A Getting Started to

AURIX™ TC3xx - Free Entry Tool Chain

AURIX family and AUDO Future, AUDO MAX

Integrated Development Environment for 32-bit AURIX and TriCore derivatives



Contents Before you start 1 of 43

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This manual contains 43 pages.

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Contents

Contents	
Introduction	5
Installing the AURIX TC3xx - Free Entry Tool Chain	6
Before you start	6
System Requirements	6
Additional requirements Installation	7 7
First Starting of HighTec IDE	11
Starting HighTec IDE	11
Content Manager	12
HighTec IDE Documentation	12
Create an AURIX/TriCore Project	13
C/C++ Project wizard	13
Set the HighTec C/C++ perspective	13
Create new project	13
Start with an empty Project Build the Project	15 15
Connecting the Target	17
TriBoard with mounted TC38xA, TC39xA, TC39xB processor	17
AURIX Application Kit TC387, TC397 TFT with TC38xA, TC397A, TC397A (AD	AS),
TC397B AURIX Radar Baseboard TC35x 60GHz	18 19
AURIX Lite Kit V2 with mounted TC265, TC275, TC365, TC375 processor	20
TriBoard with mounted TC2D5T, TC21xA, TC22xA, TC23xA, TC26xA, TC26xB	
TC27xA, TC27xB, TC27xC, TC27xD, TC29xA, TC29xB processor	[^] 21
Application Kit AURIX TC2X4 TFT with TC224, TC234 (TLF35584A, TLF35584	
TLF35584C)	22
Application Kit AURIX TC2X5 TFT with TC265B, TC275A, TC275B, TC275C	23
Application Kit AURIX TC2X7 TFT with TC237, TC267B, TC277C, TC277D, TC297B	24
ShieldBuddy TC275C, TC275D	25
phyCORE-TC29xB with Baseboard	26
phyCORE-TC39xB with Baseboard	27
TriBoard with mounted TC1767 processor	28
TriBoard with mounted TC1797 processor	29
TriBoard with mounted TC1782 processor	30
TriBoard with mounted TC1724 processor TriBoard with mounted TC1791 processor	31 32
mbodia with mounted 10 1731 processor	52

Contents Before you start 3 of 43

TriBoard with mounted TC1793 processor	33
TriBoard with mounted TC1798 processor	34
phyCORE-TC1793 with Baseboard	35
Debugging your Application	36
Start a Debug Session	36
Stepping through the Application	40
Using the UDE debugger	40
End the Debug Session	41
Summary	41
Index	42

4 of 43 Before you start

Introduction

This **Getting Started** document will help you to install and configure the Hardware and Software tools necessary to operate the Free TriCore Entry Tool Chain. At the end of the instructions described in this document, you will have a running environment that could be used as a starting point for further development or evaluation work.

This tutorial goes step-by-step through the necessary procedures in order to:

- > Install the Free TriCore™ Entry Tool Chain.
- Set up a project.
- Configure the Evaluation Board and connect it to the PC.
- Debug your application.



If you need more information, please contact your nearest Infineon sale's office. Contact information is available on Infineon web site: https://www.infineon.com.

We wish you a lot of success with the Free TriCore Entry Tool Chain!

Note: "Starter Kit Evaluation Board", "Evaluation Board", "TriBoard" and "Target" terminology are used to denote Evaluation Boards as shown in Figure 15 to Figure 33.

Introduction 5 of 43

Installing the AURIX TC3xx - Free Entry Tool Chain

Before you start

To execute this Getting Started, it is necessary to have a

- Microsoft Windows® compatible PC equipped with USB port
- > Operating System Windows® 7, Windows® 8.1, Windows® 10 64-bit
- Power user's or administrator rights are mandatory to install the required programs
- During installation a connection to the internet is required for license activation

All the items below are included in the Starter Kit.

- Power Supply (AC/DC converter) (5.5V 60V) for the Starter Kit Board (optional)
- TriCore Family Starter Kit Evaluation Board
- > Free TriCore Entry Tool Chain installation package
- USB cable.

System Requirements

Before installing, make sure the following minimum system requirements are met:

	Minimum	Recommended
CPU	Intel Core i5™ 2.5 GHz and comparable	Intel Core i7™ 3.5 GHz and comparable
RAM	4 GByte	8 GByte
Free disk space	3 GByte HDD	8 GByte SSD
Display	SXGA	WUXGA
Operating System	Windows® 10 64-bit	Windows® 10 SP1 64-bit

Additional requirements

- On-line connection to the Internet
- Microsoft .NET™ Framework 4
- Adobe® Acrobat Reader 10 or higher
- Administrator permissions for the current login during installation.

Installation

1. From the installation package run the installer setup.exe. **Free TriCore Entry Tool Chain** dialog appears (Figure 1).



Figure 1 Free TriCore Entry Tool Chain Setup dialog

2. Select **Next** button. The License Agreement dialog appears. Please read carefully and agree or cancel the installation with Cancel button (Figure 2).



Figure 2 License Agreement dialog

3. Click **Next** button. It is recommended to choose the full installation with all components (Figure 3).

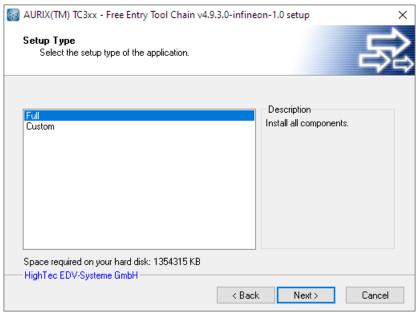


Figure 3 Setup Type selection

4. Click **Next** button. The dialog for selecting the installation directory appears (Figure 4). Use the default or select another installation directory.

