TU0546
Tutorial
SoftConsole v4.0 and Libero SoC v11.7

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Power Matters.

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1 Revision History

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the current publication.

1.1 Revision 6.0

The following changes are made in revision 6.0 of this document:

- A note about FlashPro5 Programmer is added in Debugging the Application Project using SoftConsole v4.0, page 25
- Three notes are added in Appendix: Board Setup for SmartFusion2 Security Evaluation Kit, page 31 to describe about J5 - FlashPro connector and J18 - FTDI programmer interface

1.2 Revision 5.0

In revision 5.0, this document is updated for Libero SoC v11.7 software release.

1.3 Revision 4.0

In revision 4.0, this document is updated for Libero SoC v11.6 and SoftConsole v4.0 software release.

1.4 Revision 3.0

In revision 3.0, this document is updated for Libero SoC v11.5 software release.

1.5 Revision 2.0

In revision 2.0, this document is updated for Libero SoC v11.4 software release.

1.6 Revision 1.0

Revision 1.0 was the first publication of this document.

2 SoftConsole v4.0 and Libero SoC v11.7

2.1 Introduction

This tutorial describes how to implement an ARM Cortex-M3 design using Libero® System-on-Chip (SoC) v11.7 and build a simple LED blink application using SoftConsole v4.0.

After completing this tutorial, you will be able to perform the following tasks:

- Create a Libero SoC project using System Builder
- Generate the programming file to program the SmartFusion®2 SoC field programmable gate array (FPGA) device
- Create a SoftConsole v4.0 project
- Compile application code
- Debug and run code using SoftConsole

2.2 Design Requirements

Table 1 • **Design Requirements**

Design Requirements	Description
Hardware Requirements	
SmartFusion2 Security Evaluation Kit: • FlashPro4 or FlashPro5 programmer • 12 V adapter	Rev D or later
SmartFusion2 Advanced Development Kit: • FlashPro4 or FlashPro5 programmer • 12 V adapter	Rev B or later
SmartFusion2 Starter Kit: • FlashPro4 or FlashPro5 programmer • USB A to Mini-B cable	SmartFusion2-484-Starter-Kit (M2S010-FGG484)
Host PC or Laptop	Any 64-bit Windows Operating System
Software Requirements	
Libero SoC	v11.7
SoftConsole	v4.0
FlashPro programming software	v11.7

Note: This tutorial is applicable for any one of the SmartFusion2 boards listed in the preceding table.

2.2.1 Associated Project Files

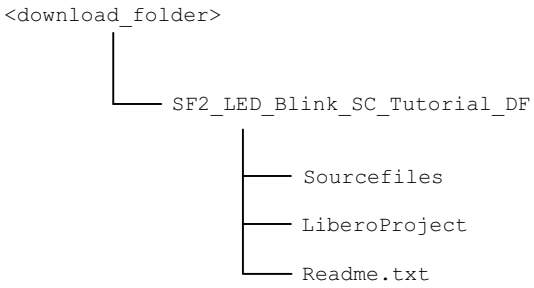
Download design files for this tutorial from the Microsemi website:
http://soc.microsemi.com/download/rsc/?f=m2s_tu0546_liberov11p7_df

The demo design files include:

- Libero Project
- Sourcefiles
- Readme file

The following figure shows the top-level structure of the design files. See the `Readme.txt` file provided in the design files directory for the complete directory structure.

Figure 1 • **Design Files Top-Level Structure**



2.3 Design Overview

This tutorial demonstrates a simple LED blinking application for SmartFusion2 device. Microcontroller subsystem (MSS) general-purpose input/output (GPIOs) are configured as outputs and connected to LEDs using fabric I/Os. This tutorial is applicable on one of the following SmartFusion2 boards:

- SmartFusion2 Security Evaluation Kit
- SmartFusion2 Advanced Development Kit
- SmartFusion2 Starter Kit (M2S010-FGG484)

2.4 Step 1: Creating a Libero SoC Project

The following steps describe how to create a Libero SoC project:

2.4.1 Launching Libero SoC

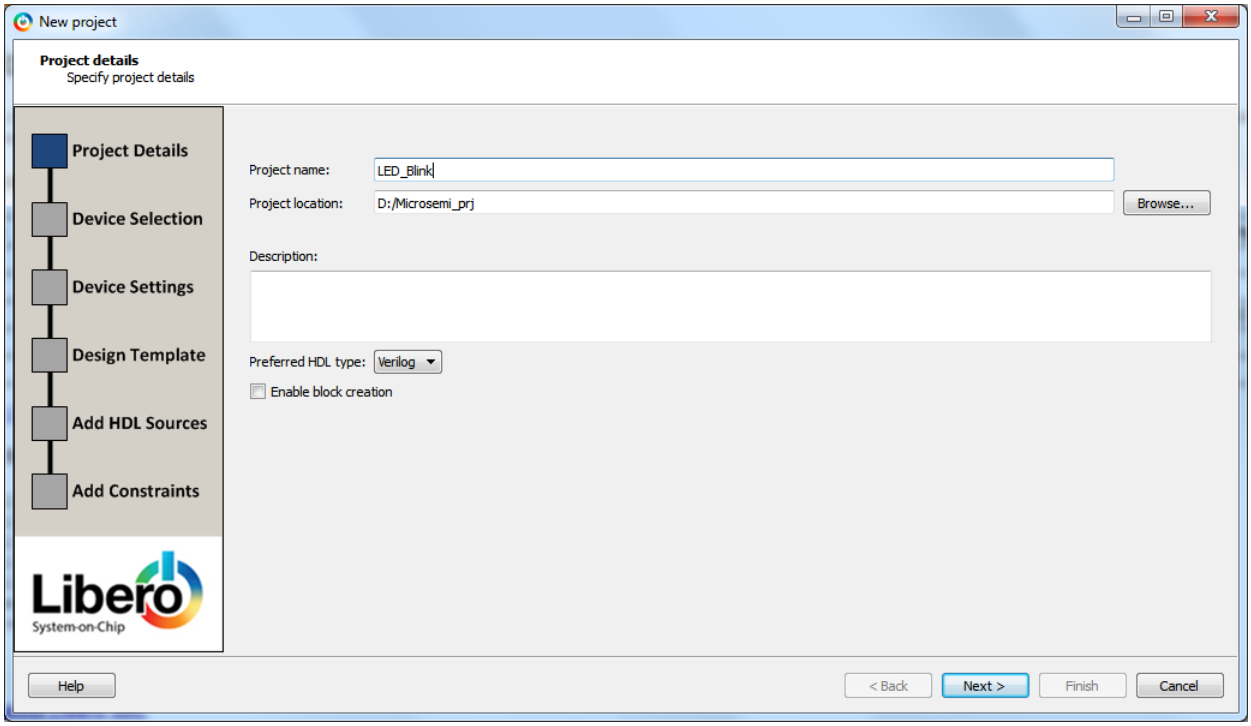
1. Click **Start > Programs > Microsemi > Libero SoC v11.7** or double-click the shortcut on desktop to open the Libero SoC v11.7 Project Manager.
2. Create a new project by selecting **New** on the **Start Page** tab (highlighted in the following figure) or by clicking **Project > New Project** from the Libero SoC menu.

Figure 2 • **Libero SoC Project Manager**

3. In the **Project Details** window, enter the following information as shown in Figure 3, page 4.
- **Project Name**: LED_Blink
- **Project Location**: Select an appropriate location (for example, *D:/Microsemi_prj*)
- **Preferred HDL type**: Verilog or VHDL

- **Enable Block Creation**: Unchecked

Figure 3 • **Project Details Window**



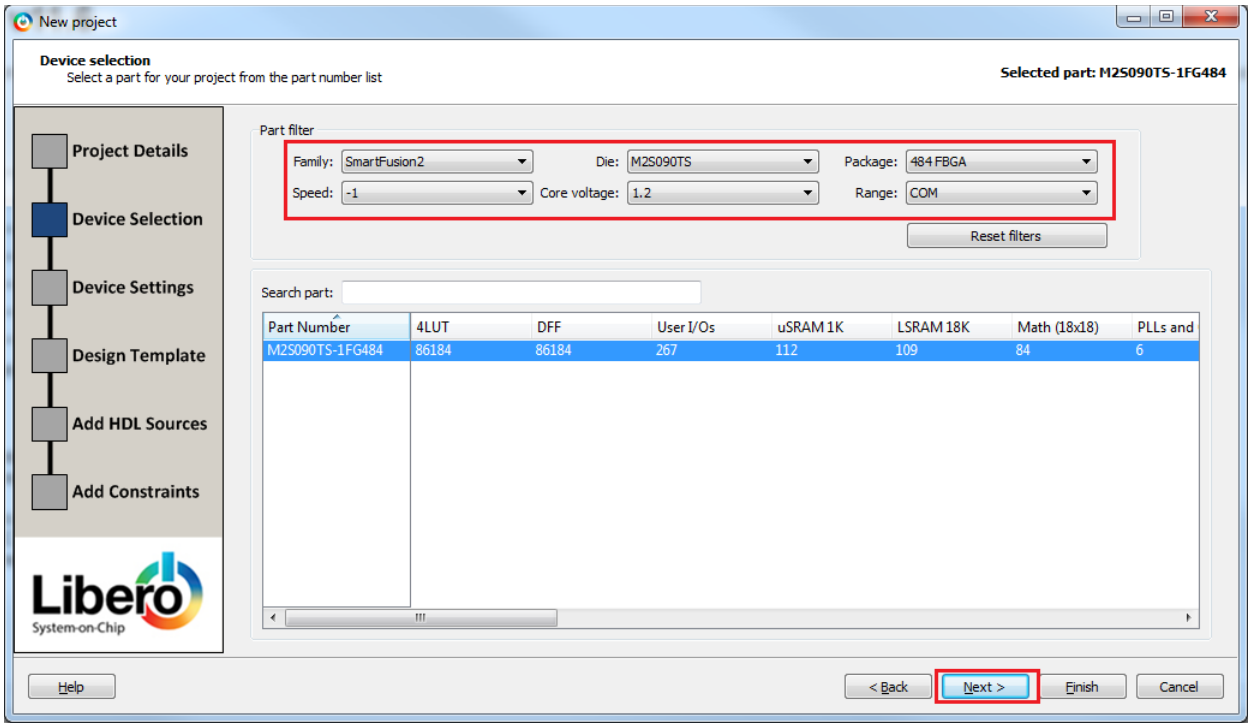
4. Click **Next**. In the **Device Selection** window, select the information as displayed in Figure 4, page 5. In the Part Filter, select the values using the drop-down lists, as shown in the following table.

- **Family**: SmartFusion2

Table 2 • **SmartFusion2 Devices Selection**

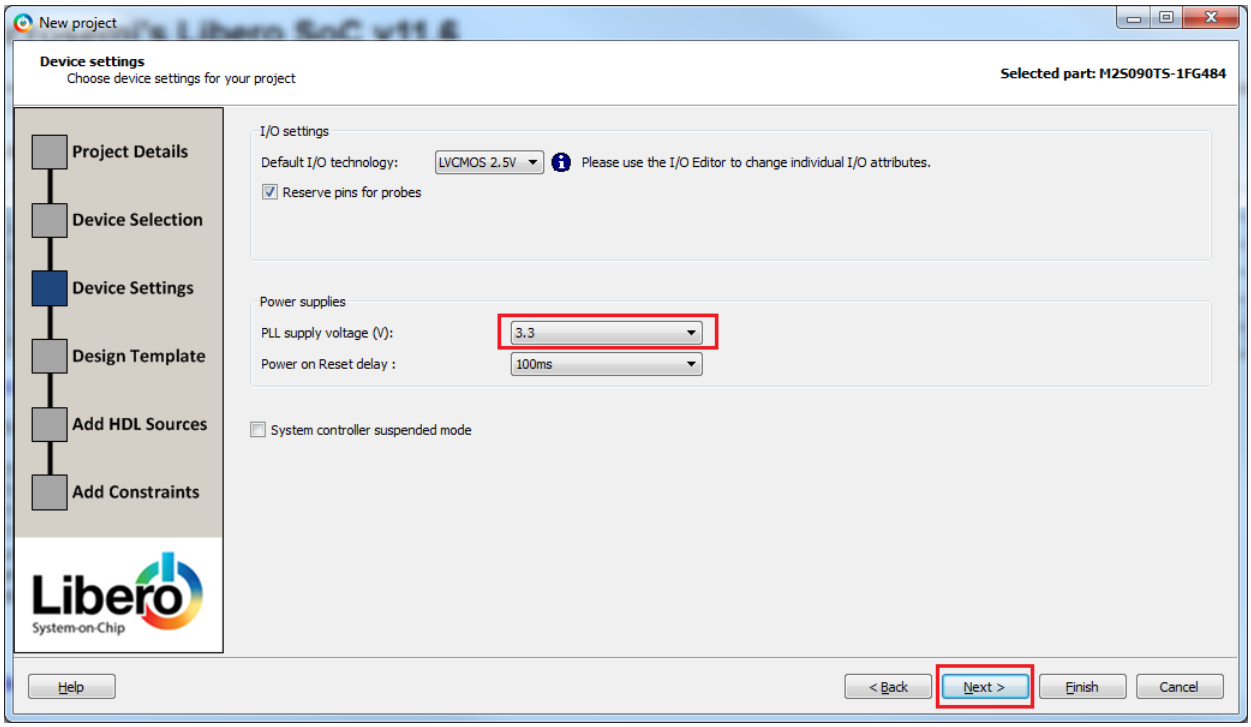
Board	Die	Package	Speed	Core Voltage	Range	PLL Supply Voltage
SmartFusion2 Security Evaluation Kit	M2S090TS	484 FBGA	-1	1.2	COM	3.3
SmartFusion2 Advanced Development Kit	M2S150T	1152 FC	-1	1.2	COM	3.3
SmartFusion2 Starter Kit	M2S010	484 FBGA	STD	1.2	COM	2.5

Figure 4 • **Device Selection Window**



5. Click **Next**.,the Device settings window is displayed. Select PLL Supply Voltage (V), as shown in the following figure.

