx has a special watchpoint / breakpoint hardware integrated. Normally the BDI controls this hardware in response to Telnet commands (BI, BDx) or when breakpoint mode HARD is selected. Via the Telnet commands BI and BDx, you cannot access all the features of the breakpoint hardware. Therefore the BDI assumes that the user will control / setup this breakpoint hardware as soon as ICTRL, LCTRL1 or LCTRL2 is written to. This way the debugger or the user via Telnet has full access to all features of this watchpoint / breakpoint hardware. A hardware breakpoint set via BI or BDx gives control back to the BDI.

3.3.4 GDB monitor command

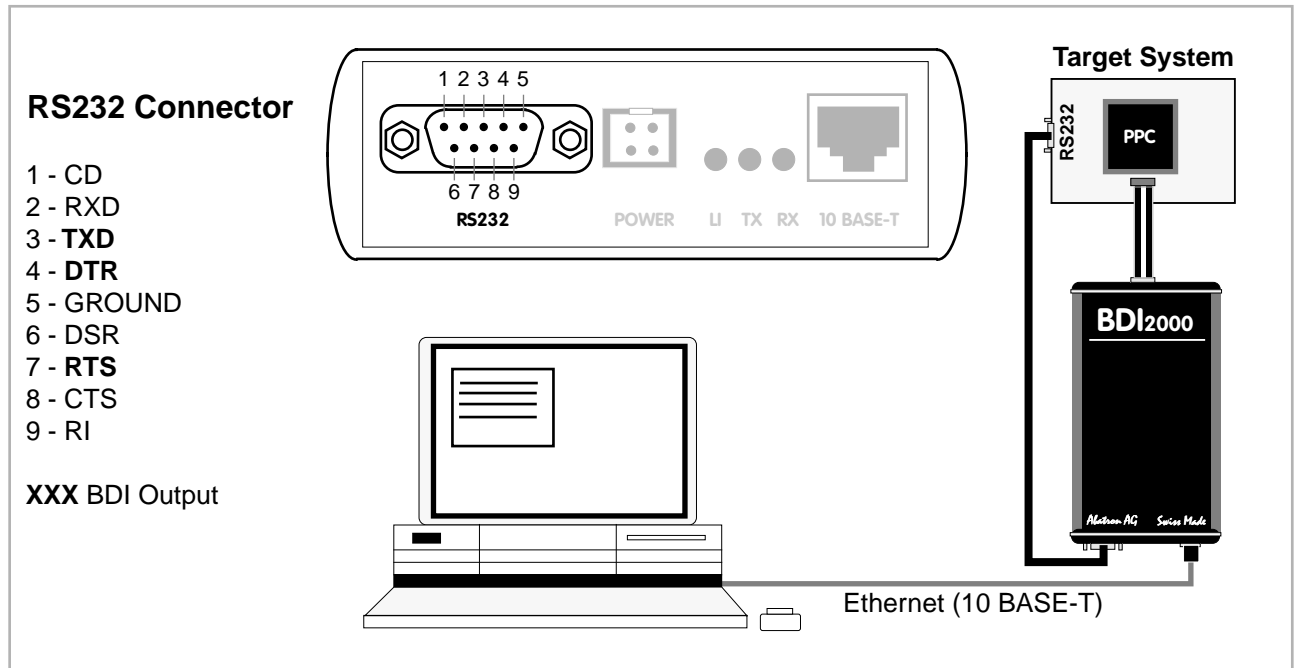
The BDI supports the GDB V5.x "monitor" command. Currently the Telnet commands are executed and the first line of the Telnet output is returned to GDB. This way you can for example switch the BDI breakpoint mode from within your GDB session.

```
(gdb) target remote bdi2000:2001
Remote debugging using bdi2000:2001
0x10b2 in start ()
(gdb) monitor break
Breakpoint mode is SOFT
(gdb) mon break hard

(gdb) mon break
Breakpoint mode is HARD
(gdb)
```

3.3.5 Target serial I/O via BDI

A RS232 port of the target can be connected to the RS232 port of the BDI2000. This way it is possible to access the target's serial I/O via a TCP/IP channel. For example, you can connect a Telnet session to the appropriate BDI2000 port. Connecting GDB to a GDB server (stub) running on the target should also be possible.