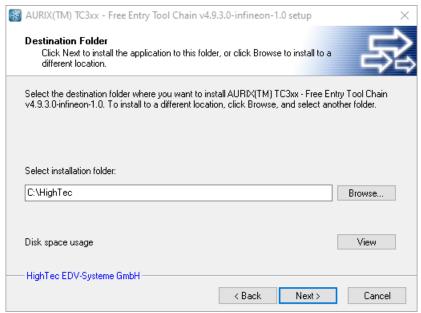


Figure 4 Free TriCore Entry Tool Chain Setup folder dialog

5. Click Next button. Select the name of the Program Group and

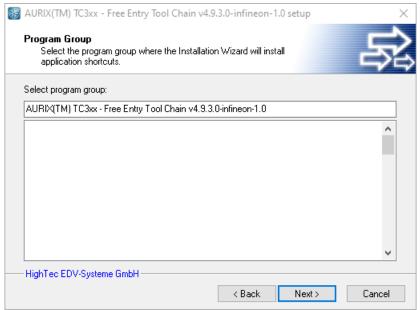


Figure 5 Set Program Group

6. Click Next button. (Figure 6)

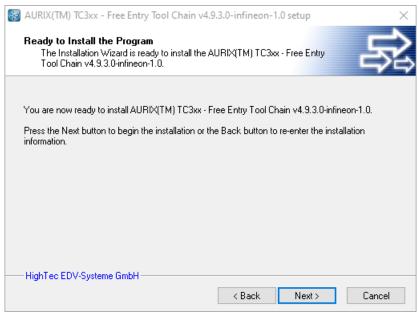


Figure 6 Ready to Install dialog

7. Click **Next**. Further dialogs inform you about the progress of installation.

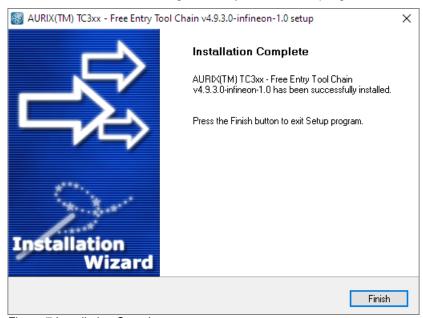


Figure 7 Installation Complete



Note: The Free TriCore Entry Tool Chain license is valid for at least one year. There are following restrictions of the Free TriCore Entry Tool Chain version in comparison to the professional version of UDE:

- Useable for TriCore evaluation boards with on-board wiggler only
- PCP assembler only
- Debugger:
- No visualization functions at runtime available
- MCDS support not available
- Script support not available
- GTM support not available.

Please contact tctcsupport@pls-mc.com for extending the license.

Please note: For commercial development you need the professional version of TriCore Development Platform.

First Starting of HighTec IDE

Starting HighTec IDE

- From the Windows' Start menu, select All Programs AURIX(TM) TC3xx Free Entry Tool Chain v4.9.3.0-infineon-1.0 – HighTec IDE or use the Desktop icon HighTec IDE.
- 2. Now the Eclipse Launcher dialog appears (Figure 8).

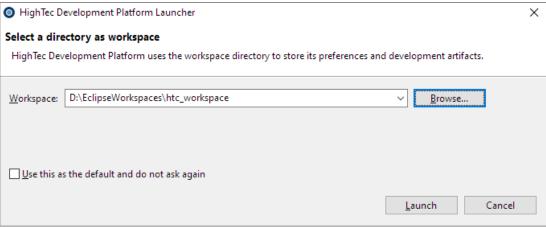


Figure 8 Workspace Launcher

- 3. Enter the path to the workspace directory e.g. D: \EclipseWorkspace\htc-workspace. If the directory doesn't exist, new directory will be created; otherwise existing directory will be used as eclipse workspace. New created projects will be saved in the selected workspace directory.
- 4. You can enable the option **Use this as the default and do not ask again**. By next start last used workspace will be used, skipping the **Eclipse Launcher** dialog. If you want to use other or new workspace. Select from the **File** menu **Switch Workspace**.
- 5. Click **OK** to proceed.

The **Welcome view** appears. Initially, the HighTec IDE opens with a workbench displaying the C/C++ perspective with only the Welcome view visible. This view provides some general information and alternative ways to access the online documentation.

HighTec IDE opens with the perspective which was last used before closing, except when starting up for the very first time showing the Welcome view. Click **Get to work** to close the Welcome Screen.

6. Click the **Get to Work** on the left side of the view to go to the workbench. Assuming first start of eclipse, **HighTec perspective** (Figure 9) appears, otherwise last saved workbench layout.

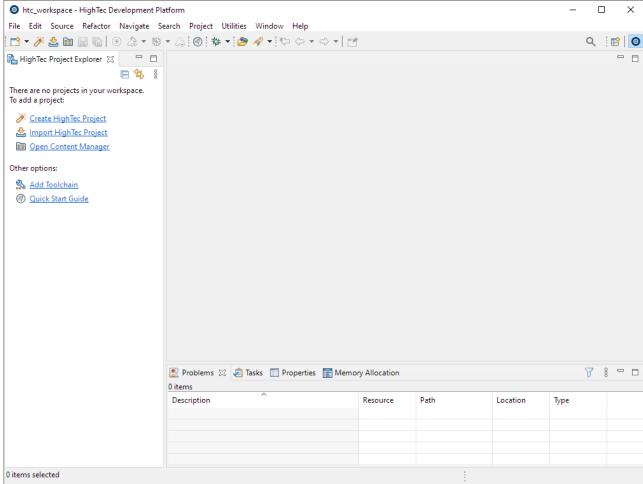


Figure 9 HighTec IDE perspective

Content Manager

The HighTec Content Manager provides easy access to the HighTec's resource cloud repository. You find there project examples, templates and other documents that help you to get up to the speed quickly. You can open the HighTec Content Manager as the separated window from the **HighTec Project Explorer** menu **Open Content Manager** (Figure 9).

HighTec IDE Documentation

The documentation about the HighTec IDE is available in the Eclipse menu **Help – Help Contents**.

Create an AURIX/TriCore Project

C/C++ Project wizard

This tutorial shows how to create an embedded software project with the AURIX/TriCore toolset. It lets you create your own project with an example of an analogue clock on the display of the AURIX application kit.

Set the HighTec C/C++ perspective

Before creating an AURIX/TriCore project, it is necessary to have the **HighTec C/C++** perspective on the workbench (Figure 10). By default, this should be the case when you start HighTec Development Platform, but if it is not, do the following.

To open the **HighTec C/C++** perspective

 From the Window menu select Open Perspective - Other... - HighTec. The name of the perspective is displayed in the title bar of the workbench window.

Create new project

1. From the **HighTec Project Explorer** menu select **Create HighTec Project** (Figure 10). The **New Project Wizard** appears (Figure 11).