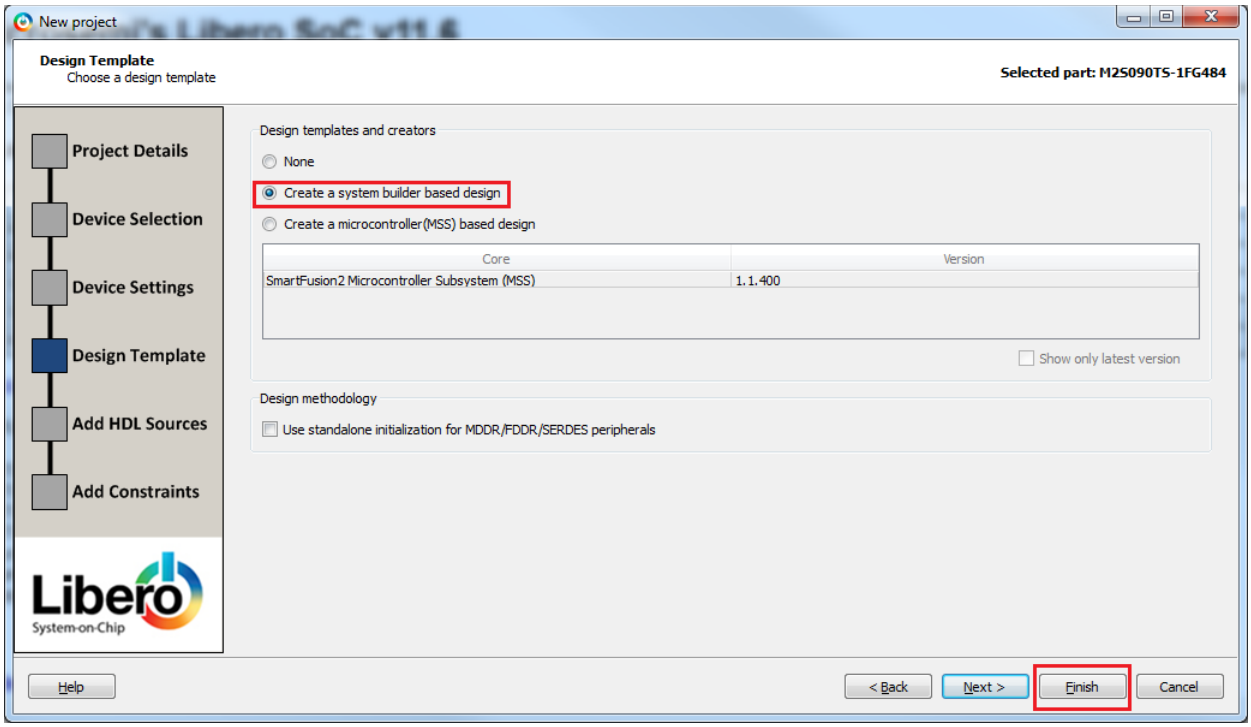
Figure 5 • **Device Settings**



See Table 2, page 4 for specific board values.

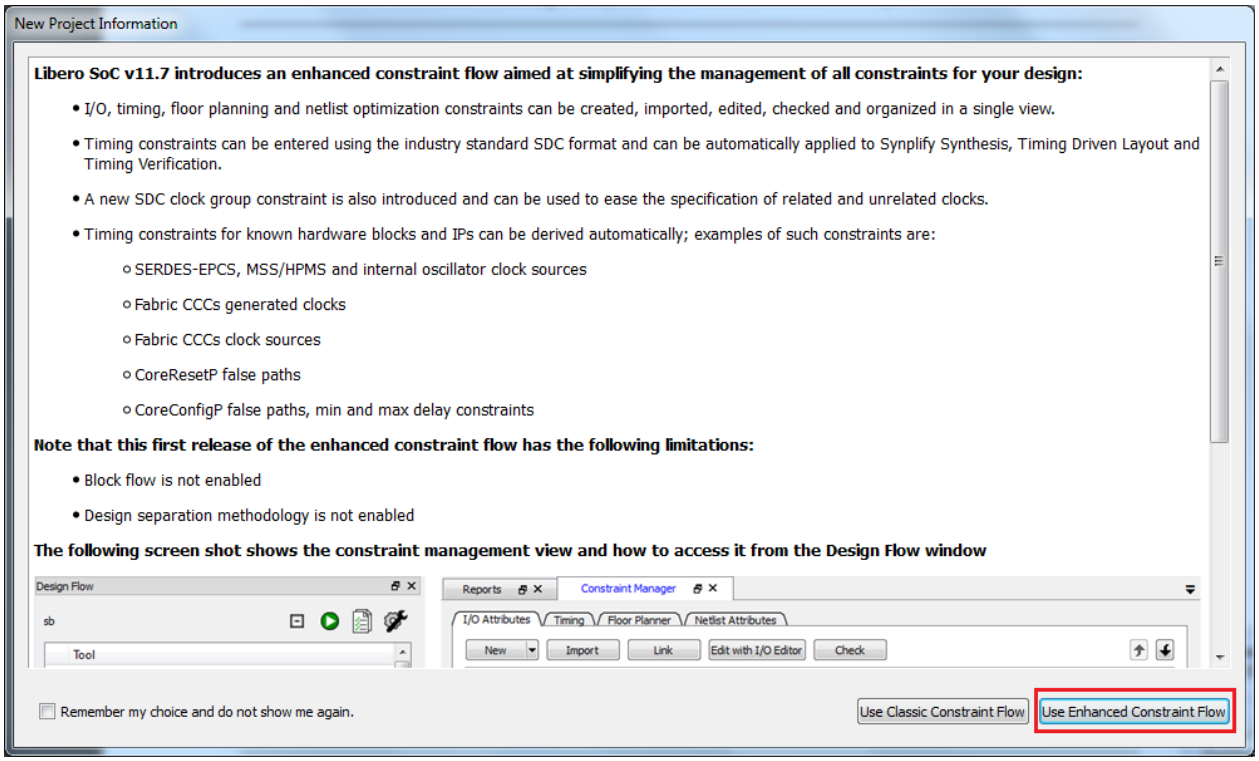
6. Click **Next**. In the **Design Template** page, select **Create a system builder based design check box** under the **Design Templates and Creators as shown in** the following figure.

Figure 6 • **Design Template Window**



7. Click **Finish**. a **New Project Information** window is displayed, as shown in the following figure.
8. Click **Use Enhanced Constraint Flow**, as shown in the following figure.

Figure 7 • **New Project Information Window**

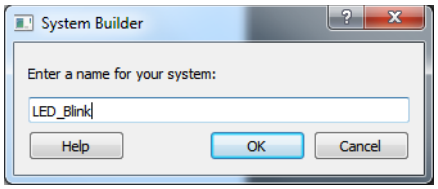


A System Builder dialog box is displayed, as shown in Figure 8, page 7.

System builder is a graphical design wizard. It creates a design based on high-level design specifications by taking the user through a set of high-level questions that define the intended system.

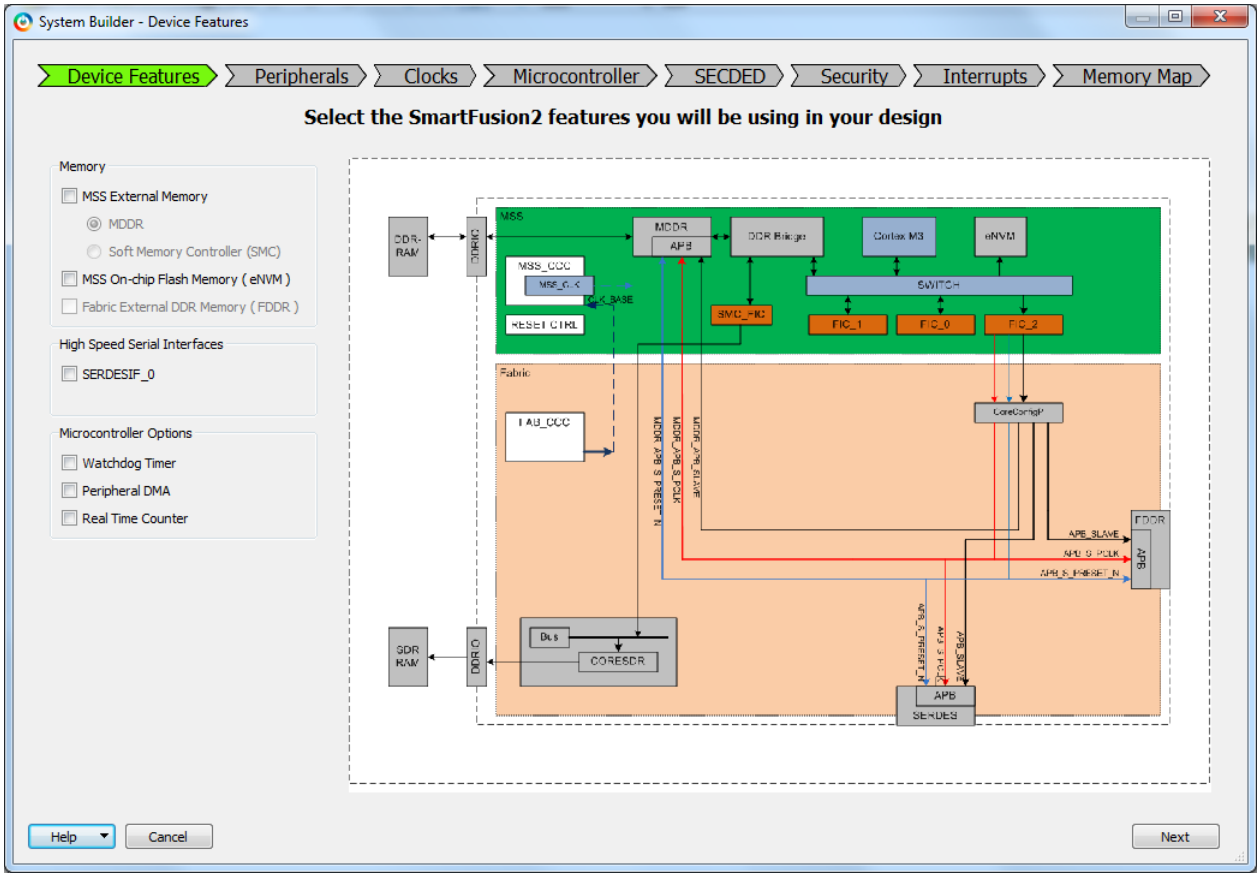
9. Enter a name for your system as **LED_Blink** and then click **OK**, as shown in the following figure.

Figure 8 • **System Builder Dialog Box**



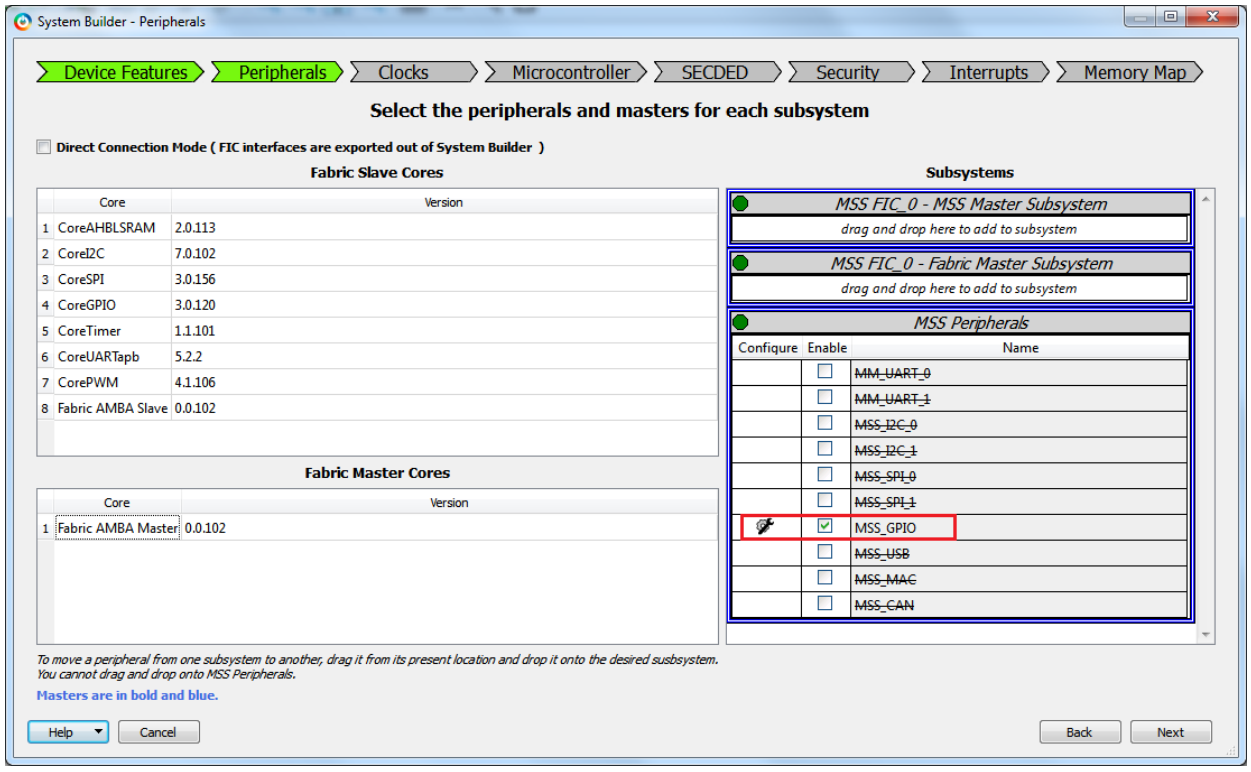
System Builder – Device Features page is displayed, as shown in the following figure.

Figure 9 • **System Builder – Device Features Page**



10. Retain the default values. Click **Next**, the **System Builder – Peripherals** page is displayed. Under the MSS Peripherals section, uncheck all the check boxes except MSS_GPIO, as shown in the following figure.

Figure 10 • **System Builder Configurator – Select Peripherals Page**



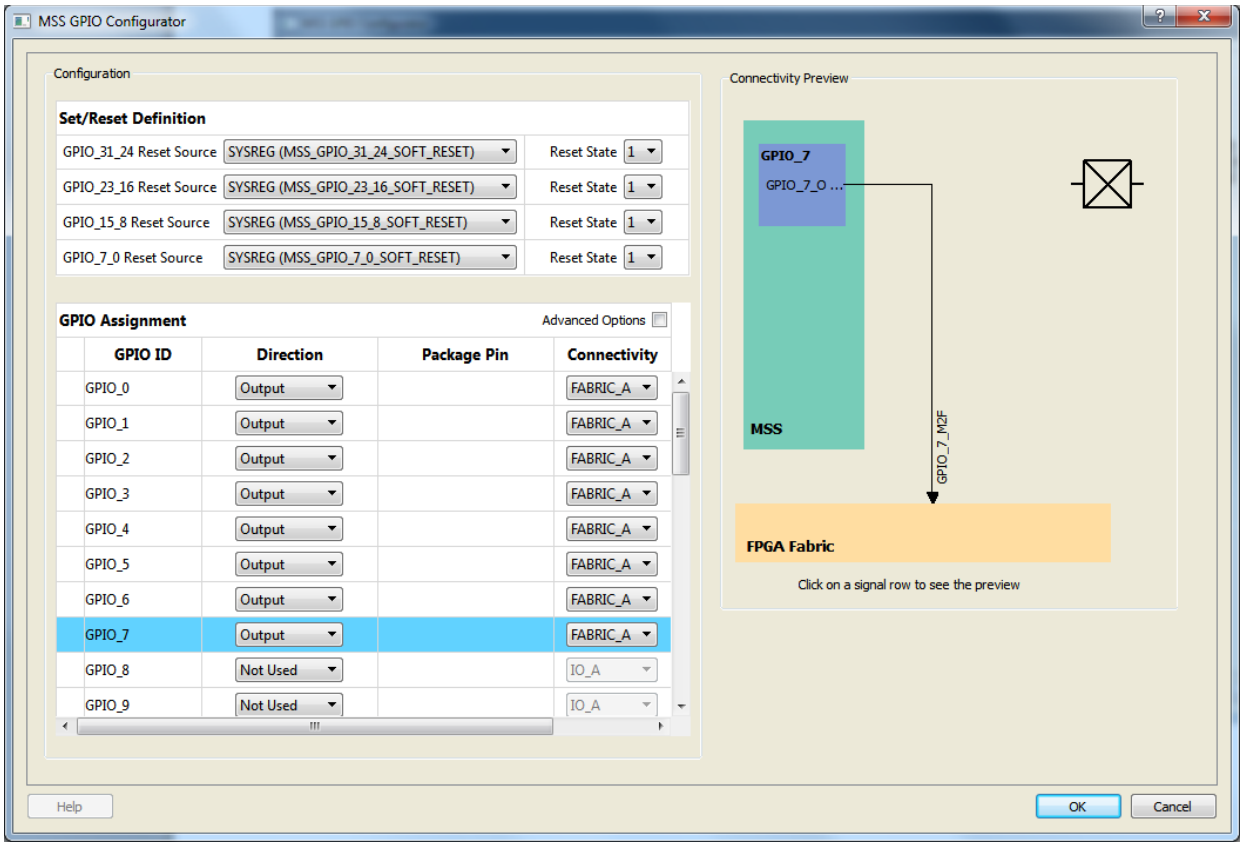
11. Double-click the **wrench** symbol for the MSS_GPIO peripheral to open the MSS_GPIO Configurator.
12. This design requires configuring GPIOs to drive LEDs on the board, configure the GPIOs as shown below:

