1 Verify Kit Contents

Development Board with Module

7" WVGA LCD
with Touch Screen

Note: The LCD application kit is already mounted on the development board. No additional assembly is required.

Certification Card

802.11a/b/g/n Antenna

802.11b/g/n Antenna

Ethernet Cable

Stylus for Touch Screen

Power Supply

Digi JumpStart LiveDVD

Serial Cable

International Power Supply Adapters
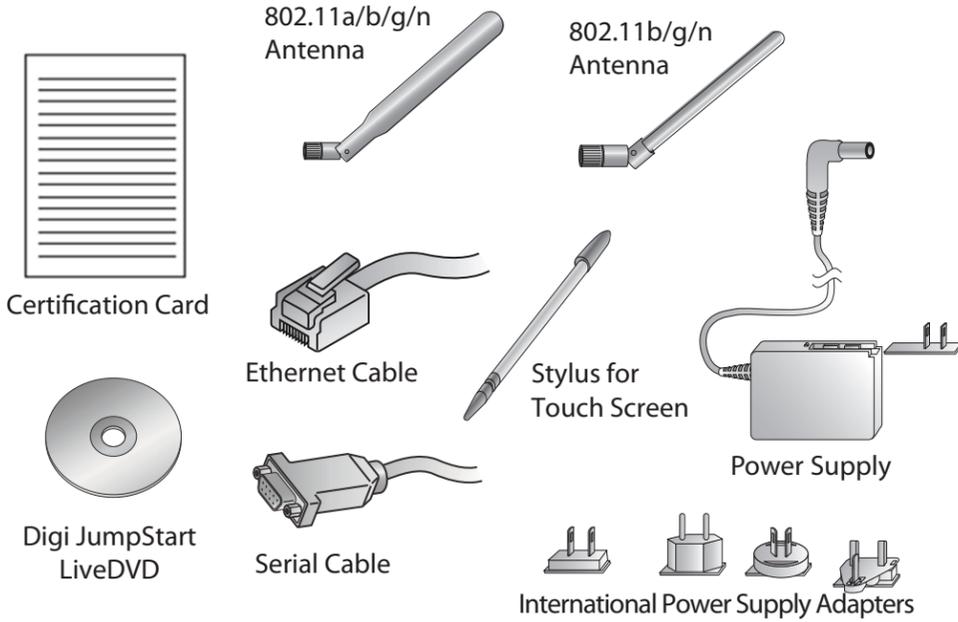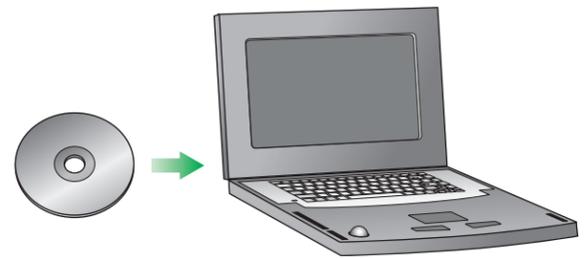
2 Install Software

a Insert the LiveDVD. If autorun is enabled, the "Welcome" web page will appear. If not, open the file "docs/Software/Welcome/welcome.html" on the LiveDVD. Follow the instructions on the "Welcome" page to install Digi Embedded Linux software.

3 Connect Hardware to Development Board

a Connect Serial Cable to UART2 Connector [X27]

b Connect Ethernet Cable to Ethernet Port [X7]

c Connect the antennas to the Primary Connector [P14] and the Secondary Connector [P15] on the development board

d Add the appropriate adapter and connect the power supply to the Power Connector [X24]

Power Connector [X24]

LCD1

UART2 [X27]

802.11a/b/g/n Antenna   802.11b/g/n Antenna

c   Primary [P14]   or

b   Ethernet Port [X7]