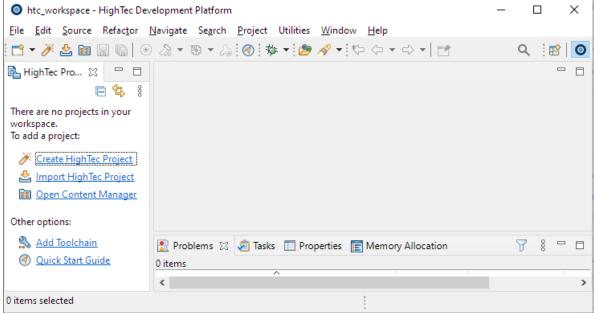


Figure 10 HighTec Project Explorer - Create HighTect Project

2. Select Create advanced project and press Next.

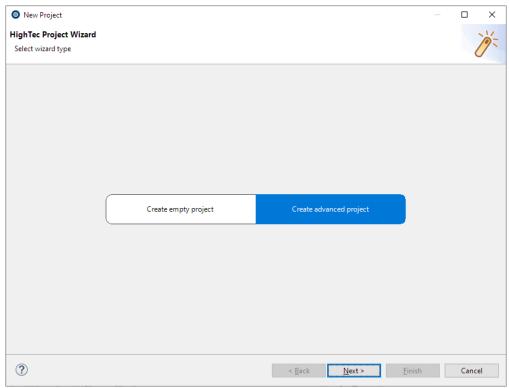


Figure 11 New Example Wizard

 The next wizard page (Figure 12) shows a selection of examples containing the TriCore APPKIT boards supported by the toolchain. Select an example, e.g. TC37x BSP example. Press Next.

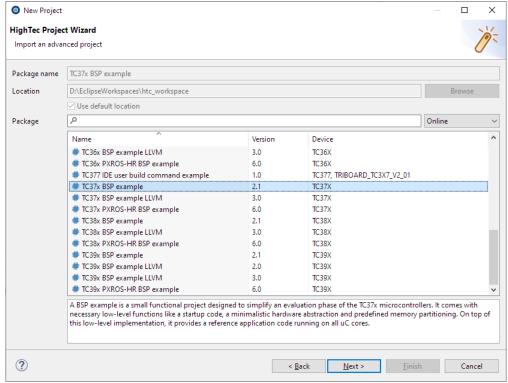


Figure 12 Example projects - Package Selection

- 4. The next wizard shows the overview about the selected package. Press Finish.
- 5. The selected example will be imported and a new projected created. Figure 13 shows HighTec perspective with the new created project. To see the generated project files you may need to expand the hello project structure on the left pane. To open one generated file double-click the file in the **src** folder of the project structure.

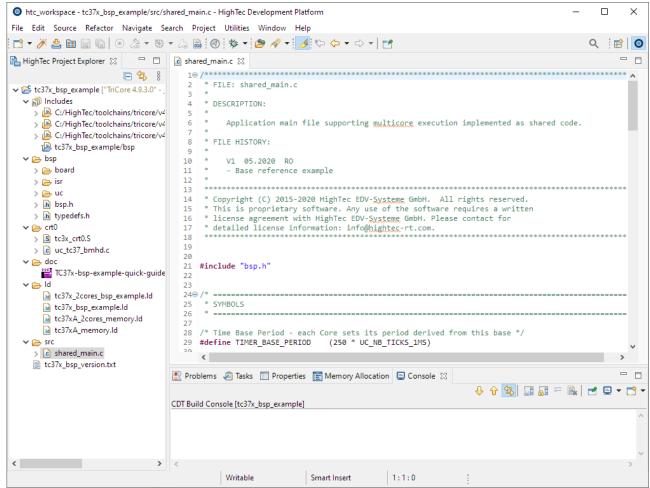


Figure 13 HighTec C/C++ Perspective with the new imported example

Start with an empty Project

Open the **HighTec Project Wizard** (Figure 11) and select an empty project. Follow the wizard for creating the empty project step by step.

Build the Project

When you build an AURIX/TriCore C/C++ project in HighTec Development Environment, the HighTec TriCore compiler, assembler and linker are used to compile and link all the source code and the libraries associated with the project.

The wizard generates different build targets like **iROM** (default). You can choose a build configuration by clicking the arrow of the build icon and build a target by clicking the build icon when available.

Meaning of build targets

> iROM Code will be located in the internal flash (default)

During the build process the sources belonging to the project will be compiled and linked. The messages occurring during the build process are displayed in the **Console window** (Figure 14). The build process should terminate without giving any errors or warnings.

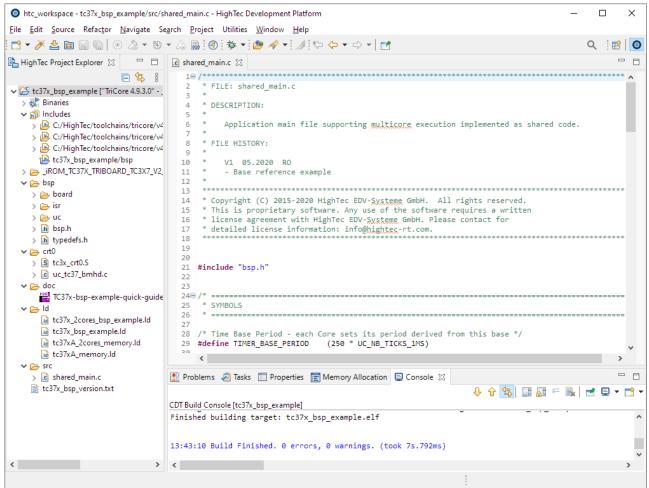
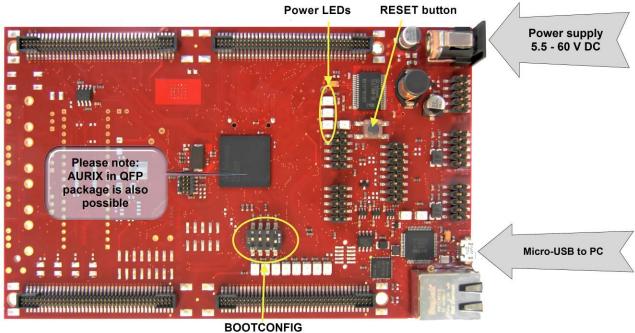


Figure 14 HighTec C/C++ Perspective: Build button and Console window

Connecting the Target

TriBoard with mounted TC38xA, TC39xA, TC39xB processor

- 1. Configure the DIP switches (1,2,3=OFF **4=ON** but for A step (!) **1=ON** 2,3,4=OFF)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power LEDs should be on.
- 5. Press the **RESET button** (see picture below).