- **Set/Reset Definition** accept default settings
- Configure GPIO as shown in the following table

Table 3 • **SmartFusion2 GPIO Configuration**

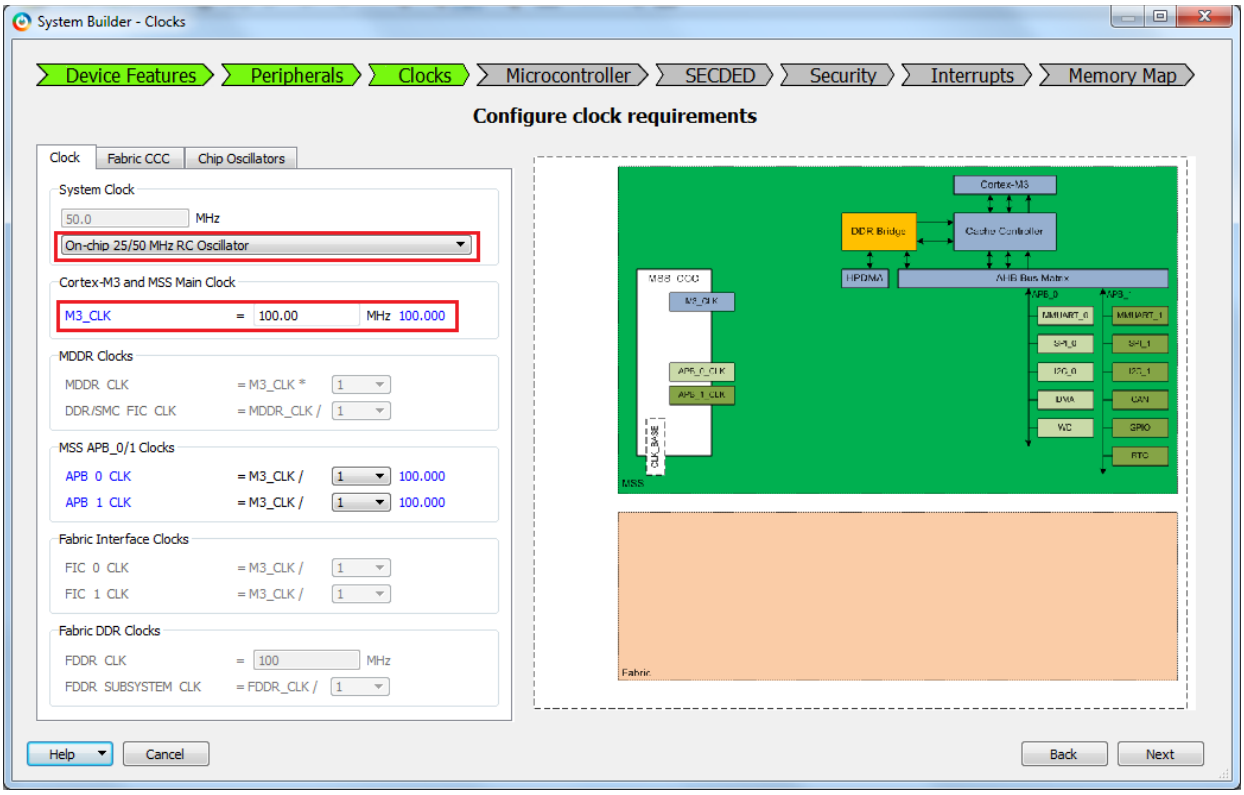
Board	Die	GPIO ID	Direction	Package Pin	Connectivity
SmartFusion2 Security Evaluation Kit	M2S090TS	GPIO_0 to GPIO_7	Output	NA	FABRIC_A
SmartFusion2 Advanced Development Kit	M2S150T	GPIO_0 to GPIO_7	Output	NA	FABRIC_A
SmartFusion2 Starter Kit	M2S010	GPIO_0 to GPIO_1	Output	NA	FABRIC_A

Figure 11 • **MSS_GPIO Configurator**



13. Click **Next**, the **System Builder – Clocks Settings** page is displayed, as shown in Figure 12, page 10. Select **System Clock** source as **On-chip 25/50 MHz RC Oscillator**.
The M3_CLK is configured to 100 MHz by default.

Figure 12 • **System Builder Configurator – Clock Settings Page**

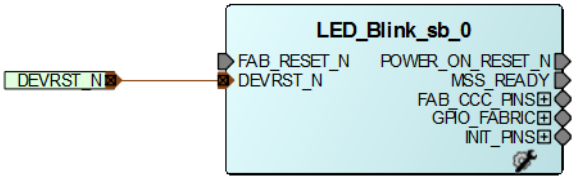


14. Click **Next**, the **System Builder – Microcontroller Options** page is displayed.
- Retain the default values.
15. Click **Next**, the **System Builder – SECDED Options** page is displayed.
- Retain the default values.
16. Click **Next**, the **System Builder – Security Options** page is displayed.
- Retain the default values.
17. Click **Next**, the **System Builder – Interrupts Options** page is displayed.
- Retain the default values.
18. Click **Next**, the **System Builder – Memory Map Options** page is displayed.
- Retain the default values.
19. Click **Finish**.

System Builder generates the system based on the selected options.

System Builder block is created and added to the Libero SoC project, as shown in the following figure.

Figure 13 • **System Builder Generated System**



2.4.2 Connecting Components in LED_Blink SmartDesign

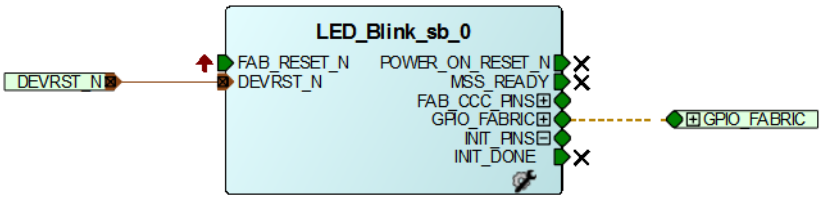
The following steps describe how to connect the components in LED_Blink SmartDesign:

1. Connect the pins as follows:
- Tie the **FAB_RESET_N** to high by right-clicking and selecting **Tie High**.
- Mark the output port **POWER_ON_RESET_N** as unused by right-clicking and selecting **Mark Unused**.

- Mark the output port **MSS_READY** as unused by right-clicking and selecting **Mark Unused**.
- Expand **INIT_PINS**, right-click **INIT_DONE** and select **Mark Unused**.
- Expand **FAB_CCC_PINS**, right-click **FAB_CCC_GL0** and select **Mark Unused**.
- Right-click **FAB_CCC_LOCK** and select **Mark Unused**.
- Right-click **GPIO_FABRIC** and select **Promote to Top Level**.

2. Click **File** > **Save**. The LED_Blink design is displayed, as shown in the following figure.

Figure 14 • **LED_Blink Design**

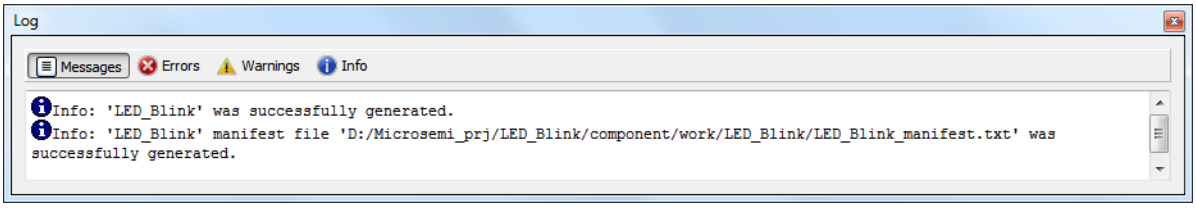


3. Generate the LED_Blink SmartDesign by clicking **SmartDesign** > **Generate Component** or by clicking **Generate Component** on the SmartDesign toolbar.

Figure 15 • **Generate Component**

After successful generation of the system, the message**' info: LED_Blink' was successfully generated** is displayed on the Libero SoC **Log** window, as shown in the following figure.

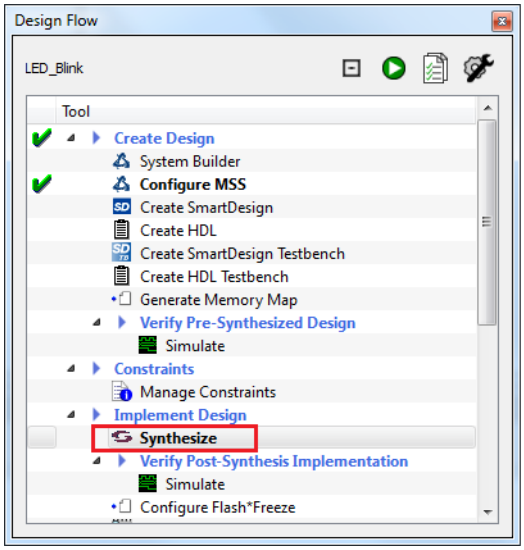
Figure 16 • **Log Window**



2.5 Step 2: Generating the Program File

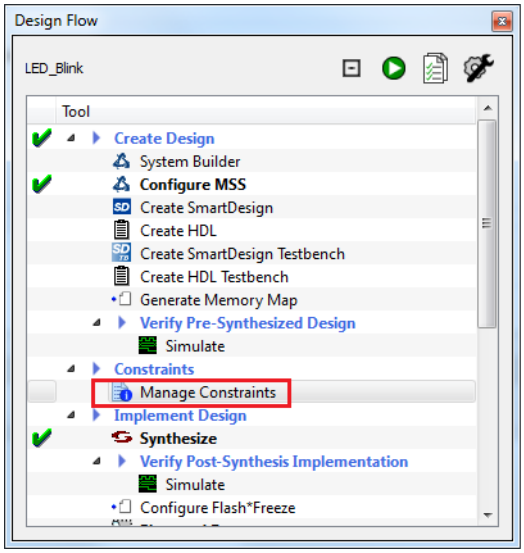
1. Double-click **Synthesize** in the **Design Flow** window, as shown in the following figure to complete the synthesis.

Figure 17 • **Design Flow Window**



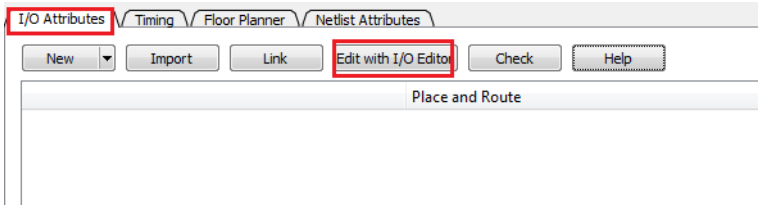
2. Double-click **Manage Constraints** in the **Design Flow** window, as shown in the following figure.

Figure 18 • **Manage Constraints**



3. Click **Edit with I/O Editor** under **I/O Attributes**, as shown in the following figure. The I/O Editor window is displayed, as shown in Figure 20, page 13.

Figure 19 • **I/O Attributes**



4. Make the pin assignments, as shown in the following table. After the pins are assigned, the I/O Editor is displayed, as shown in Figure 20, page 13.

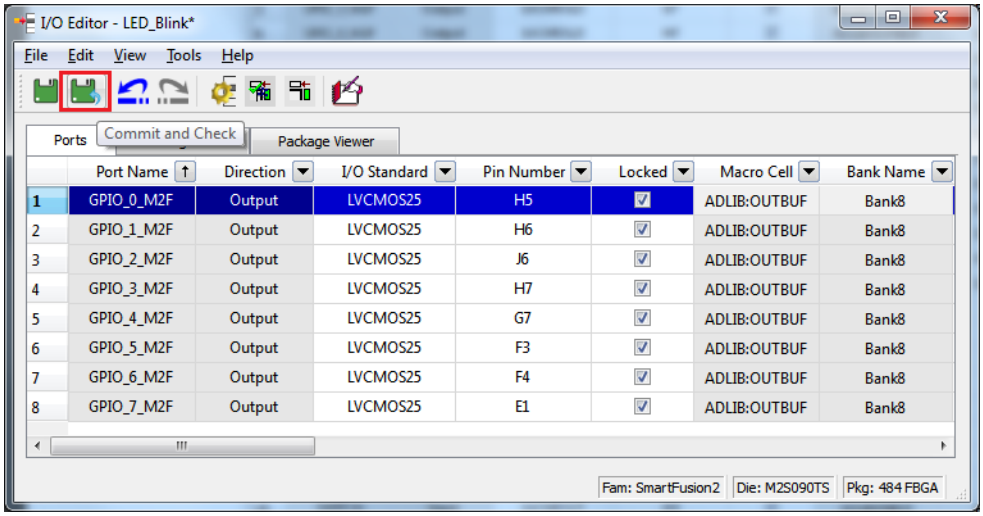
Table 4 • **Port to Pin Mapping**

Port Name	Pin Number
SmartFusion2 Security Evaluation Kit	
GPIO_0_M2F	H5
GPIO_1_M2F	H6
GPIO_2_M2F	J6
GPIO_3_M2F	H7
GPIO_4_M2F	G7
GPIO_5_M2F	F3
GPIO_6_M2F	F4

Table 4 • **Port to Pin Mapping**

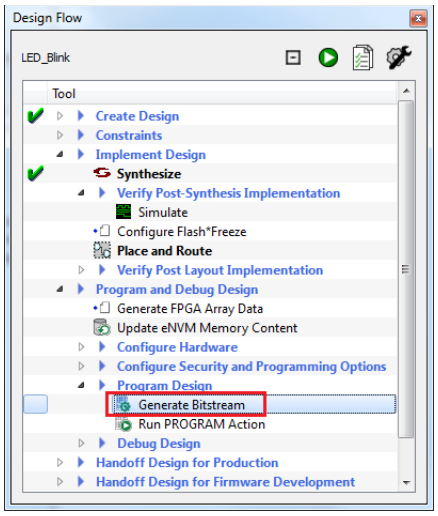
GPIO_7_M2F	E1
SmartFusion2 Advanced Development Kit	
GPIO_0_M2F	D26
GPIO_1_M2F	F26
GPIO_2_M2F	A27
GPIO_3_M2F	C26
GPIO_4_M2F	C28
GPIO_5_M2F	B27
GPIO_6_M2F	C27
GPIO_7_M2F	E26
SmartFusion2 Starter Kit	
GPIO_0_M2F	AB18
GPIO_1_M2F	P1

Figure 20 • **I/O Editor**



5. After updating the I/O editor, click **Commit and Check**.
6. Close the **I/O Editor**.
7. Click **Generate Bitstream** in **Design flow** window, as shown in the following figure, to generate the programming file.