802.11a/b/g/n Antenna   802.11b/g/n Antenna

c   Secondary [P15]   or
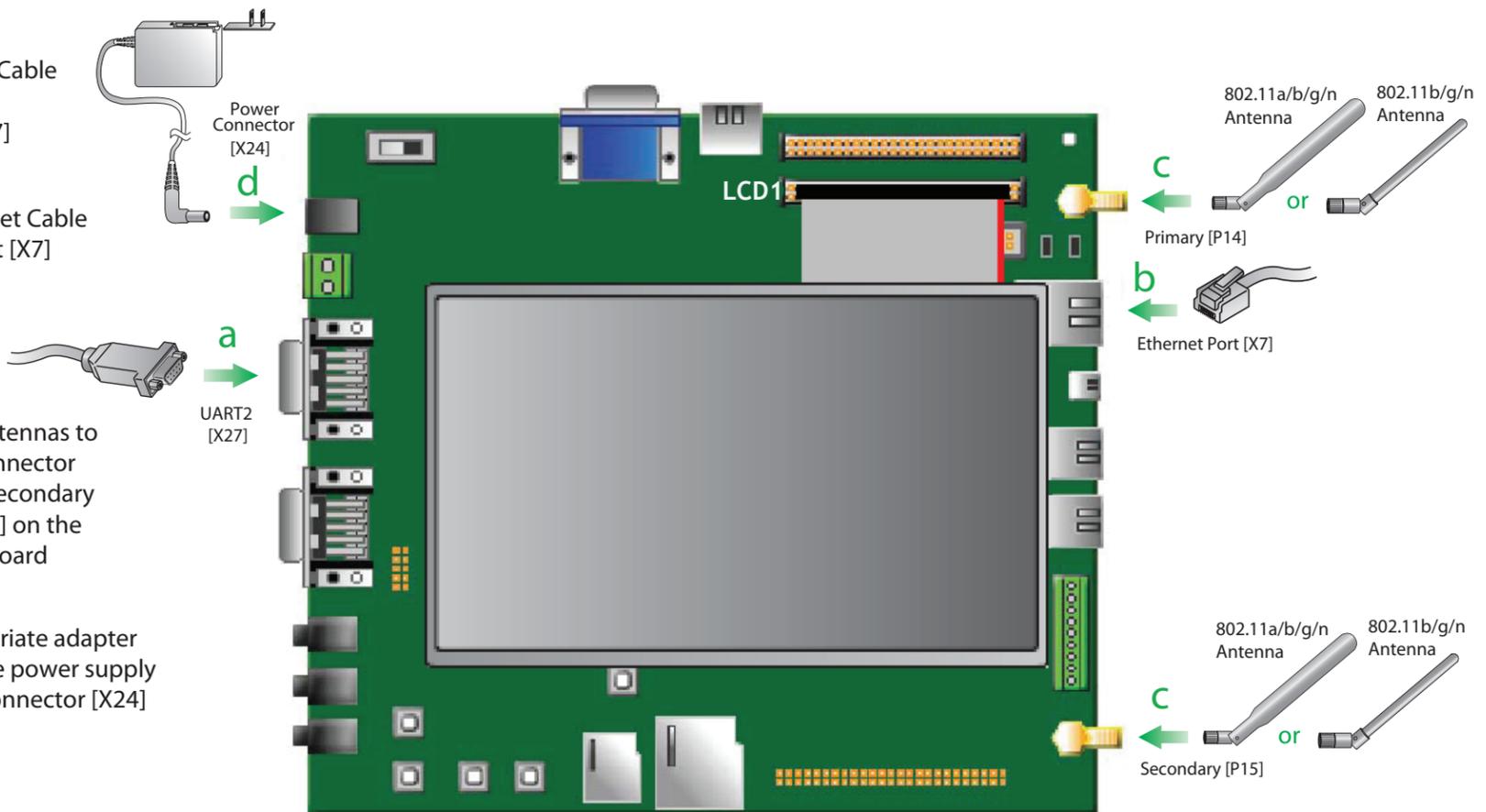
Note: For optimal performance, please remove the protective film that is applied to the LCD screen.
If needed, the LCD assembly can be detached from the development board by removing the screws on the bottom side.