The configuration parameter "SIO" is used to enable this serial I/O routing. The BDI asserts RTS and DTR when a TCP connection is established.

```
[TARGET]
....
SIO    7      9600      ;Enable SIO via TCP port 7 at 9600 baud
```

Warning!!!

Once SIO is enabled, connecting with the setup tool to update the firmware will fail. In this case either disable SIO first or disconnect the BDI from the LAN while updating the firmware.

3.3.6 Embedded Linux MMU Support

The bdiGDB system supports Linux kernel debugging when MMU is on. The MMU configuration parameter enables this mode of operation. In this mode, all addresses received from GDB are assumed to be virtual. Before the BDI accesses memory, it translates this address into a physical one based on information found in the kernel/user page table. Default address translation is used if address relocation is currently not active (MSR[DR] bit cleared) or the kernel page table pointer is still zero.

In order to search the page tables, the BDI needs to know the start addresses of the first level page table(s). The configuration parameter PTBASE defines the physical address where the BDI looks for the virtual address of an array with two virtual addresses of first level page tables. The first one points normally to the kernel page table, the second one can point to the current user page table. As long as the base pointer or the first entry is zero, the BDI does default translation.

If PTBASE is not defined in the configuration file, the BDI uses M_TWB as a pointer to the page table. Only this page table is searched. In this mode, M_TWB should be cleared with an entry in the init list.

Default translation maps addresses in the range KERNELBASE...(KERNELBASE + 0x07FFFFFF) to 0x00000000...0x07FFFFFF. The second page table is only searched if its address is not zero and there was no match in the first one.

The pointer structure is as follows:

```
PTBASE (physical address) ->
    PTE pointer pointer(virtual address) ->
        PTE kernel pointer (virtual address)
        PTE user pointer (virtual address)
```

Newer versions of "arch/ppc/kernel/head_8xx.S" support the automatic update of the BDI page table information structure. Search "head_8xx.S" for "abatron" and you will find the BDI specific extensions.

Extract from the configuration file:

```
[INIT]
.....
WSPR    796          0x00000000    ;invalidate M_TWB in any case
WM32    0x000000f0    0x00000000    ;invalidate page table base

[TARGET]
.....
MMU      XLAT          ;translate effective to physical address
PTBASE   0x000000f0    ;here is the pointer to the page table pointers
```

To debug the Linux kernel when MMU is enabled you may use the following load and startup sequence:

- Load the compressed linux image
- Set a hardware breakpoint with the Telnet at a point where MMU is enabled. This can be easily achieved with the following hardware range breakpoint
BDI> BI 0xC0000000 0xC00FFFFF
- Start the code with GO at the Telnet
- The Linux kernel is decompressed and started
- The system should stop as soon as address translation is enabled (normally at start_here)
- Disable the hardware breakpoint with the Telnet command CI.
- Start GDB with vmlinux as parameter
- Attach to the target
- Now you should be able to debug the Linux kernel

There are of course other ways to begin kernel debugging. You may set a hardware breakpoint directly at a point of interest (e.g. start_kernel).

Note:

If PTBASE is used instead of M_TWB, you should use a kernel that stores the virtual address of the first level page table(s) to the appropriate place in memory. Of course this can be done manually, but then, set a hardware breakpoint at "start_kernel" and use the Telnet to write the address of "swapper_pg_dir" to the appropriate place.

```
BDI>bi 0xc0061550          /* set breakpoint at start_kernel */
BDI>go
..                          /* target stops at start_kernel */
BDI>ci
BDI>mm 0xf0 0xc00000f8      /* Let PTBASE point to an array of two pointers*/
BDI>mm 0xf8 0xc0057000      /* write address of swapper_pg_dir to first pointer */
BDI>mm 0xfc 0x00000000      /* clear second (user) pointer */
```