Figure 21 • **Generate Bitstream**



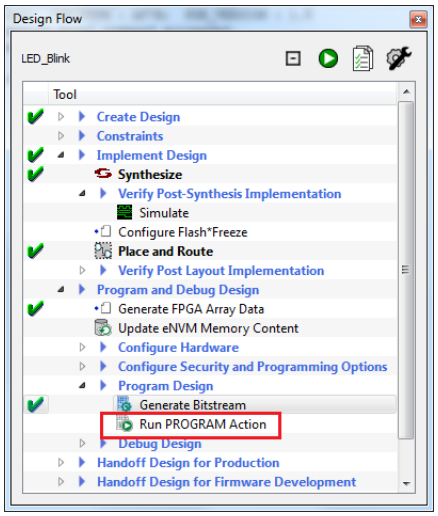
2.6 Step 3: Programming the SmartFusion2 Board Using FlashPro

Jumper settings for the supported target boards and board setup for running the tutorial are given in the following chapters:

- Appendix: Board Setup for SmartFusion2 Security Evaluation Kit, page 31.
- Appendix: Board Setup for SmartFusion2 Advanced Development Kit, page 33.
- Appendix: Board Setup for SmartFusion2 Starter Kit, page 35.

1. To program the SmartFusion2 device, double-click **Run PROGRAM Action** in the **Design Flow** window, as shown in the following figure.

Figure 22 • **Run Programming Action**



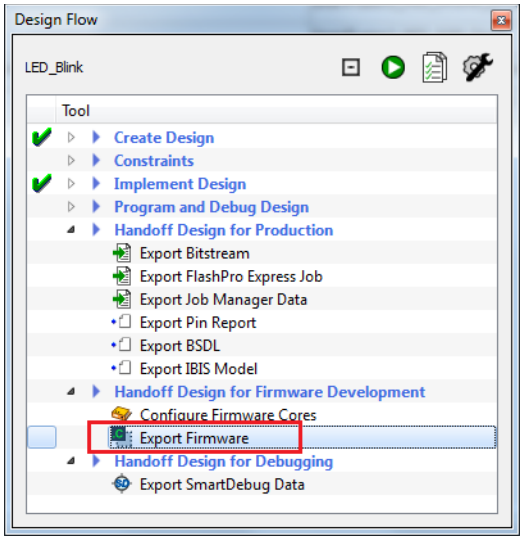
2.7 Step 4: Creating Software Project using SoftConsole 4.0

The following steps show how to create a software project using SoftConsole 4.0.

2.7.1 Export Firmware

1. Double-click **Export Firmware** in **Handoff design for Production** in the **Design Flow** window, as shown in the following figure.

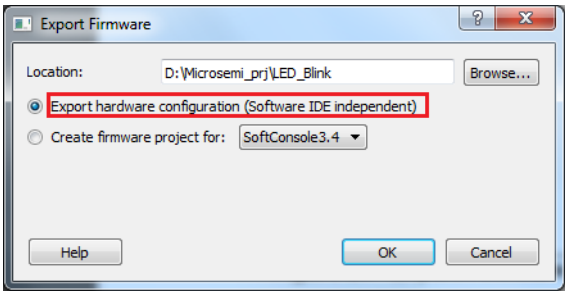
Figure 23 • **Export Firmware**



Export Firmware dialog box is displayed as shown in the following figure.

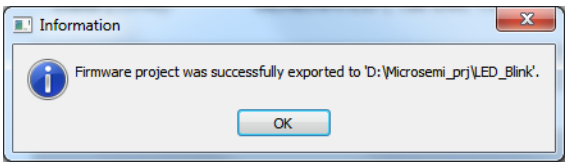
2. Select **Export hardware configuration (Software IDE independent)**, as shown in the following figure.

Figure 24 • **Export Firmware Dialog Box**



3. Click **OK**, a notification window appears saying **Firmware project was successfully exported to <drive:\>Microsemi_prj\LED_Blink**, as shown in the following figure.

Figure 25 • **Firmware Export Successful**



4. Click **OK**.

2.7.2 Download Firmware Drivers

The following drivers are used in this tutorial:

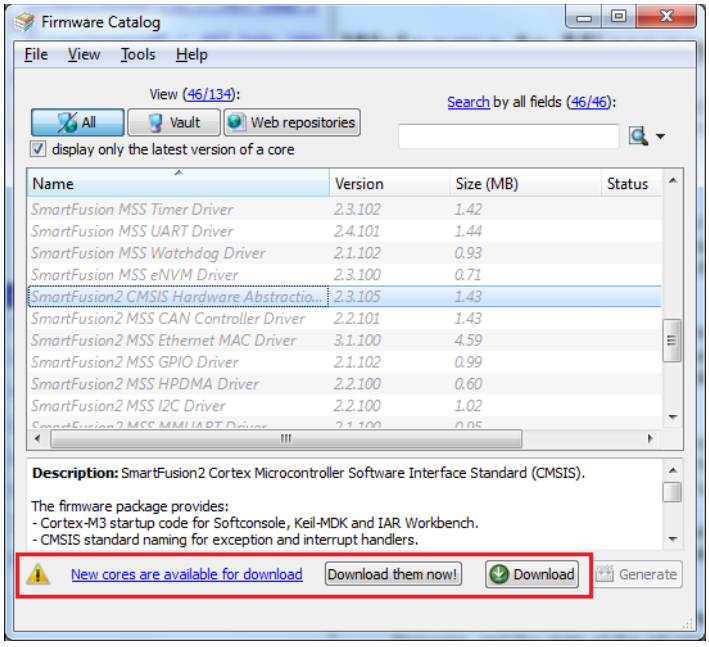
- CMSIS
- GPIO

To generate the required drivers:

1. Open the Microsemi SoC Firmware catalog from: **Start > Programs > Microsemi> Libero SoC v11.7>Firmware Catalog> Firmware Catalog**.

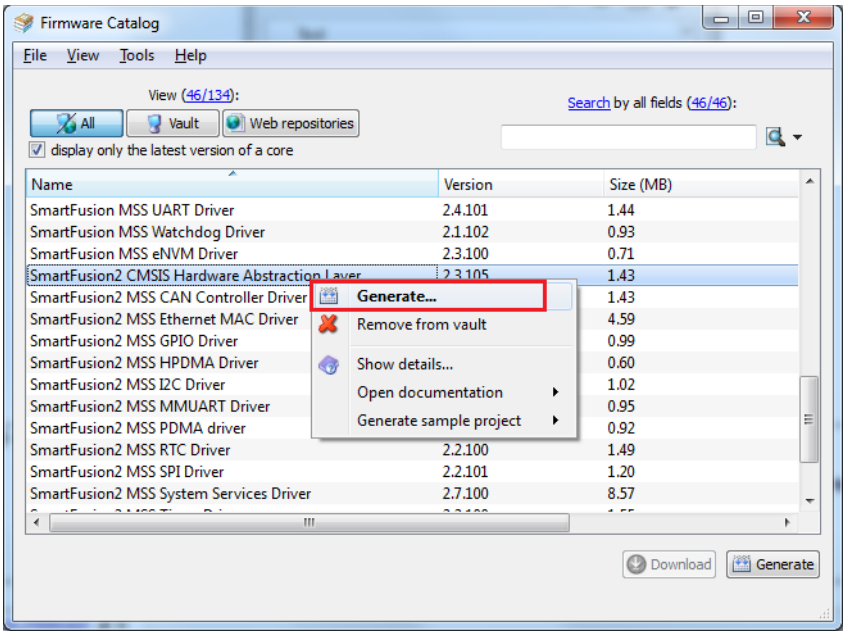
A message, **New cores are available for download** is displayed at the bottom of the Firmware Catalog, as shown in the following figure.

Figure 26 • **Firmware Catalog**



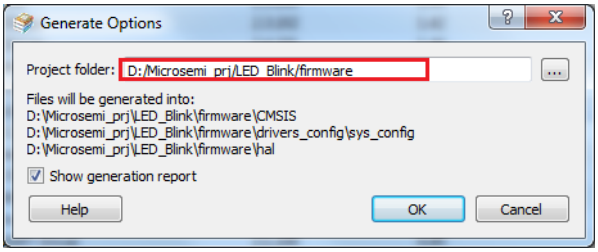
2. Click **Download them now,** to download most recent drivers for peripherals.
3. In **Firmware catalog** window, right-click **SmartFusion2 CMSIS Hardware Abstraction Layer** and then click **Generate**, as shown in the following figure.

Figure 27 • **Firmware Catalog**



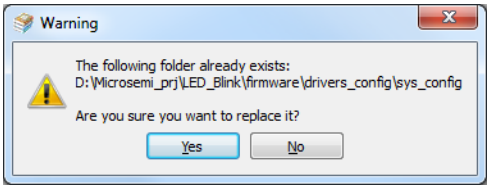
4. In **Generate Options** window, browse **Project folder** at **<drive:\>Microsemi_prj\LED_Blink\firmware** and then click **OK**.

Figure 28 • **Generate Options**



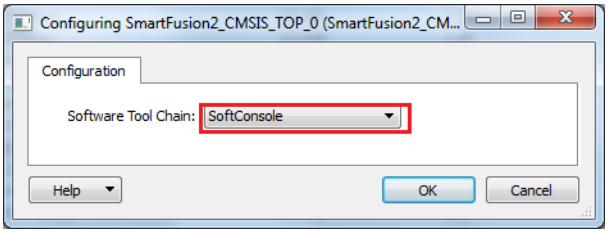
5. A warning message is displayed, as shown in the following figure. Click **Yes.**

Figure 29 • **Warning Message**



6. **Configuring SmartFusion2_CMSIS_TOP_0** window is displayed, as shown in the following figure. Select **SoftConsole** from the Software Tool Chain drop-down list and click **OK**.

Figure 30 • **Software Tool Chain**

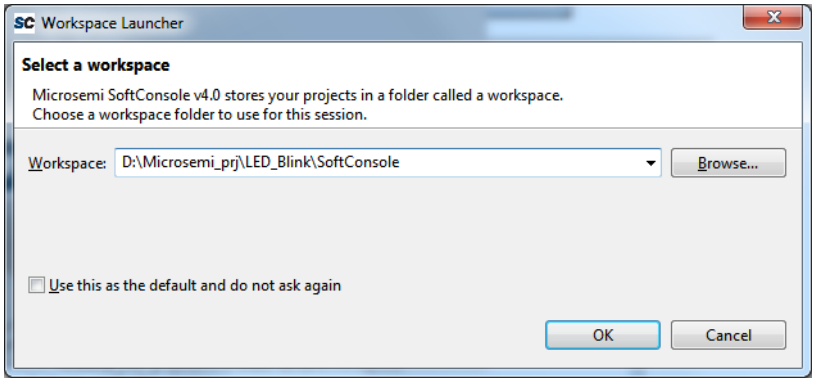


7. Repeat steps 3 to 7 to download SmartFusion2 MSS GPIO driver.

2.7.3 Building Software Application using SoftConsole 4.0

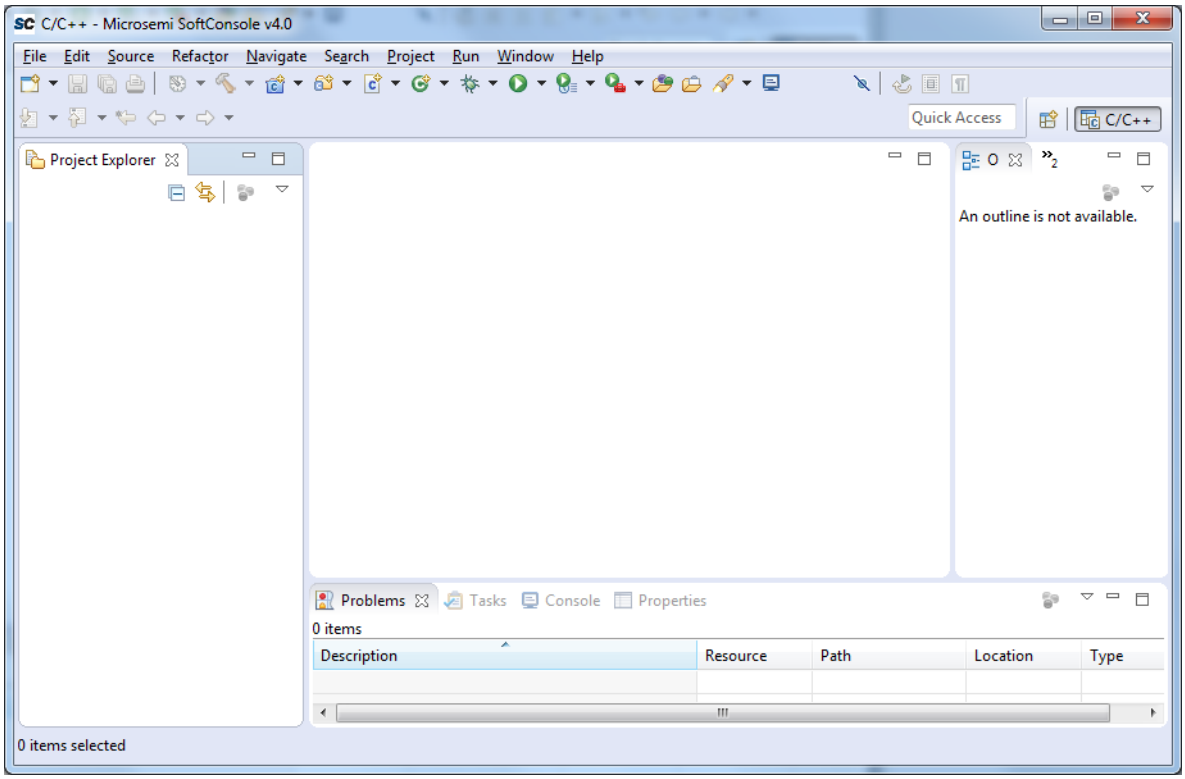
1. Click **Start > Programs > Microsemi SoftConsole v4.0 > Microsemi SoftConsole v4.0** to open the SoftConsole IDE. The SoftConsole **Workspace Launcher** window is displayed.
2. Browse to the location to select D:\Microsemi_prj\LED_Blink\SoftConsole, as shown in the following figure.

Figure 31 • **Workspace Launcher**



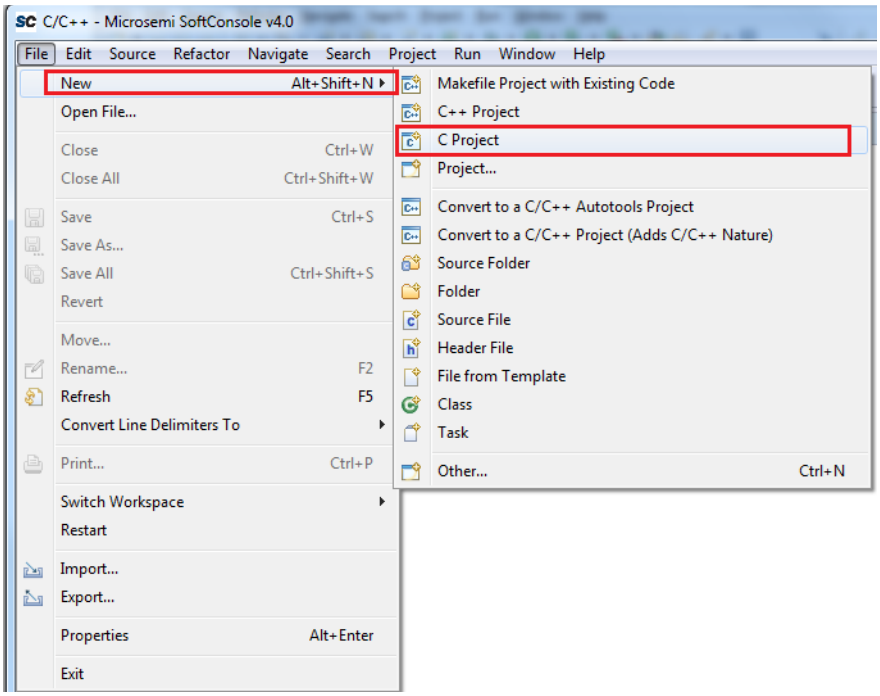
The SoftConsole workspace is displayed, as shown in the following figure.