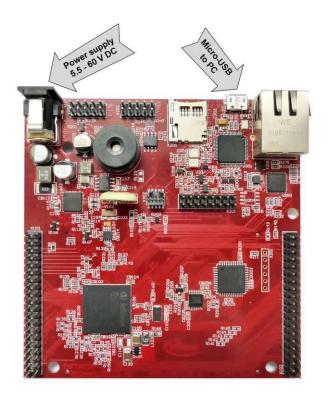
DIP switch other=OFF 4=ON
DIP switch 1=ON other=OFF (for A step!)

Figure 15 AURIX - TriBoard

Connecting the Target 17 of 43

AURIX Application Kit TC387, TC397 TFT with TC38xA, TC397A, TC397A (ADAS), TC397B

- 1. Connect a DC power supply (5.5V 60V) to the Application Kit.
- 2. Connect the Application Kit TC397 to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).





Back side Top side

Figure 16 AURIX Application Kit TC397 TFT

AURIX Radar Baseboard TC35x 60GHz

- 1. Connect a V_{Batt} DC power supply (12V) to the AURIX Radar Baseboard.
- 2. Connect the Radar Baseboard to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The **Power LEDs** on the backside should be on.

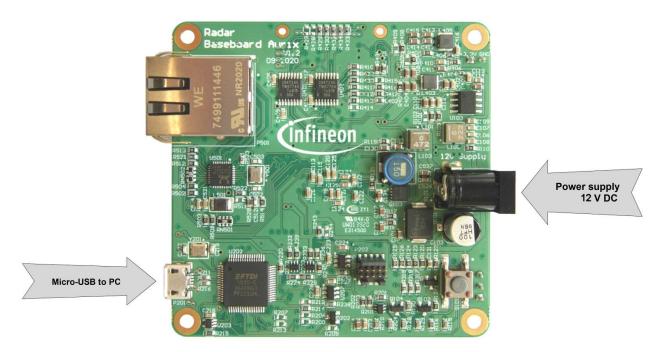


Figure 17 AURIX Radar Baseboard

Connecting the Target 19 of 43

AURIX Lite Kit V2 with mounted TC265, TC275, TC365, TC375 processor

- 1. Connect a DC power supply (5V 40V) to the AURIX Lite Kit V2.
- 2. Connect the AURIX Lite Kit to the PC via a Micro-USB cable (USB 3.0 recommend, a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).

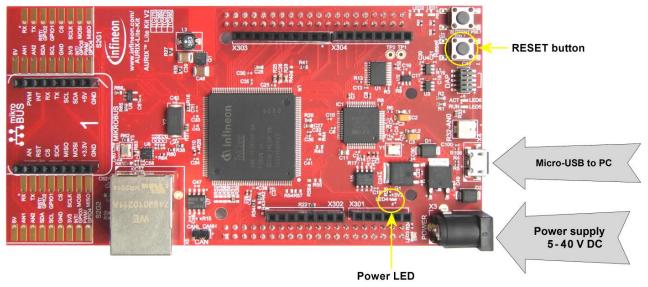
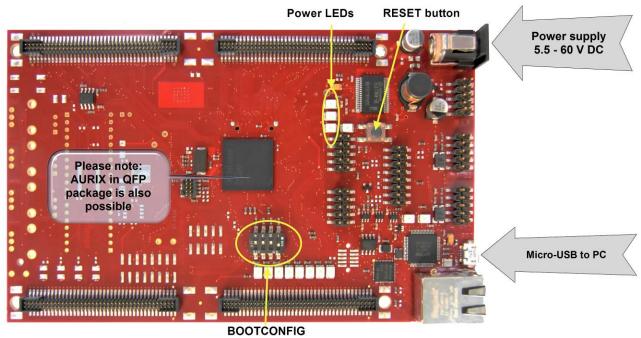


Figure 18 AURIX Lit Kit V2

TriBoard with mounted TC2D5T, TC21xA, TC22xA, TC23xA, TC26xA, TC26xB, TC27xA, TC27xB, TC27xC, TC27xD, TC29xA, TC29xB processor

- 1. Configure the DIP switches (1,2,3=OFF **4=ON** but for A step (!) **1=ON** 2,3,4=OFF)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power LEDs should be on.
- 5. Press the **RESET button** (see picture below).



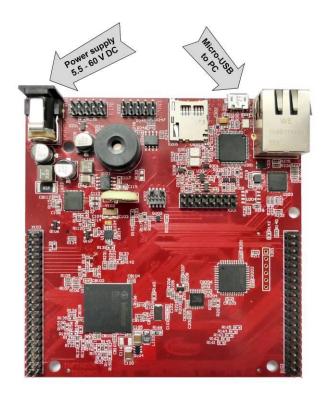
DIP switch other=OFF 4=ON
DIP switch 1=ON other=OFF (for A step!)

Figure 19 AURIX - TriBoard

Connecting the Target 21 of 43

Application Kit AURIX TC2X4 TFT with TC224, TC234 (TLF35584A, TLF35584B, TLF35584C)

- 1. Connect a DC power supply (5.5V 60V) to the Application Kit.
- 2. Connect the Application Kit TC2X4 to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).



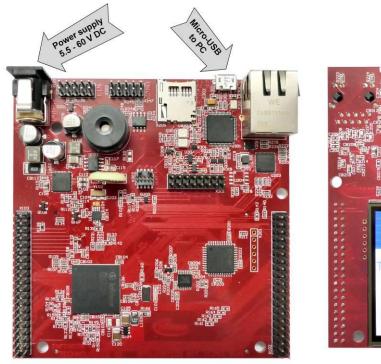


Back side Top side

Figure 20 AURIX Application Kit TC2X4 TFT

Application Kit AURIX TC2X5 TFT with TC265B, TC275A, TC275B, TC275C

- 1. Connect a DC power supply (5.5V 60V) to the Application Kit.
- 2. Connect the Application Kit TC2X5 to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).