4 What's Next?

a Software instructions are on the Welcome page of the LiveDVD. When the software installation is complete, follow the instructions in *Building Your First Application*. This guide introduces you to quickly creating and running an application in the target platform. *Building Your First Application* is accessible from an icon on the desktop after installing Digi Embedded Linux.

b After going through *Building Your First Application*, you are encouraged to read the '*Digi Embedded Linux User's Guide*,' accessible from the Digi ESP™menu **Help > Help Contents**, which explains in detail all the elements of the development process such as kernel configuration, debugging, file transfer, firmware update, etc.

c Please refer to www.digi.com/support for additional resources and the latest hardware and software documentation for this product.

Features of Digi ESP™

Digi ESP™ maintains multiple layouts of views, menus, and toolbars to help you complete different tasks. These layouts are called perspectives. All perspectives are completely customizable and Digi ESP™ saves the changes made to the perspective so it will be reflected the next time it is opened.

Digi EL Perspective

Digi ESP™ Toolbar
While all operations can be done from the menus, many commonly used functions can be performed from the main Digi ESP™ toolbar. The contents of this toolbar change based on the active perspective and items may be enabled or disabled based on the state of either the active view or editor.

Project Explorer View
Displays your projects and files. Configure, build, rebuild and install your Digi EL projects using the Project Explorer toolbar buttons.

Console and Problems View
Console tab: This view displays the complete compiler output.
Problems tab: Look here for compile errors. Double-click the errors to navigate to the location in your source code.

Welcome Toolbar
A mini version of the welcome screen. Use this toolbar to navigate to the welcome screen to find Getting Started tutorials, samples, and other helpful information.
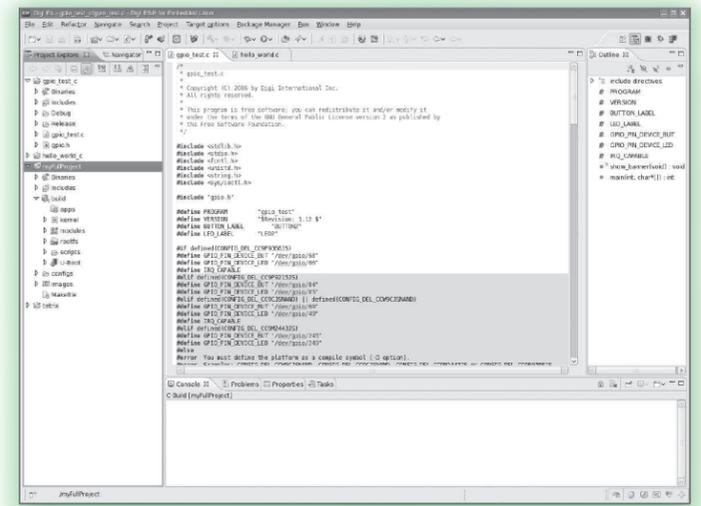
Qt Perspective

Qt Designer Editors
Graphical editors to configure your form *.ui and *.pro files.

Qt C++ Widget Box View
A selection of standard Qt widgets, layouts, and other objects that can be used to create user interfaces on forms. Just select the item and drag it onto the right place of the form to create your graphical interface.

Console and Problems View
Display and modify the properties of the currently selected object on the Qt Designer Editor.

Other Qt Views
Qt C++ Signals Slot Editor: Lists all connections of the active editor form.
Qt C++ Action Editor: Allows users to create new actions, as well as deleting existing ones.
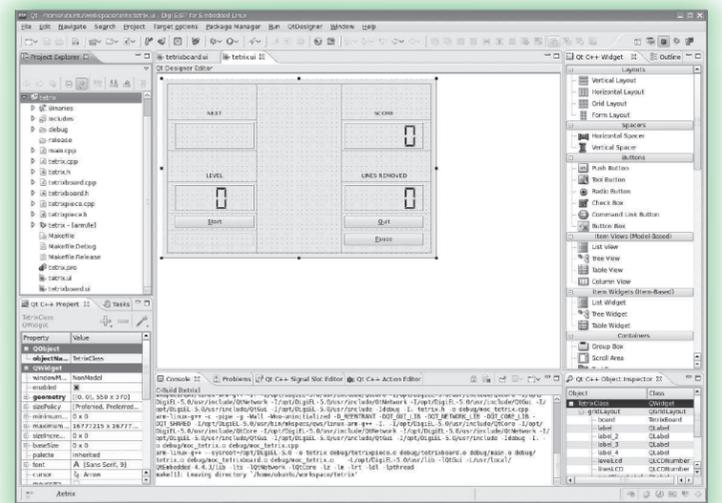
Debug Perspective

Debug Views
Displays threads, thread status, and thread stack frames.