Figure 32 • **SoftConsole Window**



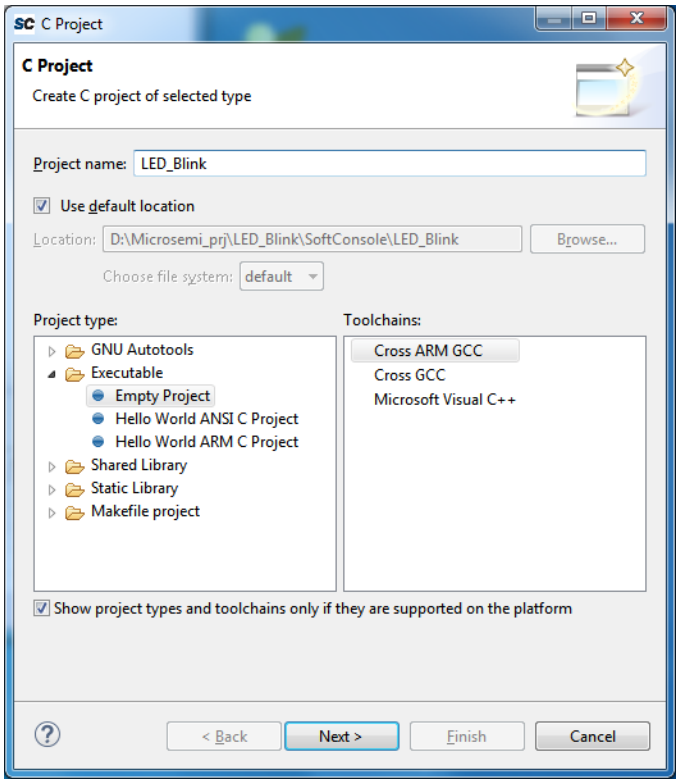
3. Click **File >New >C project** as shown in the following figure.

Figure 33 • **Creating New C Project**



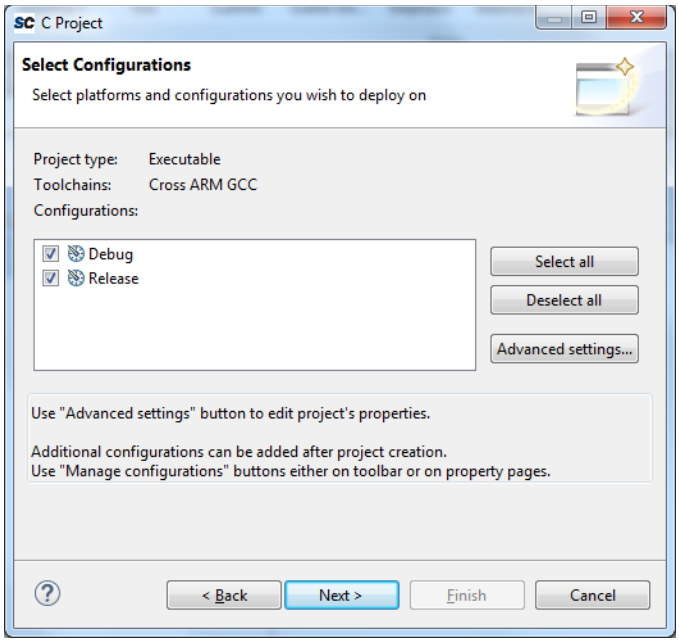
4. Enter Project name as LED_Blink, as shown in the following figure.

Figure 34 • **C Project Window**



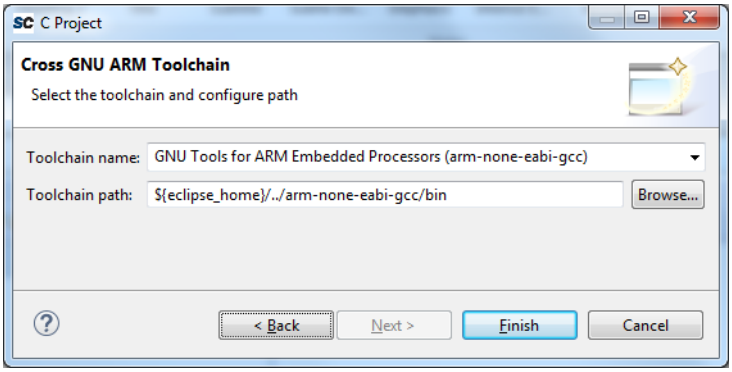
5. Click **Next**, **Select Configurations** window is displayed, as shown in the following figure.

Figure 35 • **C Project - Select Configuration**



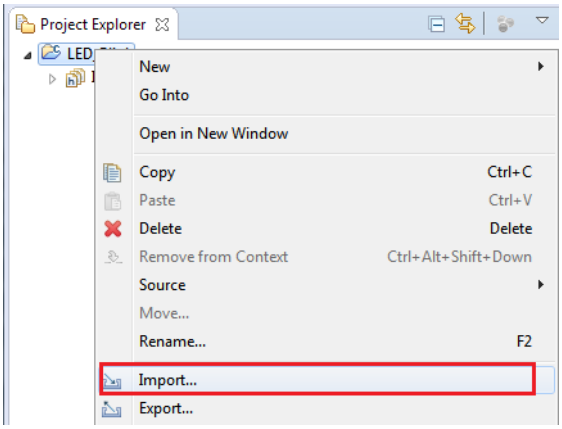
6. Do not change default settings. Click **Next**.
7. **Cross GNU ARM Tool chain** window is displayed, as shown in the following figure.

Figure 36 • **C Project - Cross GNU ARM Tool Chain**



8. Click **Finish**.
9. Right-click **LED_Blink** and click **Import** as shown in the following figure.

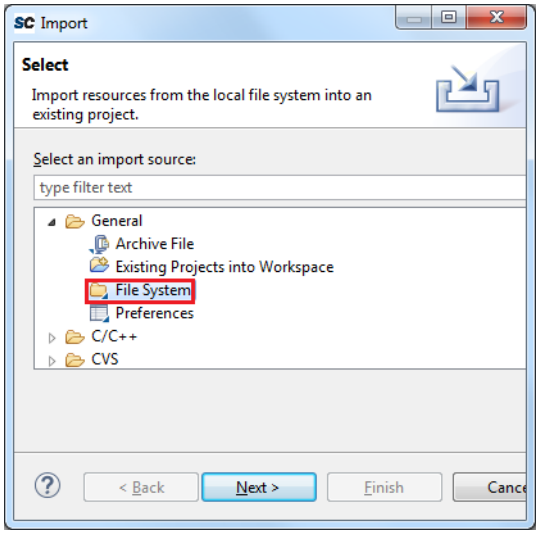
Figure 37 • **Project Explorer - Import**



10. **Import** window is displayed, as shown the following figure.

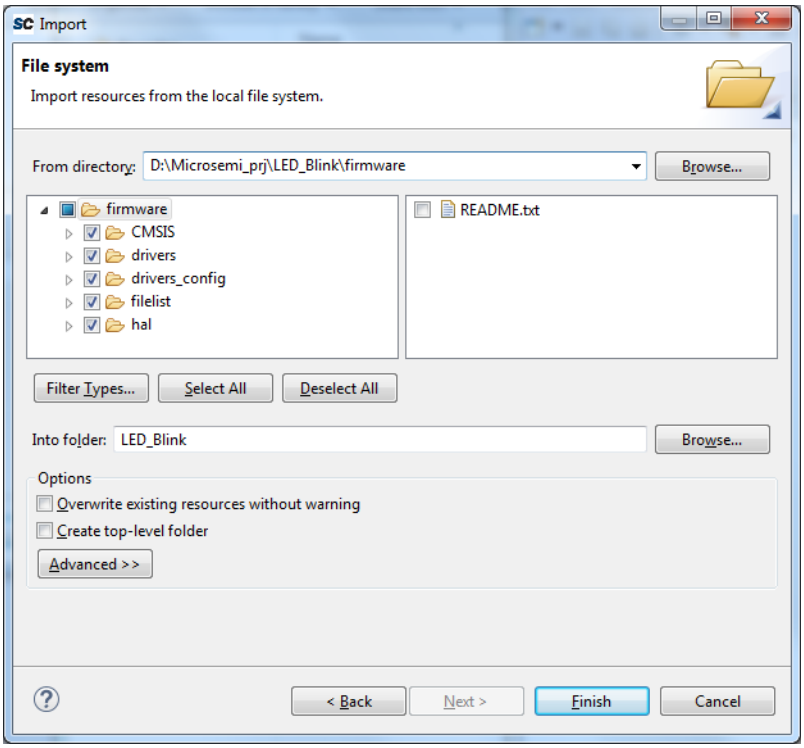
11. Click **File System** and then click **Next**.

Figure 38 • **Import Window**



12. Browse to **D:\Microsemi_prj\LED_Blink\firmware** and check **firmware** check box, as shown in the following figure.

Figure 39 • **Import - File System**



13. Click **Finish**.

Note: If any changes are made to the Libero SoC project, firmware needs to be exported from Libero and new firmware must be imported to **LED_Blink**.

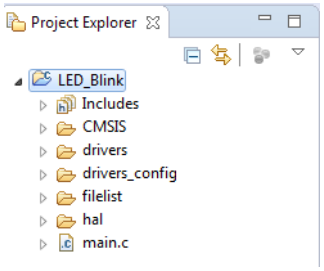
14. Using Windows explorer, browse to the `main.c` file location in the respective design files folder as follows:

- For SmartFusion2 Security Evaluation Kit: *<download_folder>\SF2_LED_Blink_SC_Tutorial_DF\Sourcefiles\SF2_Security_Kit*.

- For SmartFusion2 Advanced Development Kit:
  <download_folder>\SF2_LED_Blink_SC_Tutorial_DF\Sourcefiles\SF2_Adv_Dev_Kit.
- For SmartFusion2 Starter Kit:
  <download_folder>\SF2_LED_Blink_SC_Tutorial_DF\Sourcefiles\SF2_Starter_Kit.

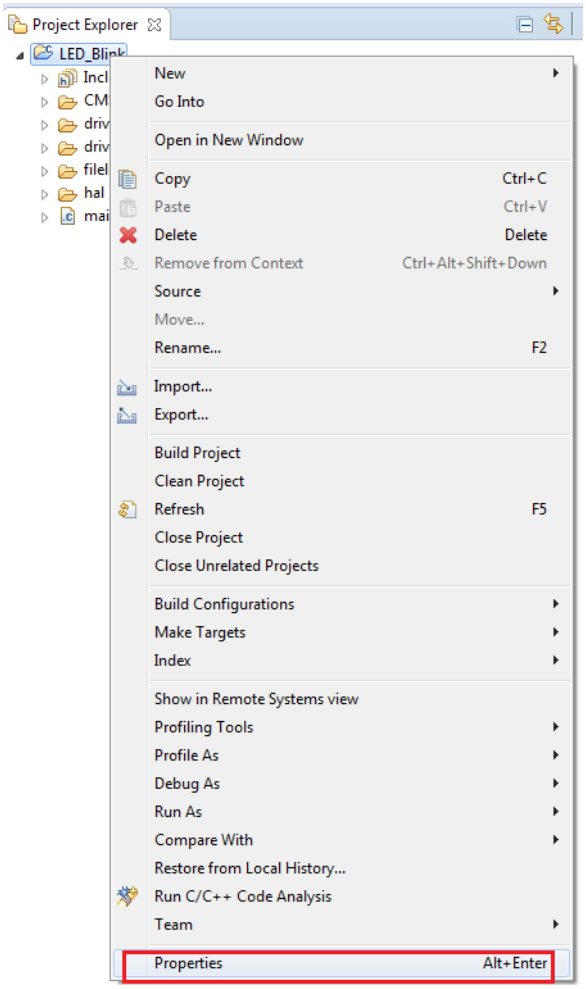
15. Copy the `main.c` file to the **LED_Blink** project in the SoftConsole workspace, as shown in the following figure.

Figure 40 • **Project Explorer**



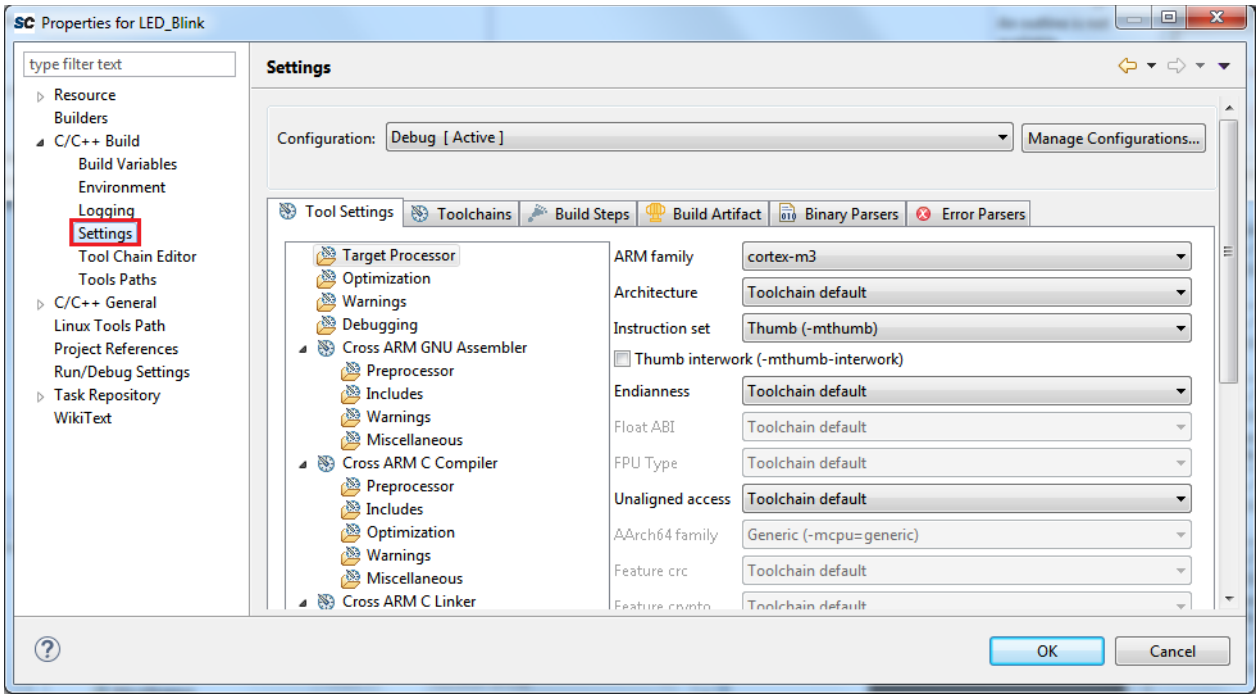
16. Right-click **LED_Blink** and click **Properties,** as shown in the following figure.