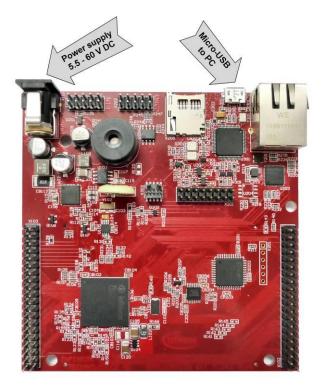
Back side Top side

Figure 21 AURIX Application Kit TC2X5

Connecting the Target 23 of 43

Application Kit AURIX TC2X7 TFT with TC237, TC267B, TC277C, TC277D, TC297B

- 1. Connect a DC power supply (5.5V 60V) to the Application Kit.
- 2. Connect the Application Kit TC2X7 to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).





Back side Top side

Figure 22 AURIX Application Kit TC2X7

ShieldBuddy TC275C, TC275D

- 1. Configure the Power Supply Jumper to VUSB.
- 2. Connect the ShieldBuddy to the PC via a Micro-USB cable (USB 3.0 recommend, a cable is supplied with the Starter Kit).
- Three Power LEDs should be on.
- 4. Press the **RESET button** (see picture below).

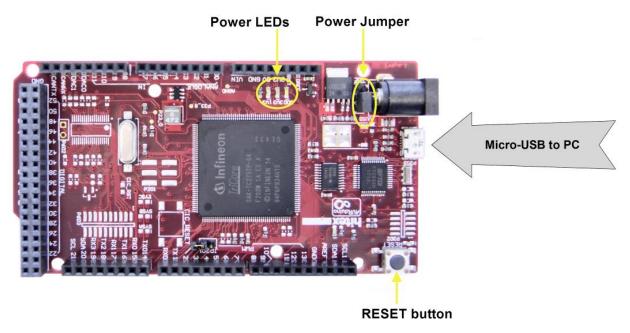


Figure 23 ShieldBuddyTC275

Connecting the Target 25 of 43

phyCORE-TC29xB with Baseboard

- 1. Connect a DC power supply (5.5V 60V) to the baseboard
- 2. Connect the baseboard to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).

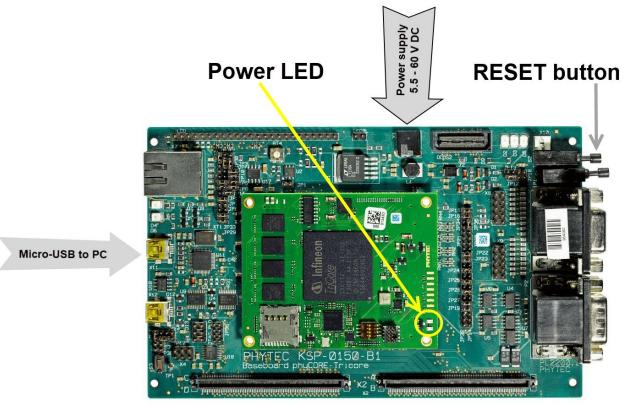


Figure 24 phyCORE - TC29xB with Baseboard

phyCORE-TC39xB with Baseboard

- 1. Connect a DC power supply (5.5V 60V) to the baseboard
- 2. Connect the baseboard to the PC via a Micro-USB cable (a cable is supplied with the Starter Kit).
- 3. The Power LED should be on.
- 4. Press the **RESET button** (see picture below).

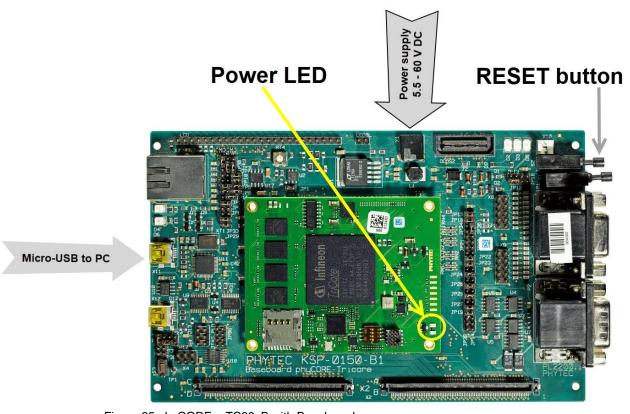


Figure 25 phyCORE - TC39xB with Baseboard

Connecting the Target 27 of 43

TriBoard with mounted TC1767 processor

- 5. Configure the DIP switches (default all OFF boot from internal flash)
- 6. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 7. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 8. Three Power LEDs should be on.
- 9. Press the **RESET button** (see picture below).

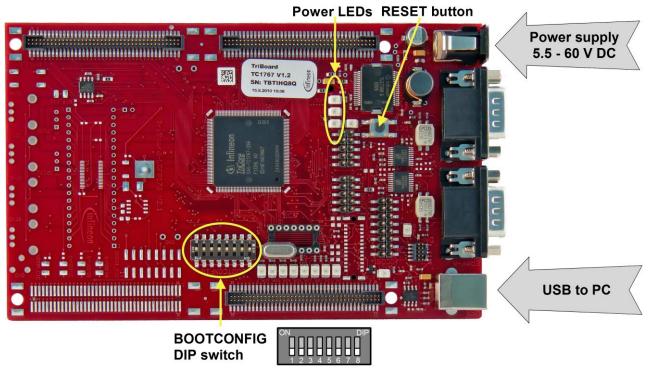


Figure 26 TC1767 - TriBoard

TriBoard with mounted TC1797 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

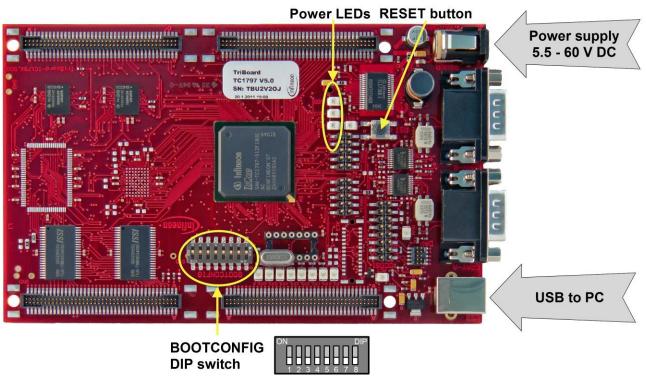


Figure 27 TC1797 - TriBoard

Connecting the Target 29 of 43

TriBoard with mounted TC1782 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