Note:

The default value of DER is not suitable for Linux kernel debugging because almost all exceptions lead to debug mode entry. Use the configuration file to set an appropriate value:

```
WSPR    149    0x0082000F    ;DER: enable PRIE,TRE,LBRK,IBRK,EBRK,DPI
```

3.3.7 PPC Interrupt Handling

Almost all PPC interrupts causes an entry into debug mode. By default, the Debug Enable Register (DER) is set as follows:

Debug Enable Register

Bit	Mnemonic	State	Description
0	-		
1	RSTE	enabled	Reset Interrupt
2	CHSTPE	enabled	Check Stop
3	MCIE	enabled	Maschine Check Interrupt
4-5	-		
6	EXTIE		External Interrupts
7	ALIE	enabled	Alignment Interrupt
8	PRIE	enabled	Program Interrupt
9	FPUVIE	enabled	Floating-Point Unavailable Interrupt
10	DECIE		Decrementer Interrupt
11-12	-		
13	SYSIE	enabled	System Call Interrupt
14	TRE	enabled	Trace Interrupt
15-16	-		
17	SEIE	enabled	Software Emulation Interrupt
18	ITLBMSE		Implementation Specific Instruction TLB Miss
19	ITLBERE		Implementation Specific Instruction TLB Error
20	DTLBMSE		Implementation Specific Data TLB Miss
21	DTLBERE		Implementation Specific Data TLB Error
22-27	-		
28	LBRKE	enabled	Load/Store Breakpoint Interrupt
29	IBRKE	enabled	Instruction Breakpoint Interrupt
30	EBRKE	enabled	External Breakpoint Interrupt
31	DPIE	enabled	Development Port Nonmaskable Request

If this is not appropriate for the application the default initialisation may be change with an entry in the configuration file.

```
WSPR 149 0xFFE7400F ;DER: set debug enable register
```

3.4 Telnet Interface

A Telnet server is integrated within the BDI. The Telnet channel is used by the BDI to output error messages and other information. Also some basic debug commands can be executed.

Telnet Debug features:

- Display and modify memory locations
- Display and modify general and special purpose registers
- Single step a code sequence
- Set hardware breakpoints (for code and data accesses)
- Load a code file from any host
- Start / Stop program execution
- Programming and Erasing Flash memory

During debugging with GDB, the Telnet is mainly used to reboot the target (generate a hardware reset and reload the application code). It may be also useful during the first installation of the bdiGDB system or in case of special debug needs (e.g. setting breakpoints on variable access).

Because the Telnet server within the BDI generates no echo, enable local echo at your Telnet client.

Note:

The Telnet command RESET does only reset the target system. The configuration file is not loaded again. If the configuration file has changed, use the Telnet command BOOT to reload it.