Figure 41 • **Project Explorer window - Properties**



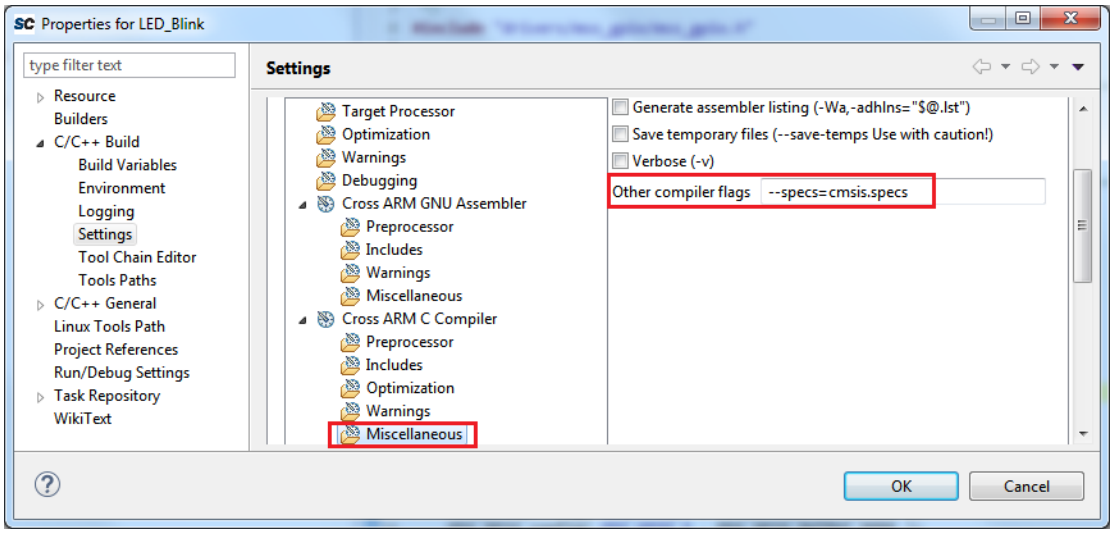
17. Click **Settings** under the **C/C++ Build** tab, as shown in the following figure.

Figure 42 • **Properties for LED_Blink**



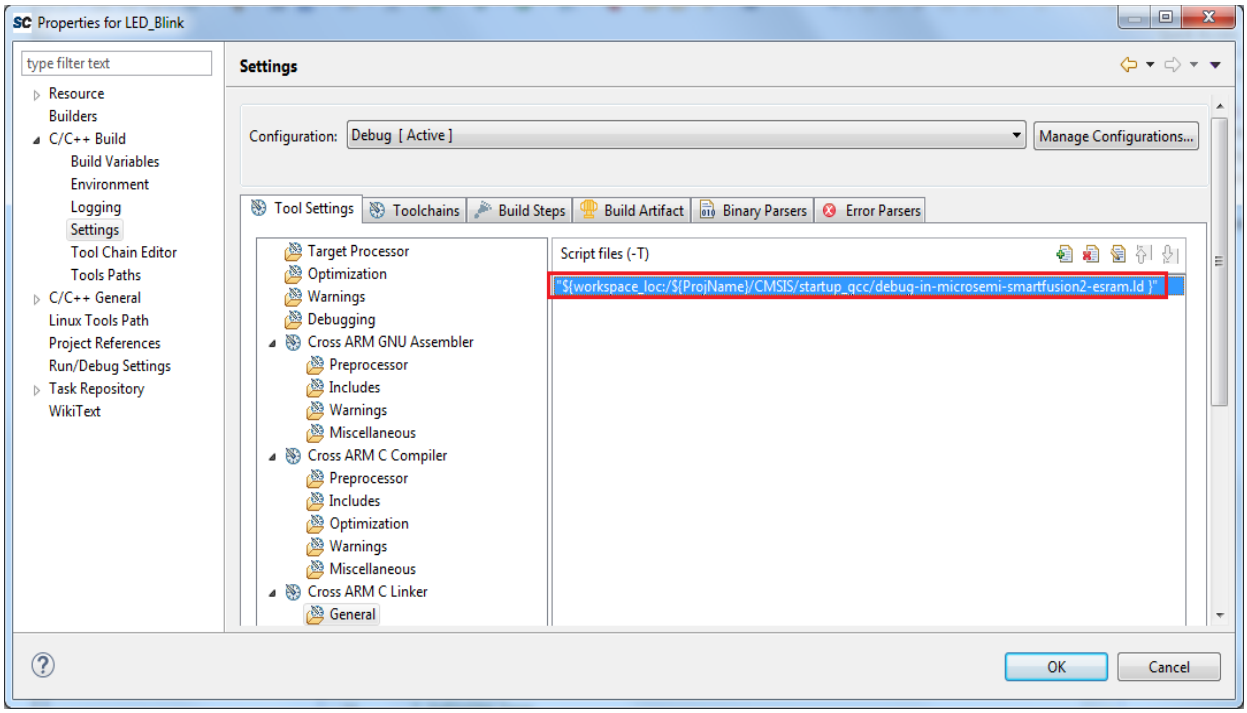
18. Under **Cross ARM C compiler**, click **Miscellaneous** and enter **--specs=cmsis.specs**, in **Other compiler flags** text box as shown in the following figure.

Figure 43 • **Properties for LED_Blink - Miscellaneous**



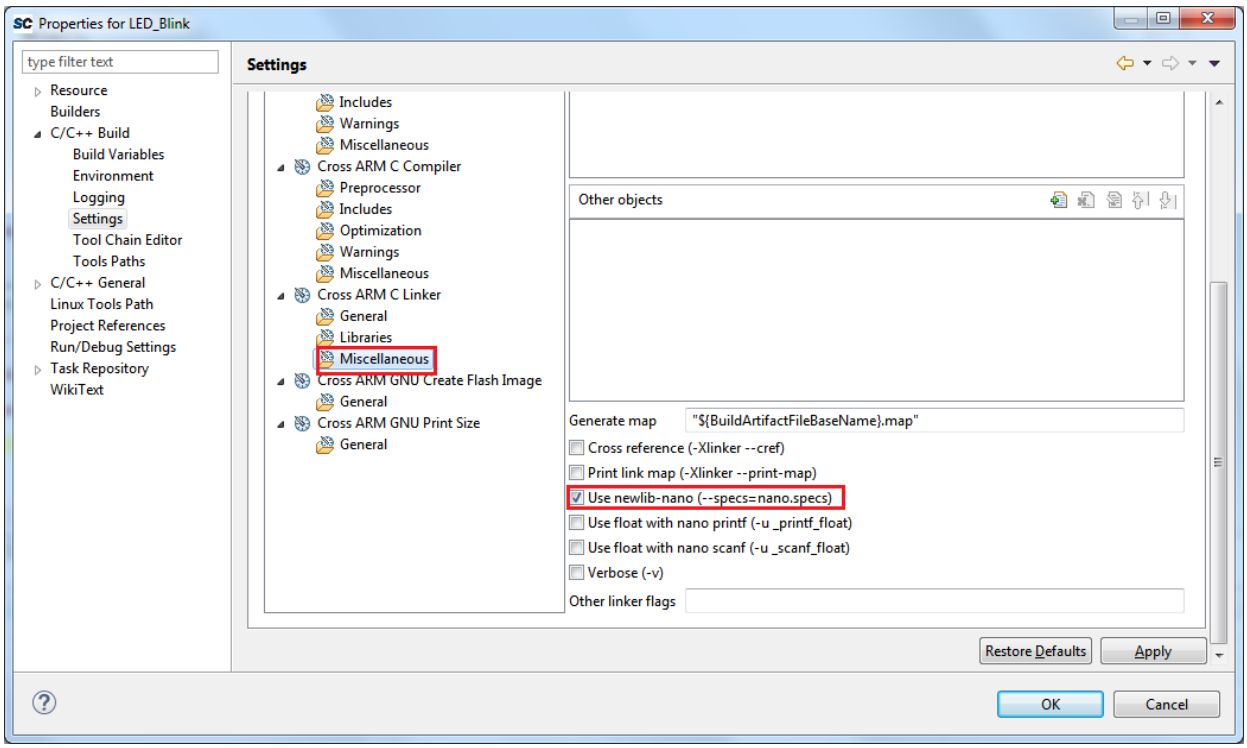
19. Under **Cross ARM C Linker**, click **General** as shown in Figure 44, page 24.
20. Click **add button** and add following linker Script path: **"${workspace_loc:/${ProjName}/CMSIS/startup_gcc/debug-in-microsemi-smartfusion2-esram.ld}"**
21. After adding Linker Script, **Properties for LED_Blink,** window is displayed, as shown in the following figure.

Figure 44 • **Properties for LED_Blink - General**



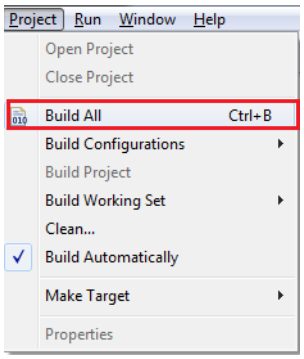
22. Under **Cross ARM C Linker**, click **Miscellaneous**.
23. Check **Use newlib-nano(--specs=nano.specs)** option, as shown in the following figure.

Figure 45 • **Properties for LED_Blink - Miscellaneous**



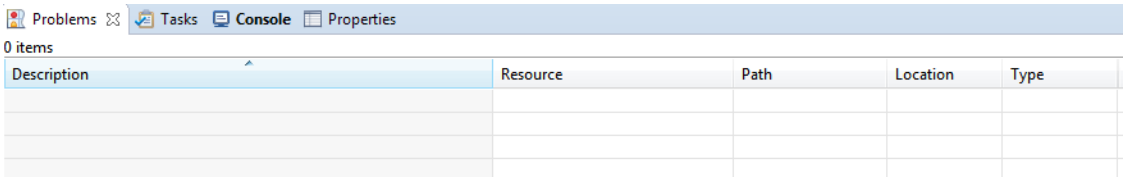
24. Click **OK**.
25. Click **Project** and click **Build All**, as shown in the following figure.

Figure 46 • **Project - Build All**



26. Ensure that the Problems tab in the displayed window must not have any errors, as shown in the following figure.

Figure 47 • **Problems Window**

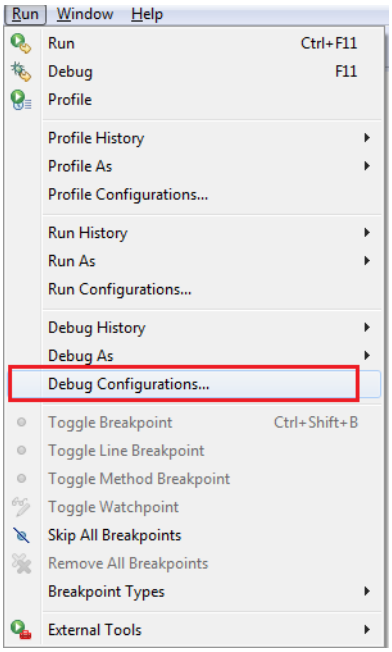


2.7.4 Debugging the Application Project using SoftConsole v4.0

The following steps describe how to debug the application project using SoftConsole v4.0:

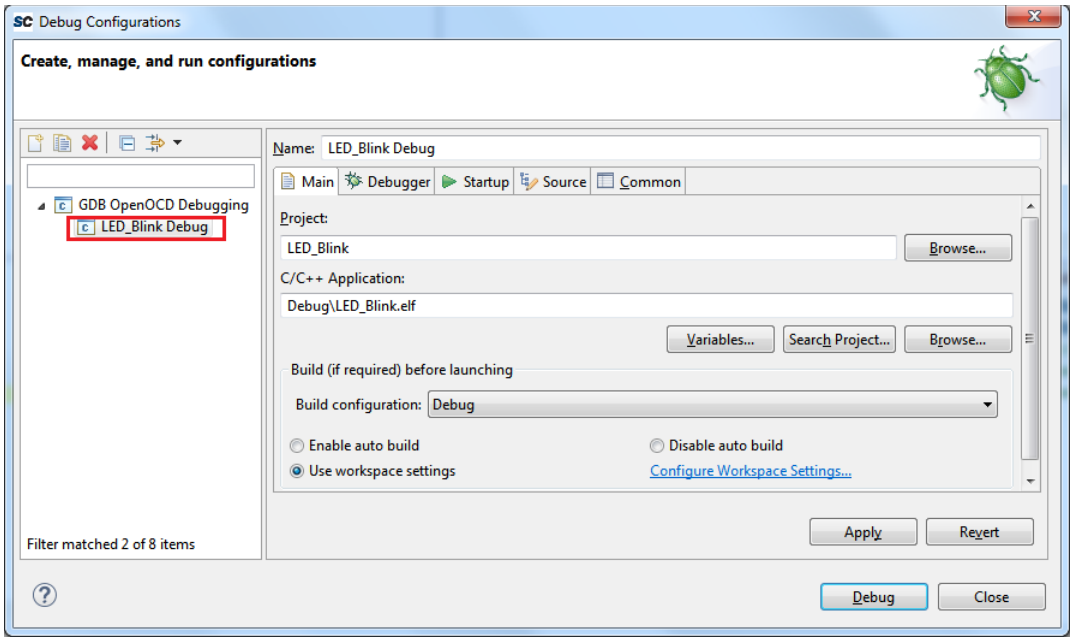
1. Click **Debug Configurations** in the **Run** menu of the SoftConsole, as shown in the following figure. The **Debug Configurations** window is displayed, as shown in Figure 49, page 26.

Figure 48 • **Run - Debug Configurations**



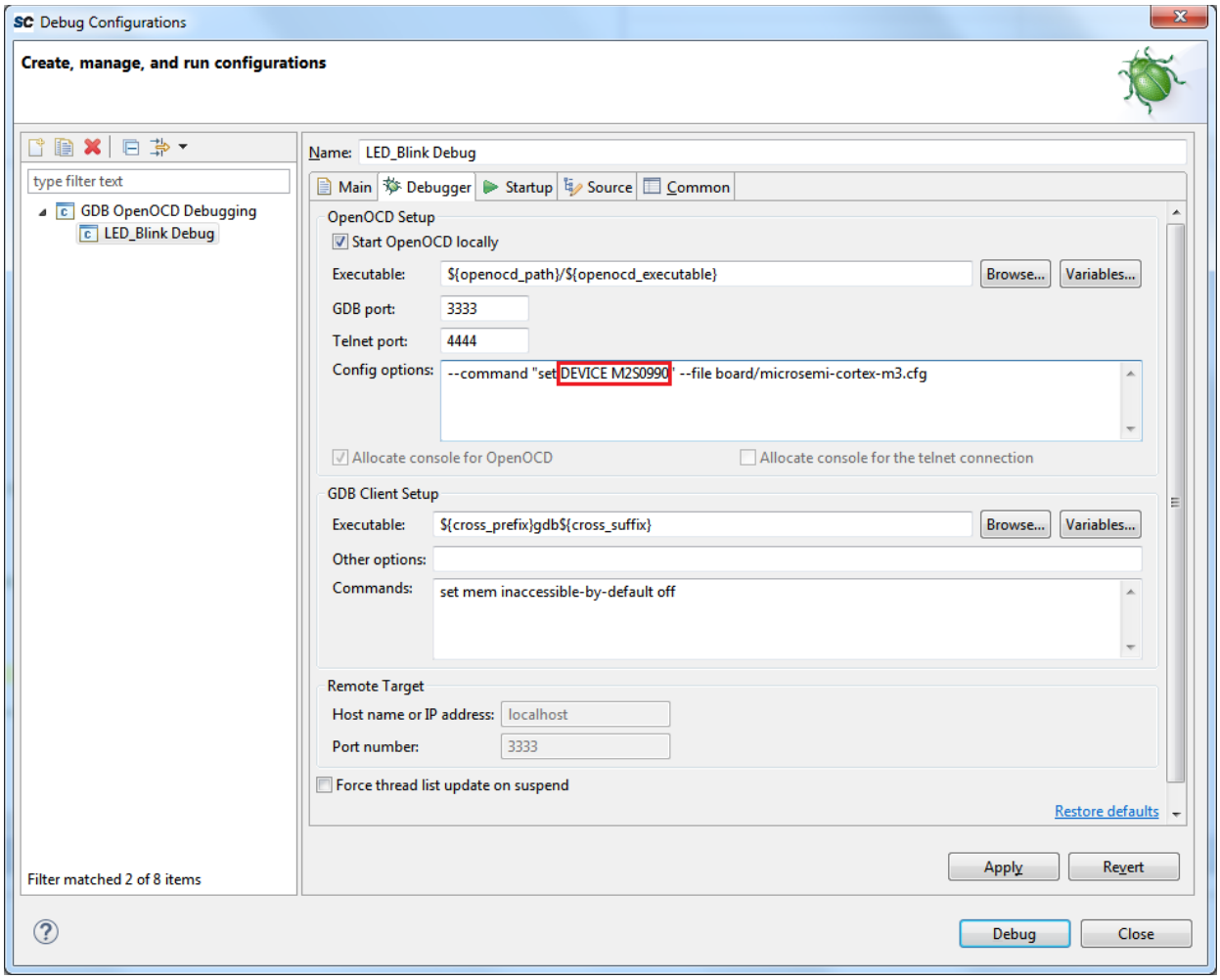
2. Double-click **GDB OpenOCD Debugging** to view the configurations, as shown in the following figure.