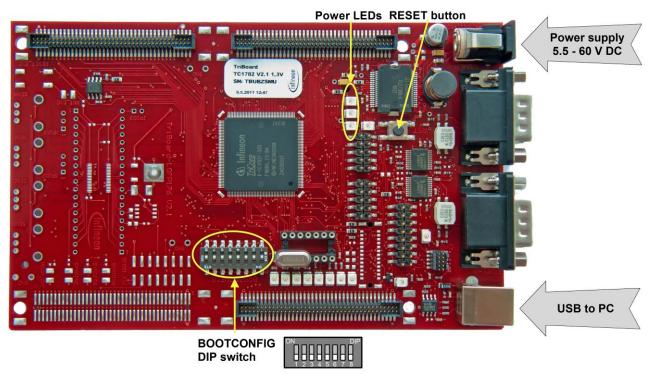


Figure 28 TC1782 - TriBoard

TriBoard with mounted TC1724 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

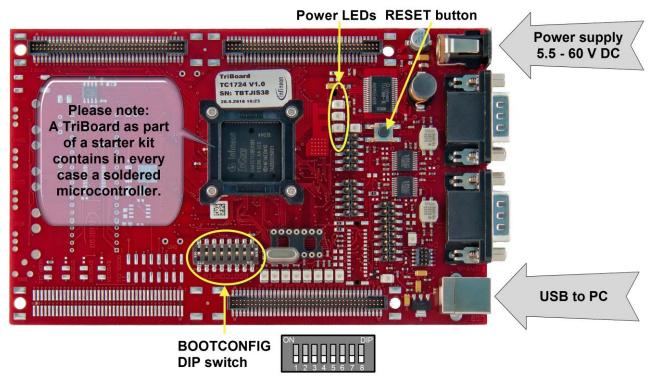


Figure 29 TC1724 - TriBoard

Connecting the Target 31 of 43

TriBoard with mounted TC1791 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

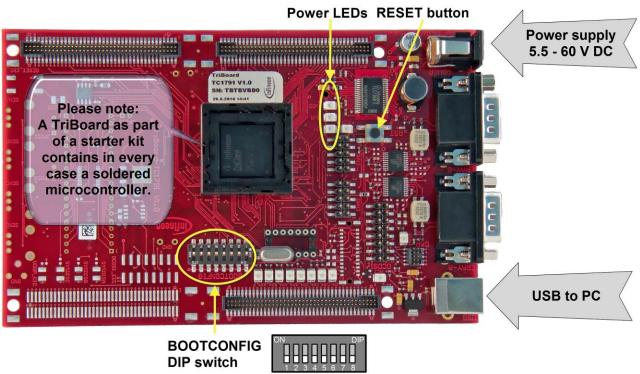


Figure 30 TC1791 - TriBoard

TriBoard with mounted TC1793 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

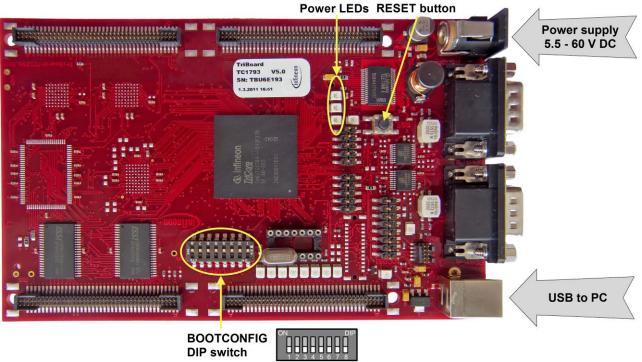


Figure 31 TC1793 - TriBoard

Connecting the Target 33 of 43

TriBoard with mounted TC1798 processor

- 1. Configure the DIP switches (default all OFF boot from internal flash)
- 2. Connect a DC power supply (5.5V 60V) to the TriBoard.
- 3. Connect the TriBoard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 4. Three Power Supply PS-LEDs should be on.
- 5. Press the **RESET button** (see picture below).

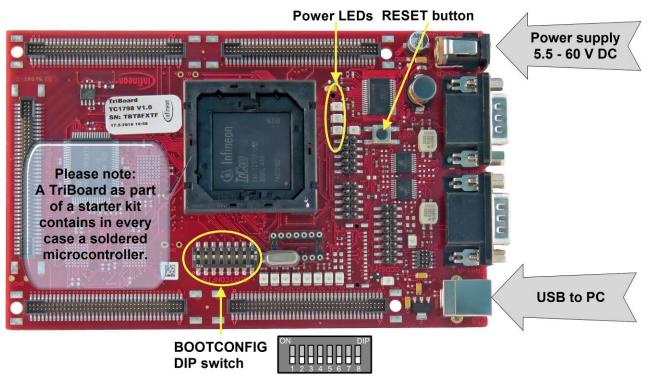


Figure 32 TC1798 - TriBoard

phyCORE-TC1793 with Baseboard

- 1. Connect a DC power supply (5.5V 60V) to the baseboard
- 2. Connect the baseboard to the PC via a USB cable (a cable is supplied with the Starter Kit).
- 3. The Power Supply LED should be on.
- 4. Press the **RESET button** (see picture below).