Following a list of the available Telnet commands:

```
"PHYS <address>                converts an effective to a physical address",
"MD  [<address>] [<count>]      display target memory as word (32bit)",
"MDH [<address>] [<count>]      display target memory as half word (16bit)",
"MDB [<address>] [<count>]      display target memory as byte (8bit)",
"DUMP <addr> <size> [<file>]    dump target memory to a file",
"MM  <addr> <value> [<cnt>]     modify word(s) (32bit) in target memory",
"MMH <addr> <value> [<cnt>]     modify half word(s) (16bit) in target memory",
"MMB <addr> <value> [<cnt>]     modify byte(s) (8bit) in target memory",
"MT  <address> <count>         single word (32bit) memory test",
"MTH <address> <count>         single half word (16bit) memory test",
"MTB <address> <count>         single byte (8bit) memory test",
"MC  [<address>] [<count>]      calculates a checksum over a memory range",
"MV                                     verifies the last calculated checksum",
"RD  [<name>]                  display general purpose or user defined register",
"RDS <number>                 display special purpose register",
"RM  {<nbr>#<name>} <value>    modify general purpose or user defined register",
"RMS <number> <value>         modify special purpose register",
"UPMS <MCR-addr> <MDR-addr>   set address of register MCR and MDR",
"UPMA                                     display UPMA setup",
"UPMB                                     display UPMB setup",
"DTAG <from> [<to>]            display data cache tags",
"CBB                                     display copyback buffer",
"BOOT                                     reset the BDI and reload the configuration",
"RESET                                    reset the target system",
"BREAK [SOFT | HARD]            display or set current breakpoint mode",
"GO  [<pc>]                    set PC and start target system",
"TI  [<pc>]                    trace on instuction (single step)",
"TC  [<pc>]                    trace on change of flow",
"HALT                                force target to enter debug mode",
"BI  <from> [<to>] [<count>]    set instruction hardware breakpoint",
"CI  [<id>]                    clear instruction hardware breakpoint(s)",
"BD  [R|W] <addr> [<count>] [<data>] set data breakpoint (32bit access)",
"BDH [R|W] <addr> [<count>] [<data>] set data breakpoint (16bit access)",
"BDB [R|W] <addr> [<count>] [<data>] set data breakpoint ( 8bit access)",
"BDR <from> <to> [<count>]     set data breakpoint on a range",
"CD  [<id>]                    clear data breakpoint(s)",
"INFO                                display information about the current state",
"LOAD  [<offset>] [<file> [<format>]] load program file to target memory",
"VERIFY [<offset>] [<file> [<format>]] verify a program file to target memory",
"PROG  [<offset>] [<file> [<format>]] program flash memory",
"                                     <format> : SREC or BIN or AOUT or ELF",
"ERASE [<address> [<mode>]]    erase a flash memory sector, chip or block",
"                                     <mode> : CHIP, BLOCK or SECTOR (default is sector)",
"FLASH <type> <size> <bus>    change flash configuration",
"HOST <ip>                    change IP address of program file host",
"PROMPT <string>              defines a new prompt string",
"CONFIG                        display BDI configuration",
"HELP                          display command list",
"QUIT                          terminate the Telnet session"
```

4 Specifications

Operating Voltage Limiting	5 VDC \pm 0.25 V
Power Supply Current	typ. 500 mA max. 1000 mA
RS232 Interface: Baud Rates	9'600, 19'200, 38'400, 57'600, 115'200
Data Bits	8
Parity Bits	none
Stop Bits	1
Network Interface	10 BASE-T
Serial Transfer Rate between BDI and Target	up to 16 Mbit/s
Supported target voltage	1.8 – 5.0 V (3.0 – 5.0 V with Rev. A/B)
Operating Temperature	+ 5 °C ... +60 °C
Storage Temperature	-20 °C ... +65 °C
Relative Humidity (noncondensing)	<90 %rF
Size	190 x 110 x 35 mm
Weight (without cables)	420 g
Host Cable length (RS232)	2.5 m




Specifications subject to change without notice

5 Environmental notice



Disposal of the equipment must be carried out at a designated disposal site.

6 Declaration of Conformity (CE)


DECLARATION OF CONFORMITY
This declaration is valid for following product:
Type of device: BDM/JTAG Interface
Product name: BDI2000
The signing authorities state, that the above mentioned equipment meets
the requirements for emission and immunity according to
EMC Directive 89/336/EEC
The evaluation procedure of conformity was assured according to the
following standards:
EN 50081-2
EN 50082-2
This declaration of conformity is based on the test report no.
QNL-E853-05-8-a of QUINEL, Zug, accredited according to EN 45001.
Manufacturer:
ABATRON AG
Stöckenstrasse 4
CH-6221 Rickenbach
Authority:

Max Vock
Marketing Director

Ruedi Dummermuth
Technical Director
Rickenbach, May 30, 1998

7 Warranty

ABATRON Switzerland warrants the physical diskette, cable, BDI2000 and physical documentation to be free of defects in materials and workmanship for a period of 24 months following the date of purchase when used under normal conditions.