Figure 49 • **Debug Configurations**



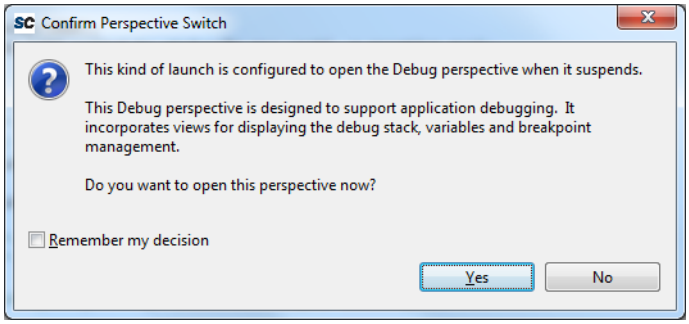
3. Ensure that the following values are filled in the corresponding fields:
   - **Name**: LED_Blink Debug
   - **Project**: LED_Blink
   - **C/C++ Application**: Debug\LED_Blink.elf
4. Select the **Debugger** tab in the **Debug Configurations** dialog box. **--command** “**set DEVICE M2S090”** specifies the target device, as shown in Figure 50, page 27. This command needs to be modified based on the target silicon.
   - SmartFusion2 Security Evaluation Kit - set DEVICE M2S090
   - SmartFusion2 Advanced Development Kit - set DEVICE M2S150
   - SmartFusion2 Starter Kit - set DEVICE M2S010

Figure 50 • **Debug Tab**



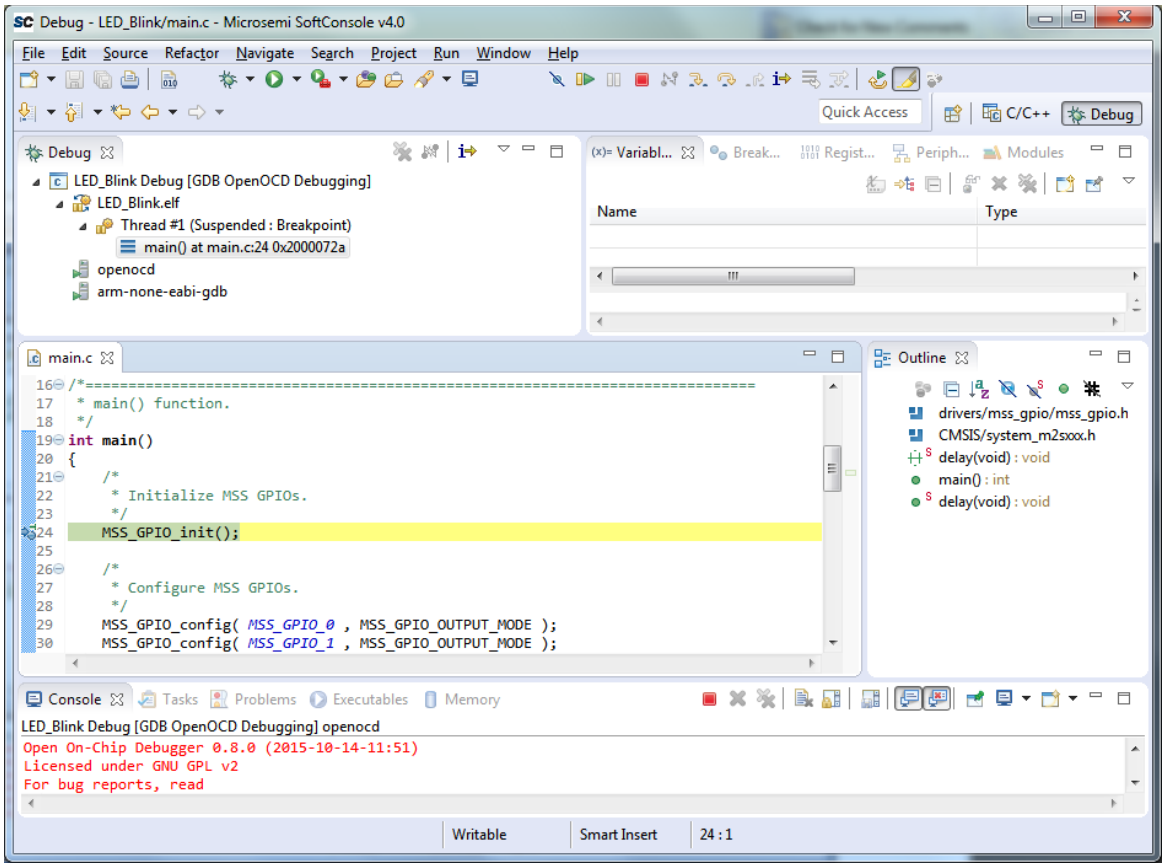
5. Click **Debug**.
6. On the **Confirm Perspective Switch** window, click **Yes** as shown in the following figure.

Figure 51 • **Confirm Perspective Switch**



The **SoftConsole Debugger Perspective** window is displayed, as shown in the following figure.

Figure 52 • **Debugger Perspective Window**



7. Click **Run > Resume** to run the application. LEDs start blinking on the SmartFusion2 target boards. The following table shows which LEDs blink for the different SmartFusion2 target boards.

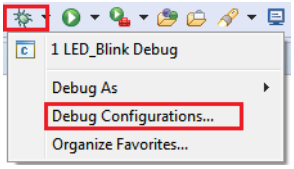
Table 5 • **LED Target Board**

Target Board	LEDs
SmartFusion2 Security Evaluation Kit	H5, H6, J6, H7, G7, F3, F4, and E1
SmartFusion2 Advanced Development Kit	DS0, DS1, DS2, DS3, DS4, DS5, DS6, and DS7
SmartFusion2 Starter Kit	DS4, DS3

8. Launch the debug session:

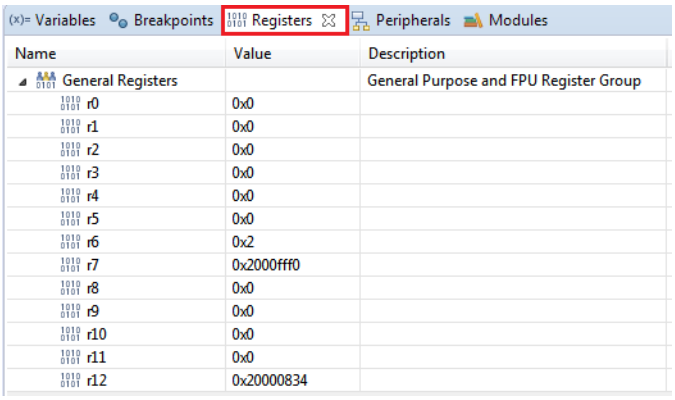
- By selecting **Debug Configurations** from the **Run** menu of SoftConsole.
  or
- By selecting the **Debug Configurations** using the Debug button as shown in the following figure.

Figure 53 • **Debug Configurations Option**



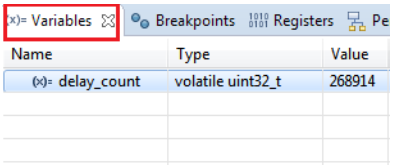
9. Click the **Registers** tab to view the values of the Cortex-M3 processor internal registers, as shown in the following figure.

Figure 54 • **Values of Cortex-M3 Internal Registers**



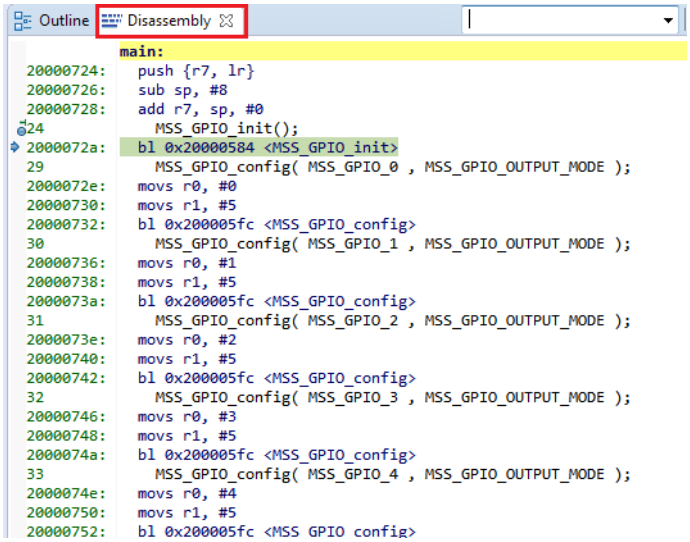
10. Click the **Variables** tab to view the values of variables in the source code, as shown in the following figure.

Figure 55 • **Values of the Variables in the Source Code**



11. In the **Debug** window, click **Window > Show View > Disassembly** to display the assembly level instructions. The **Disassembly** window with assembly instructions is displayed on the right-side of the Debug perspective window, as shown the following figure.

Figure 56 • **Assembly Level Instructions**



12. Source code can be single-stepped by choosing **Run > Step Into or Run > Step Over**. Observe the changes in the source code window and disassembly view. Performing a Step Over provides an option for stepping over functions. The entire function is run but there is no need to single-step through each instruction contained in the function.
13. Click **Instruction Stepping** ( ) and perform **Step Into** operations. Observe that **Step Into** executes a single line of assembly code.
14. Click **Instruction Stepping** to exit the instruction stepping mode. Single-step through the application and observe the instruction sequence in the source code window of the Debug perspective, and the values of the variables and registers.
15. Add breakpoints in the application to force the code to halt, single-step, and observe the instruction sequence.

16. When debug process is finished, terminate execution of the code by choosing **Run > Terminate**.
17. Close Debug Perspective by selecting **Close Perspective** from the **Window** menu.
18. Close SoftConsole using **File > Exit**.
19. Close the HyperTerminal using **File > Exit**.

Note: By default SoftConsole debugs using the first FlashPro5 programmer that it detects. If there is no FlashPro5 connected then it will use the first FlashPro3/4 that it detects

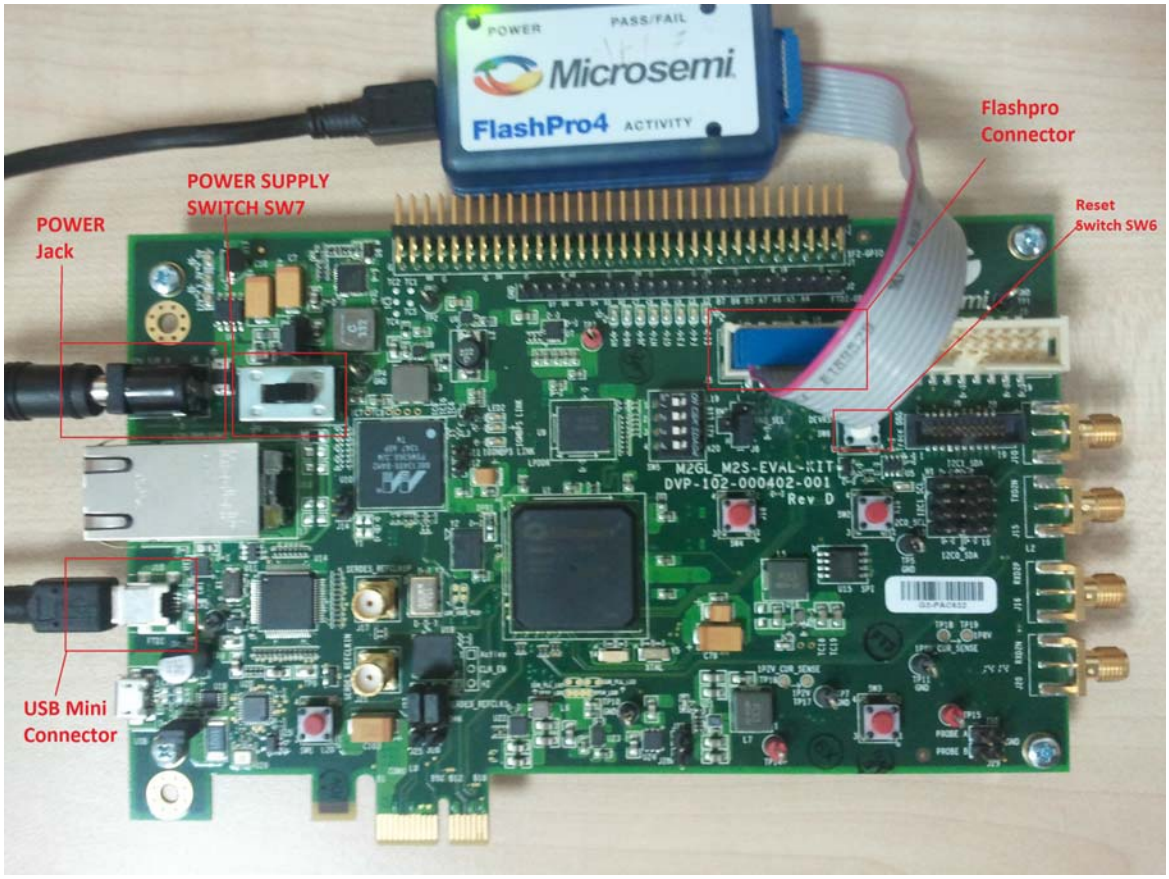
2.8 Conclusion

This tutorial provides steps to create a Libero SoC design using System Builder. It describes the procedure to build, debug, and run a SoftConsole application. It also provides a simple design to blink LEDs.

3 Appendix: Board Setup for SmartFusion2 Security Evaluation Kit

The following figure shows the board setup for running the tutorial on the SmartFusion2 Security Evaluation kit board.