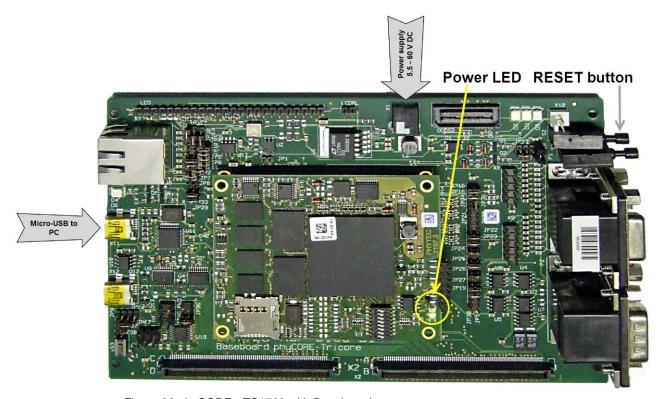


Figure 33 phyCORE - TC1793 with Baseboard

Connecting the Target 35 of 43

Debugging your Application

Start a Debug Session

1. Click at the debug button * and select **Debug Configurations** ... (Figure 34).

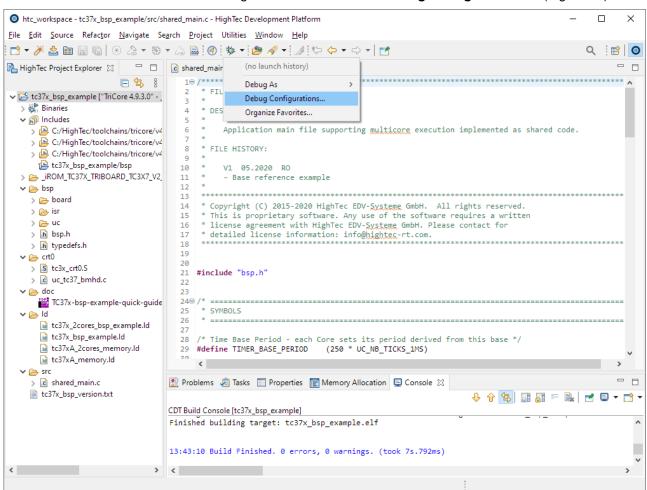


Figure 34 Select Debug Configurations dialog via Debug button

2. The **Debug Configurations** dialog appears. Select **Universal Debug Engine** as debug type (Figure 35).

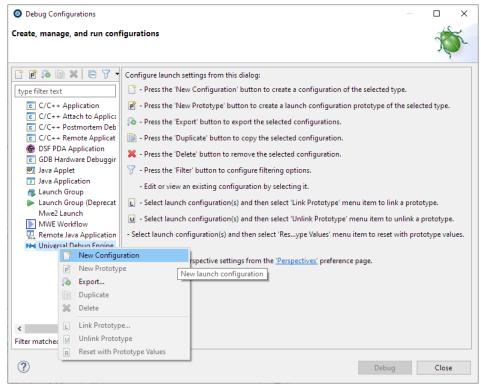


Figure 35 Debug Configurations dialog

Press the New configuration button to create a new debug launch configuration for Universal Debug Engine (Figure 36).

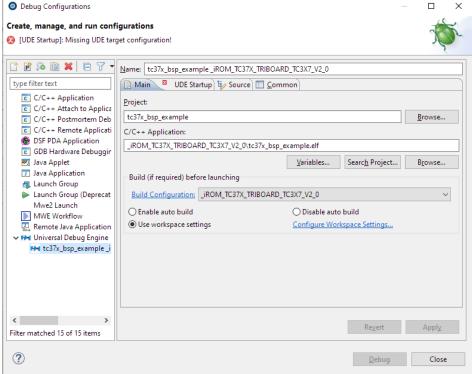


Figure 36 Create new debug launch configuration for Universal Debug Engine

4. A new debug configuration **tc37x_bsp_example_iRom** is created. All input fields are pre-filled with appropriate values (Figure 37).

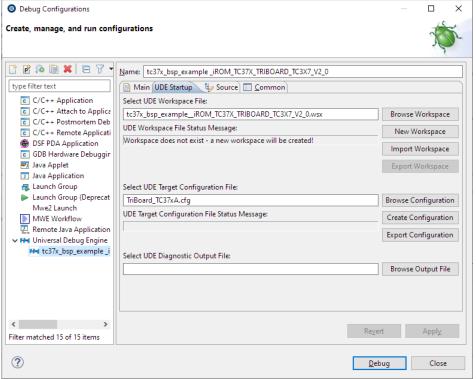


Figure 37 Create new debug launch configuration for Universal Debug Engine

- 5. Push **Debug** to start UDE perspective. Later you can use the Debug icon **.
- If you built an iROM version of your application, the UDE Memory Programming Tool will appear after launching the UDE perspective (Figure 38).

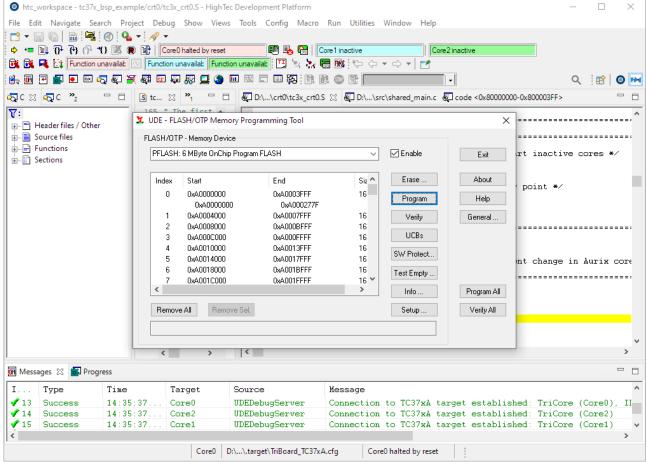


Figure 38 UDE Memory Programming Tool

7. Start flashing with the **Program** button. A progress dialog appears (Figure 39). After successful programming close both dialogs via **Exit**.

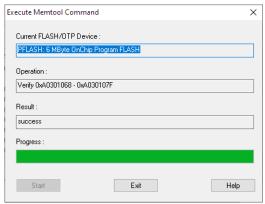


Figure 39 FLASH programming progress dialog

Note: If a **problem occurred** pop-up window appears, click **OK**, check the USB cable connection, reset the board with the reset button, and start again the Debug session.

8. From the **Debug** menu, select **Step over subroutine**, or click on the **Step over button** in the toolbar. At this moment your application is executing but stopped on the function main(). This means the C startup code has been executed completely. The Editor view shows the C source files of your application and a yellow arrow shows the line where the execution has stopped (Figure 40).