Other Debug Views
View and modify local and global variables, breakpoints, or monitor information about the registers.
TIP: While debugging at a breakpoint, hover over a variable to reveal its value.

Disassembly View
View and step into the disassembled program code.

Console View
Shows the output of the GDB debugger and enables the GDB commands to be entered.

Remote Console and Memory Views
Remote console view is the default console for standard I/O for your application.
Use memory view to inspect regions of memory.
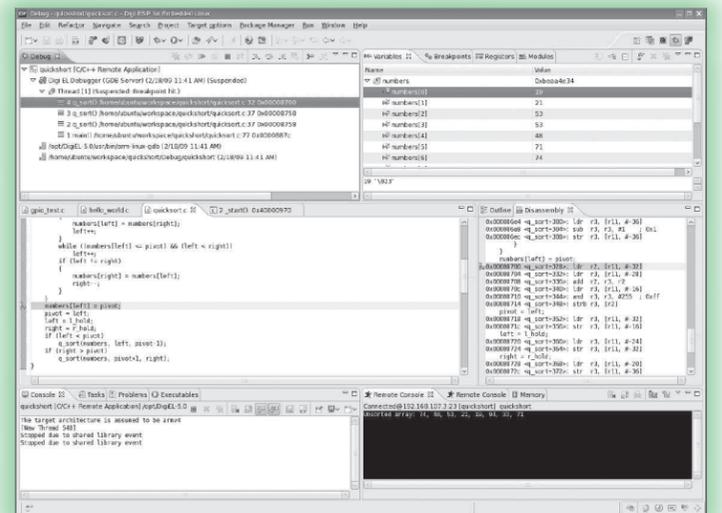
Target Monitor Perspective

Target Options Toolbar
Create new configurations, get information about the target, reprogram the Flash memory, or reset the device remotely.

Remote Explorer View
Explore the target's file system and navigate through remote directories. Transfer files to and from the development computer and open them in the source view.

Register Inspector View
Monitor and edit the target's System-on-Chip (SoC) registers.

Terminal View
Use the embedded consoles for connecting to the target. Serial console access via the serial port I/O. Telnet console is used for connecting to the target using Telnet. SSH console connects to the target via a secure shell.
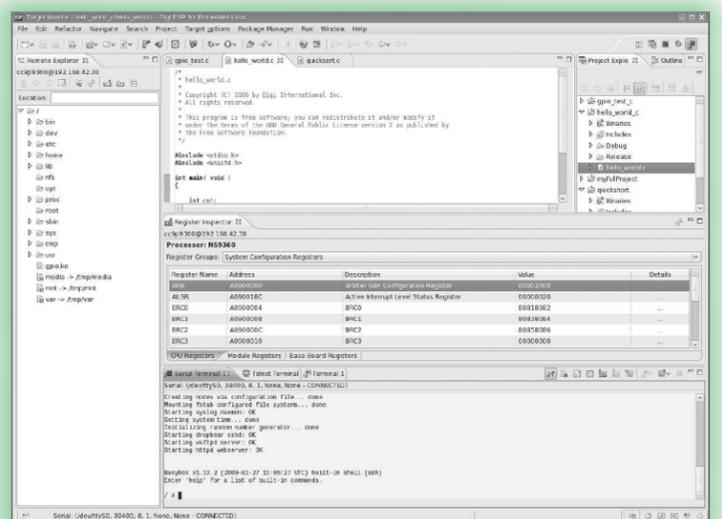
Additional Information

Digi ESP™ includes multiple tutorials to help build the application.
Find more information by clicking Help > Welcome menu.

Complete help books can be accessed by clicking the Help > Help Contents menu.

Refer to the items below for additional information and assistance on developing with Digi Embedded Linux

• The product support web page: www.digi.com/support
• The product support web forums: www.digiembedded.com/forums