Figure 57 • **SmartFusion2 Security Evaluation Kit Setup**



1. Connect the jumpers on the SmartFusion2 Security Evaluation kit board as listed in the following table. For more information on jumper locations, see Figure 58, page 32 for SmartFusion2 Security Evaluation kit board jumper locations.

CAUTION: While making the jumper connections, the **SW7** power supply switch on the board must be in **OFF** position.

Table 6 • **SmartFusion2 Security Evaluation Kit Jumper Settings**

Jumper	Pin (From)	Pin (To)	Comments
J22, J23, J8, and J3	1	2	These are the default jumper settings of the SmartFusion2 Security Evaluation Kit board. Ensure that these jumpers are set accordingly.

2. Connect the FlashPro4 or FlashPro5 programmer to the **J5** connector of the SmartFusion2 Security Evaluation kit.

Note: J5 - FlashPro connector is normally used for FlashPro programming of the FPGA and SoftConsole debugging.

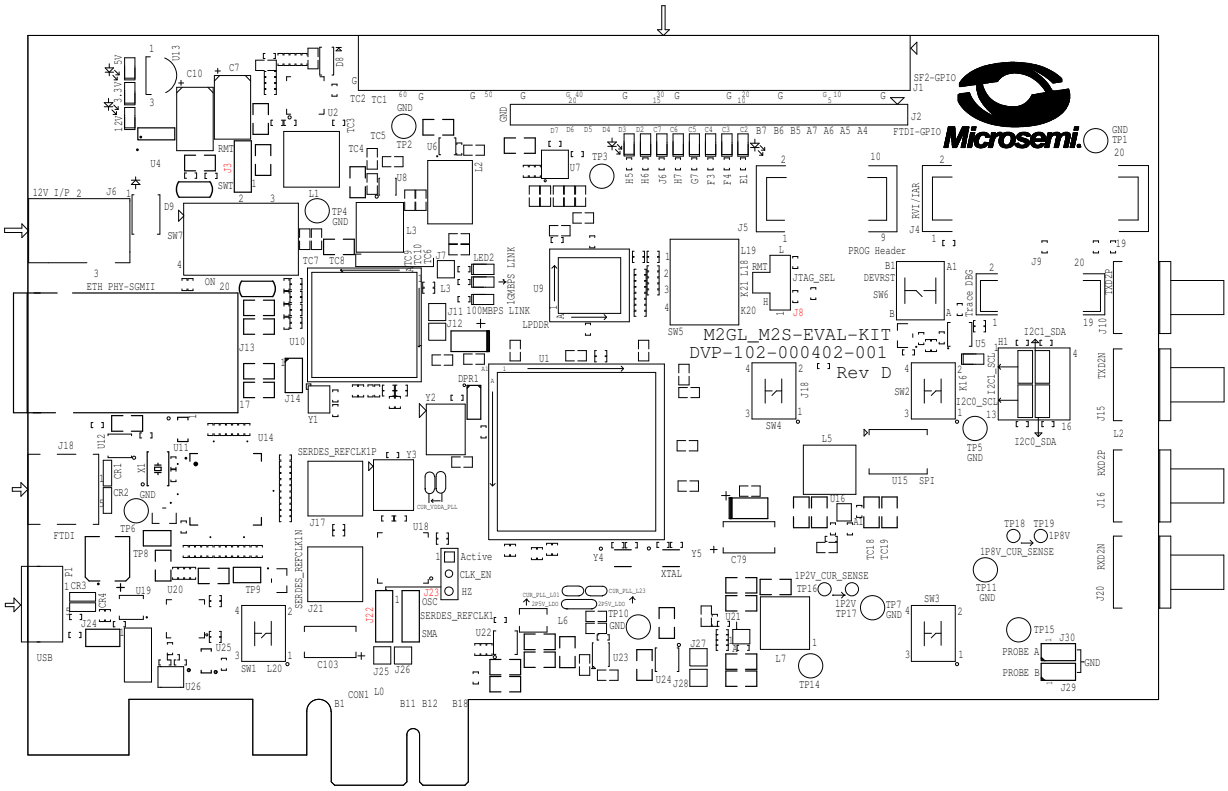
Note: J18 - FTDI programmer interface, used to program the external serial peripheral interface (SPI) flash cannot be used for SoftConsole debugging.

Note: If both J5 and J18 are connected to the host computer on which SoftConsole is running then SoftConsole must be configured to use J5 for debugging.

3. Connect the power supply to the **J6** connector.
4. Switch **ON** the **SW7** power supply switch.

The following figure shows the jumper locations on the SmartFusion2 Security Evaluation kit board.

Figure 58 • **SmartFusion2 Security Evaluation Kit Board Jumper Locations**



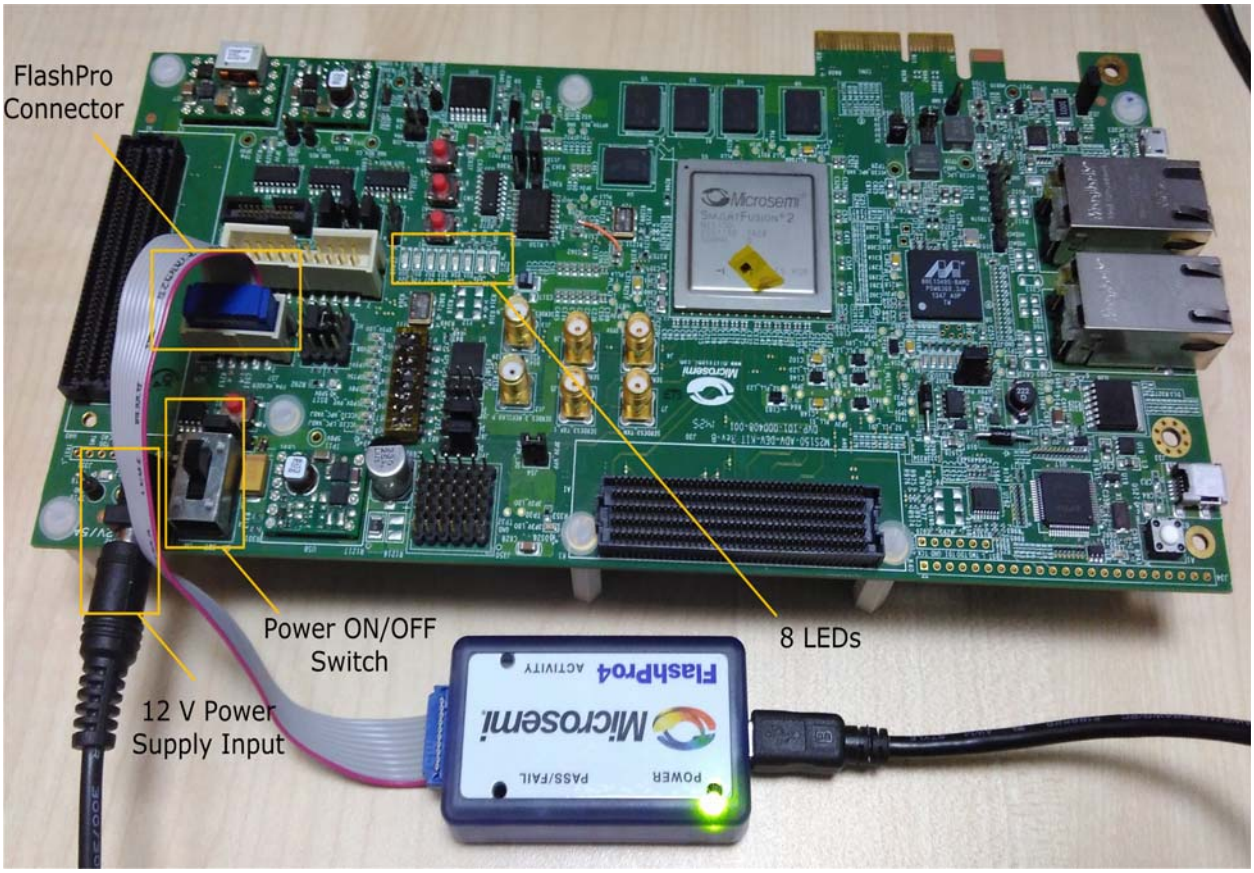
Note: Jumpers highlighted in red are set by default.

Note: The locations of the jumpers in the preceding figure are searchable.

4 Appendix: Board Setup for SmartFusion2 Advanced Development Kit

The following figure shows the board setup for running the demo on the SmartFusion2 Advanced Development kit board.

Figure 59 • **SmartFusion2 Advanced Development Kit Setup**



1. Connect the jumpers on the SmartFusion2 Advanced Development kit board as listed in the following table. For more information on jumper locations, see Figure 60, page 34 of SmartFusion2 Advanced Development kit board Jumper Locations.

CAUTION: While making the jumper connections, the **SW7** power supply switch on the board must be in **OFF** position.

Table 7 • **SmartFusion2 Advanced Development Kit Jumper Settings**

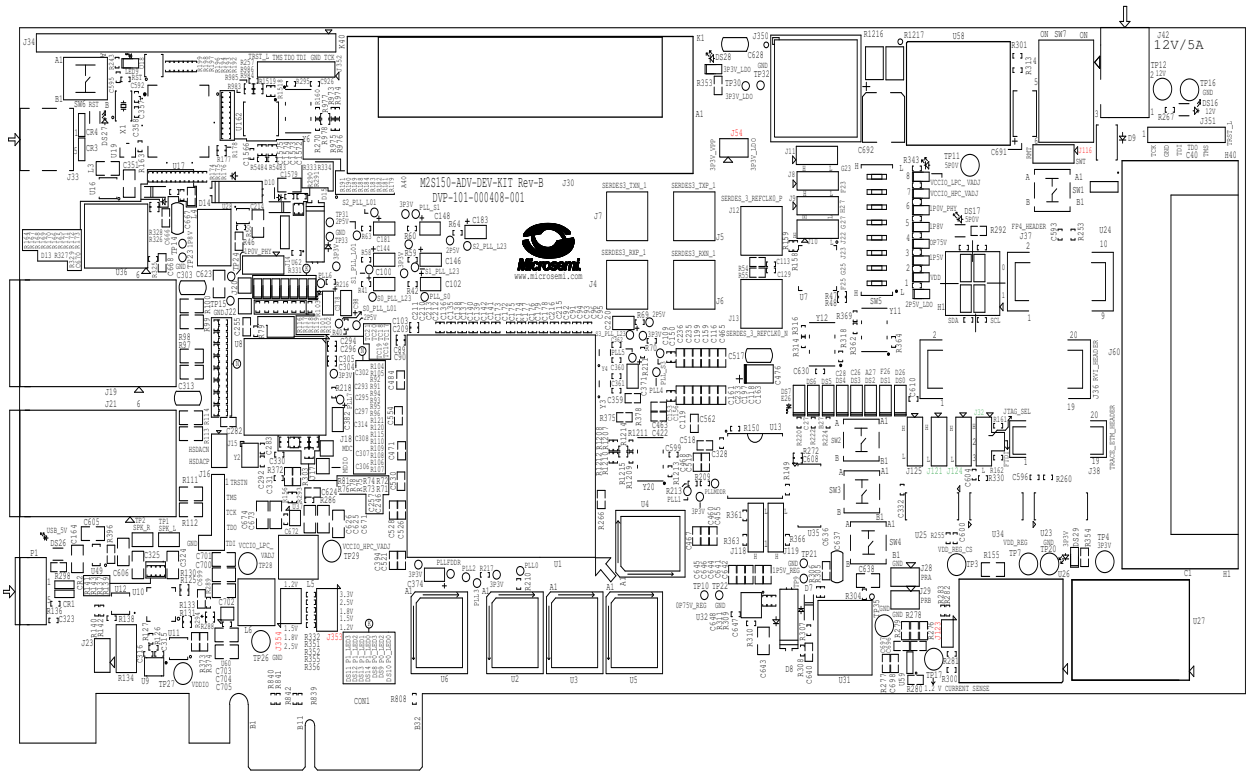
Jumper	Pin (from)	Pin (to)	Comments
J116, J353, J354, and J54	1	2	These are the default jumper settings of the SmartFusion2 advanced development kit board. Ensure that these jumpers are set accordingly.
J123	2	3	
J124, J121, and J32	2	3	JTAG programming via FTDI

2. Connect the FlashPro4 or FlashPro5 programmer to the **J37** connector of the SmartFusion2 Advanced Development kit.
3. Connect the power supply to the **J42** connector.

4. Switch **ON** the **SW7** power supply switch.

The following figure shows the jumper locations on the SmartFusion2 Advanced Development kit board.

Figure 60 • **SmartFusion2 Advanced Development Kit Board Jumper Locations**



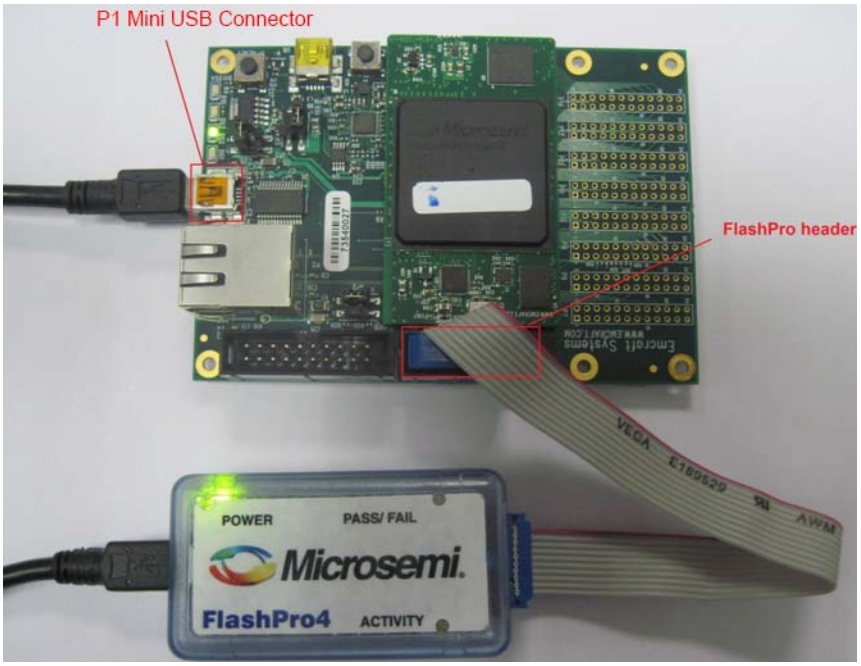
Notes:

- Jumpers highlighted in red are set by default.
- Jumpers highlighted in green must be set manually.
- The locations of the jumpers in the preceding figure are searchable.

5 Appendix: Board Setup for SmartFusion2 Starter Kit

The following figure shows the board setup for running the demo on the SmartFusion2 starter kit board.

Figure 61 • **SmartFusion2 Starter Kit Setup**



1. Connect the jumpers on the SmartFusion2 Starter kit board as listed in Table 8, page 35.

Table 8 • **SmartFusion2 Starter Kit Jumper Settings**

Jumper	Pin (From)	Pin (To)	Comments
JP1	1	2	These are the default jumper settings of SmartFusion2 Starter kit board. Ensure that these jumpers are set accordingly.
JP2	3	4	
JP3	2	4	

2. Connect the FlashPro4 or FlashPro5 programmer to the **P5** connector of the SmartFusion2 Starter kit.
3. Connect the host PC USB port to the P1 Mini USB connector on the SmartFusion2 Starter kit board using the USB Mini-B cable. As soon as the connection to the PC is made, the on-board LED DS2 will illuminate, indicating that the board has power.