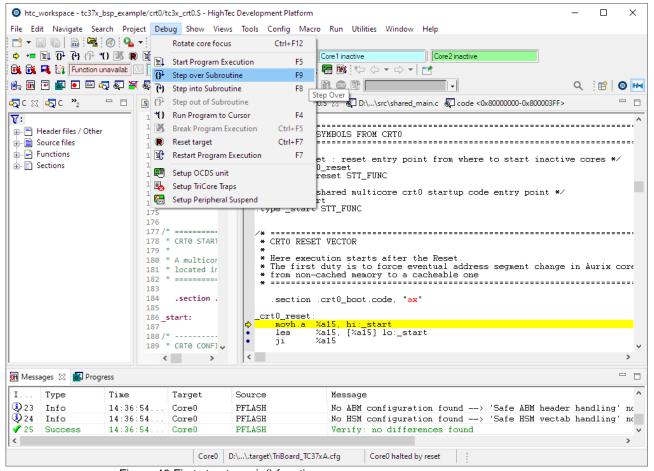


Figure 40 First step to main() function

Stepping through the Application

- From the <u>Debug</u> menu select Step over subroutine or click on the Step over button
 in the toolbar. The yellow arrow in the Program view moves to the next
 statement.
- To set or clear breakpoints click on the markers in the info margin of program window.
- To see watch or local variables please open the accordingly window via the View menu.
- 4. To run your application, select **Start Program Execution** from the **Debug** menu or click on the Start Program button in the toolbar. **Now an analogue clock should be visible on the display of the application kit.**
- 5. To restart your application, select **Restart Program Execution** from the **Debug** menu, or press **F7** or click on the Restart button in the toolbar.

Using the UDE debugger

The main() and further features of UDE are described in the UDE Manual, available via UDE Welcome Page. Open it via menu Window - Show View - Other ... - Universal Debug Engine - UDE Welcome Page and push the UDE Manual button.

Figure 41 shows an UDE example configuration with Peripheral Registers, Call stack, Watch window, and Memory window. All features are described in the **UDE Manual**.

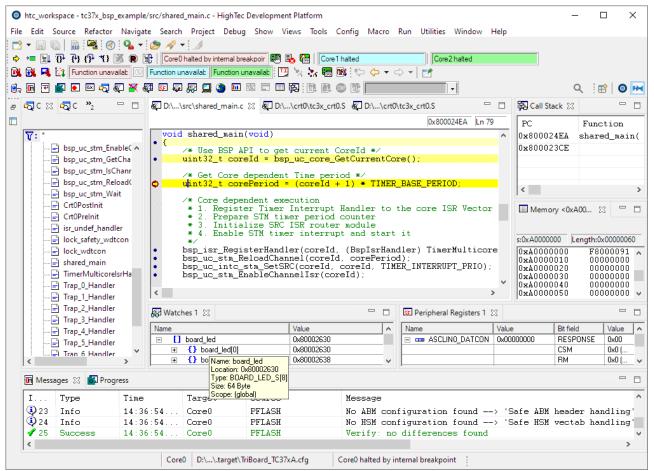


Figure 41 Universal Debug Engine perspective

End the Debug Session

From the <u>File</u> menu select **Close Workspace** or click on the Close Workspace button in the toolbar. The current perspective is switched back to the HighTec C/C++ perspective.

Summary

Having followed the step-by-step instructions the development environment comprising AURIX TC3xx Free Entry Tool Chain and AURIX/TriCore Family Evaluation Board will have now been installed. After creating and compiling a simple program, it is successfully executed on the Evaluation Board.

You now have a running environment that could be used for further development or evaluation work.

Index

	On-board Wiggler 10 Operating System 6
Access rights 6 Application Kit TC2X4 TFT 22 Application Kit TC2X7 TFT 24 Application Kit TC38XA TFT 18 Application Kit TC397 TFT 18 Application Kit TC397B TFT 18 Application Kit TC397B TFT 18 AURIX Lite Kit V2 20 AURIX TC35x 60GHz Radar Baseboard 19 AURIX TriBoard 17, 21 B Breakpoint 40 Build 15	P PCP 10 Perspective 11, 12 phyCORE-TC1793 with baseboard 35 phyCORE-TC29xB with baseboard 26 phyCORE-TC39xB with baseboard 27 Power Supply 6, 19, 20, 23, 29, 30, 31, 32, 33, 34 35 Problem 39 Program view 40 Project 13, 15 Project Wizard 13 R Reset Button 17, 18, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35 Restart 40 Restrictions 10
C Source File 39 C/C++ Perspective 11, 12, 13 Close Workspace 41 Console window 16	S Scripting Support 10 ShieldBuddyTC275 25 Starter Kit 5 Stepping 39
Debug Launch Configuration 37 Debugging 36 DIP Switch 17, 21, 28, 29, 30, 31, 32, 33, 34 E Eclipse 11 Editor view 39 Evaluation Board 5 Example 13 F FLASH programming 39	T Target 5 TC1724 TriBoard 31 TC1767 TriBoard 28 TC1782 TriBoard 30 TC1791 TriBoard 32 TC1793 phyCORE 35 TC1793 TriBoard 33 TC1797 TriBoard 29 TC1798 TriBoard 34 TC224 TFT 22 TC234 TFT 22 TC237 TFT 24
FLASH Programming 38 Free TriCore Entry Tool Chain 5 H Hardware selection 14	TC265 Lite Kit V2 20 TC265 TFT 23 TC267 TFT 24 TC275 Lite Kit V2 20 TC275 ShieldBuddy 25 TC275 TFT 23
Infineon 5 Installing 6 ROM 16 L Launcher 11	TC277 TFT 24 TC297 TFT 24 TC29xB phyCORE 26 TC2X4 Application Kit TFT 22 TC2X5 Application Kit TFT 23 TC2X7 TFT 24
	TC2XX TriBoard 21

License Agreement 7 Limitations 10

MCDS 10 Memory Programming Tool 38

main() 39, 40

М

42 of 43 Index

TC35x Radar Baseboard 19 TC365 Lite Kit V2 20 TC375 Lite Kit V2 20 TC38X TriBoard 17 TC397A TFT 18 TC397ADAS TFT 18 TC39X TriBoard 17 TC39xB phyCORE 27 TriBoard 5 TriBoard AURIX 17, 21

U

UDE 38 UDE Manual 40 USB 6

W

Windows 64-bit 6 Workspace launcher 11

Υ

Yellow Arrow 39, 40

Index 43 of 43