In the event of notification within the warranty period of defects in material or workmanship, ABATRON will replace defective diskette, cable, BDI2000 or documentation. The remedy for breach of this warranty shall be limited to replacement and shall not encompass any other damages, including but not limited loss of profit, special, incidental, consequential, or other similar claims.

ABATRON Switzerland specifically disclaims all other warranties- expressed or implied, including but not limited to implied warranties of merchantability and fitness for particular purposes - with respect to defects in the diskette, cable, BDI2000 and documentation, and the program license granted herein, including without limitation the operation of the program with respect to any particular application, use, or purposes. In no event shall ABATRON be liable for any loss of profit or any other commercial damage, including but not limited to special, incidental, consequential, or other damages.

Failure in handling which leads to defects are not covered under this warranty. The warranty is void under any self-made repair operation except exchanging the fuse.

Appendices

A Troubleshooting

Problem

The firmware can not be loaded.

Possible reasons

- The BDI is not correctly connected with the target system (see chapter 2).
- The power supply of the target system is switched off or not in operating range (4.75 VDC ... 5.25 VDC) --> MODE LED is OFF or RED
- The built in fuse is damaged --> MODE LED is OFF
- The BDI is not correctly connected with the Host (see chapter 2).
- A wrong communication port (Com 1...Com 4) is selected.

Problem

No working with the target system (loading firmware is ok).

Possible reasons

- Wrong pin assignment (BDM/JTAG connector) of the target system (see chapter 2).
- Target system initialization is not correctly --> enter an appropriate target initialization list.
- An incorrect IP address was entered (BDI2000 configuration)
- BDM/JTAG signals from the target system are not correctly (short-circuit, break, ...).
- The target system is damaged.

Problem

Network processes do not function (loading the firmware was successful)

Possible reasons

- The BDI2000 is not connected or not correctly connected to the network (LAN cable or media converter)
- An incorrect IP address was entered (BDI2000 configuration)

B Maintenance

The BDI needs no special maintenance. Clean the housing with a mild detergent only. Solvents such as gasoline may damage it.

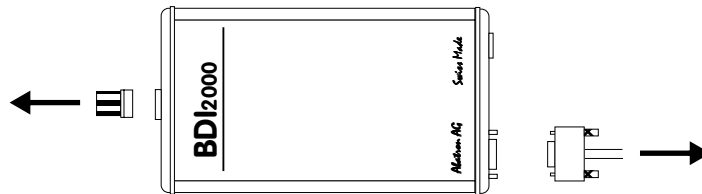
If the BDI is connected correctly and it is still not responding, then the built in fuse might be damaged (in cases where the device was used with wrong supply voltage or wrong polarity). To exchange the fuse or to perform special initialization, please proceed according to the following steps:



Observe precautions for handling (Electrostatic sensitive device)
Unplug the cables before opening the cover.
Use exact fuse replacement (Microfuse MSF 1.6 AF).

1

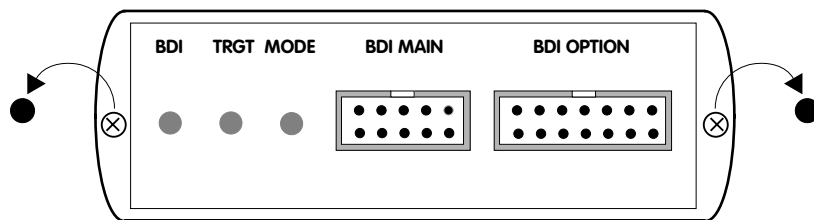
1.1 Unplug the cables



2

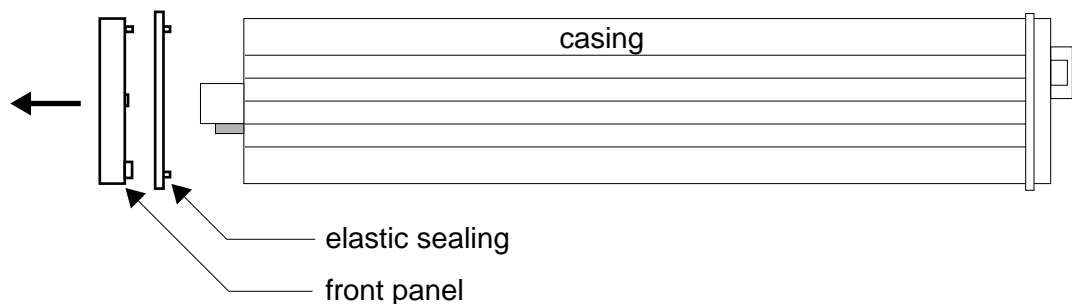
2.1 Remove the two plastic caps that cover the screws on target front side (e.g. with a small knife)

2.2 Remove the two screws that hold the front panel



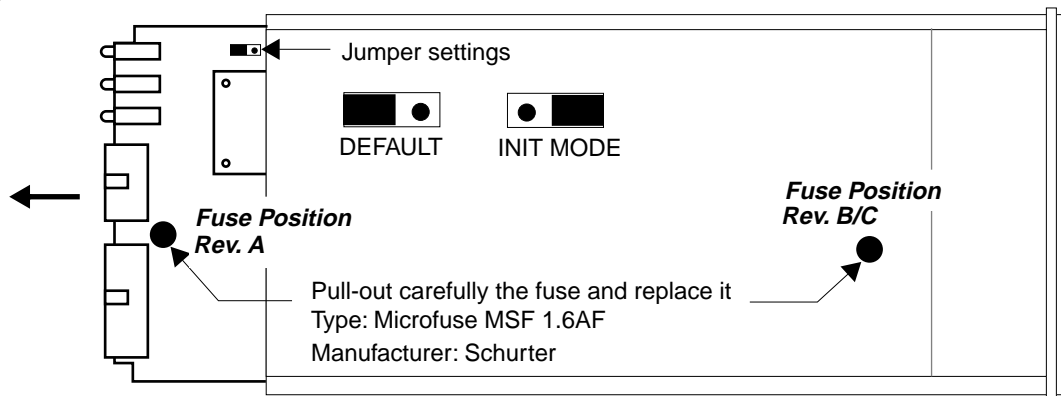
3

3.1 While holding the casing, remove the front panel and the red elastig sealing



4

4.1 While holding the casing, slide carefully the print in position as shown in figure below

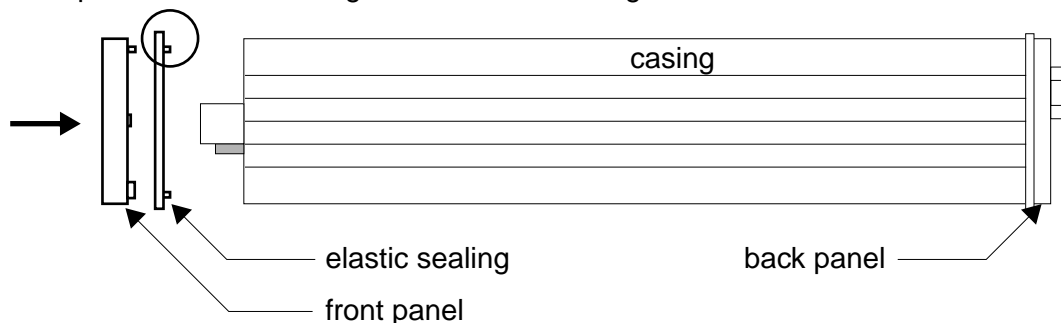


5

Reinstallation

5.1 Slide back carefully the print. Check that the LEDs align with the holes in the back panel.

5.2 Push carefully the front panel and the red elastic sealing on the casing. Check that the LEDs align with the holes in the front panel and that the position of the sealing is as shown in the figure below.



5.3 Mount the screws (do not overtighten it)

5.4 Mount the two plastic caps that cover the screws

5.5 Plug the cables



Observe precautions for handling (Electrostatic sensitive device)
Unplug the cables before opening the cover.
Use exact fuse replacement (Microfuse MSF 1.6 AF).

C Trademarks

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