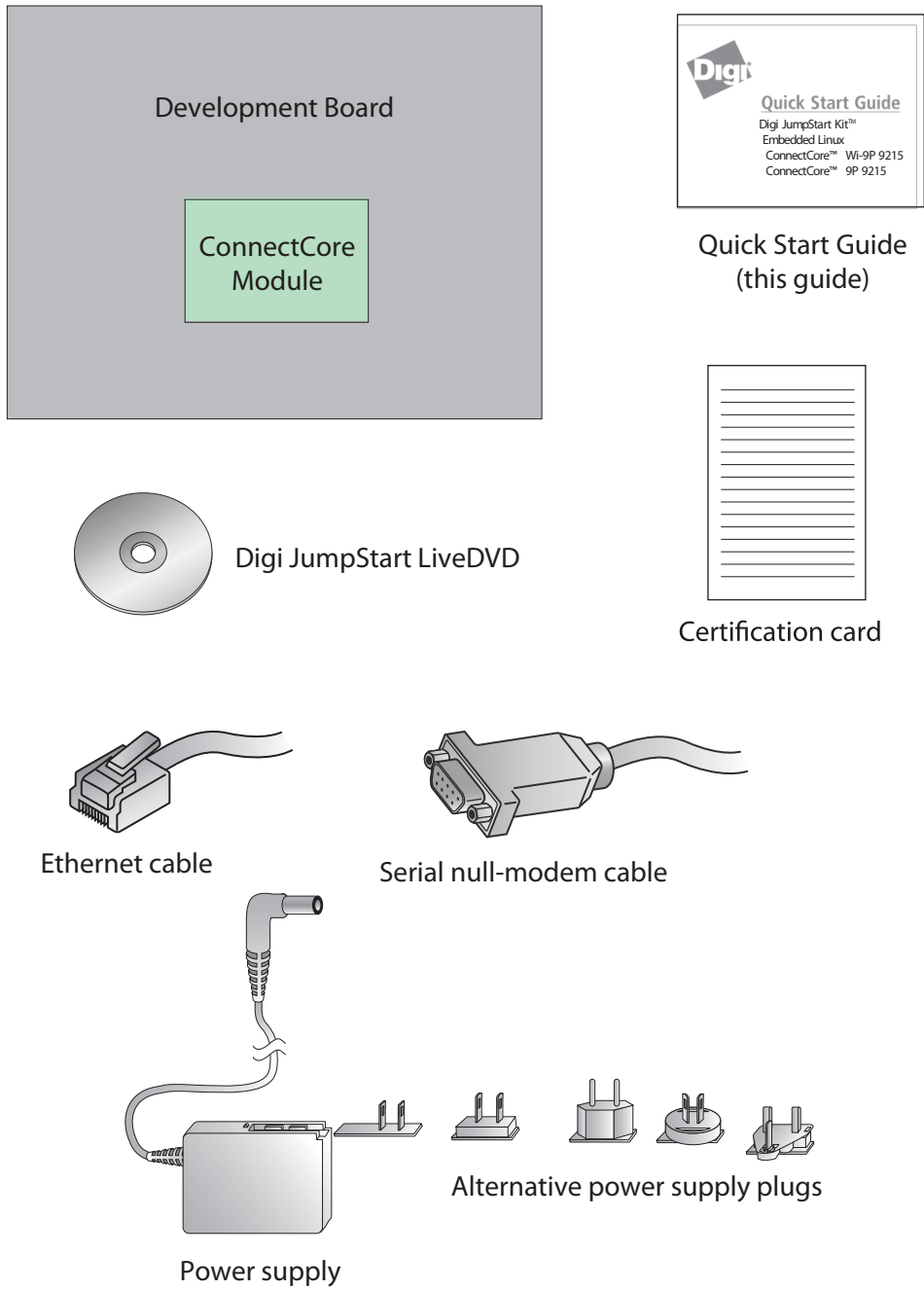


# 1 Unpack and Verify Kit Contents

Verify that your kit contains one of each of these components:



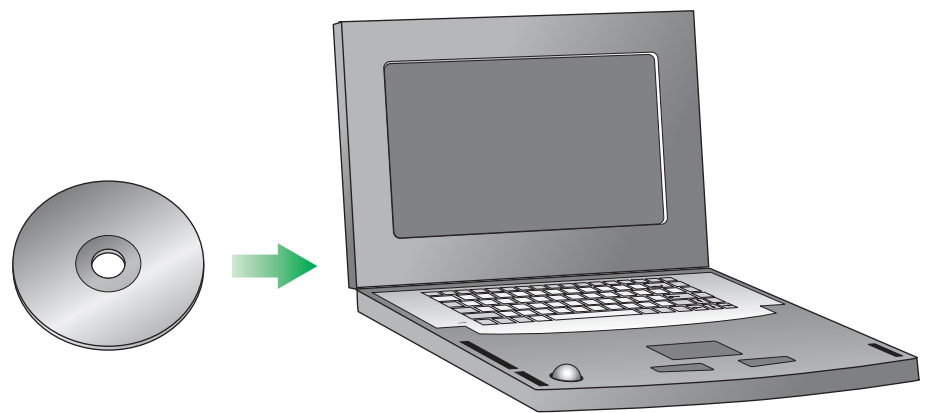
## Quick Start Guide

### Digi JumpStart Kit™ Embedded Linux

ConnectCore™ Wi-9P 9215  
ConnectCore™ 9P 9215

90001015\_C

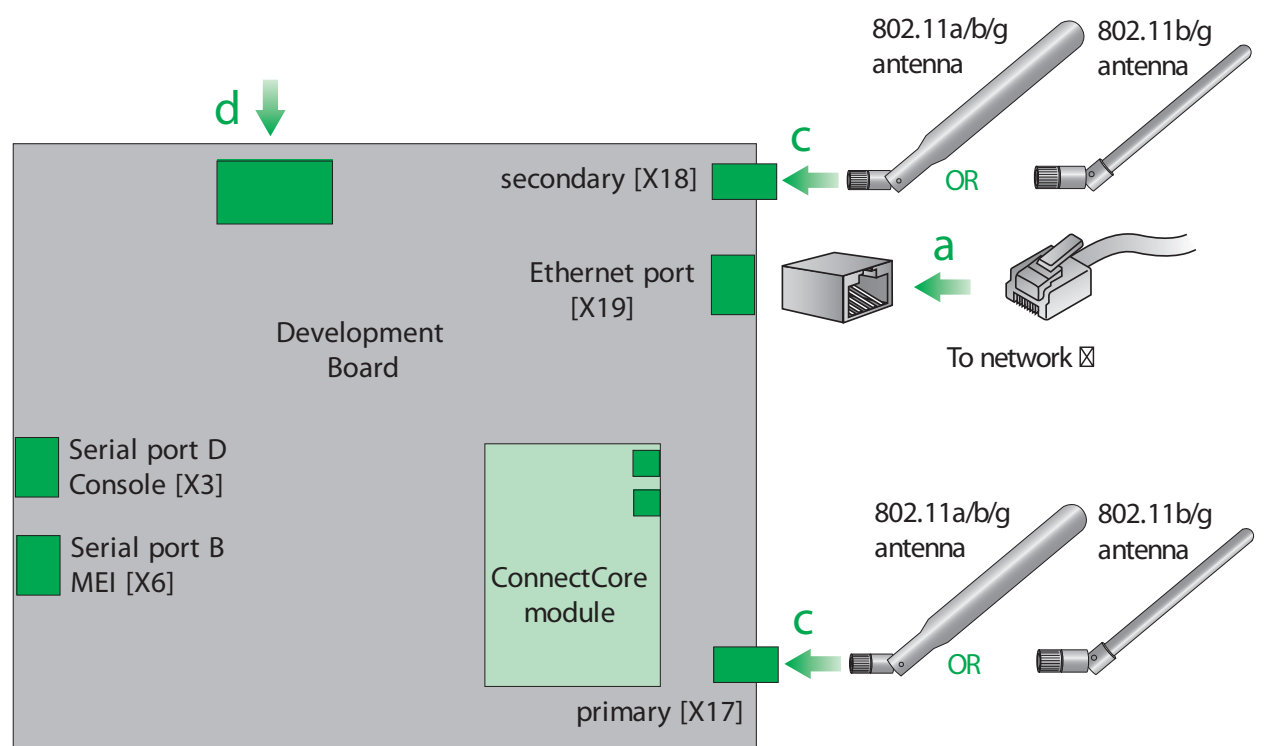
# 2 Install Software



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 Ethernet
- b** Connect serial port D Console [X3]  
☒ To PC serial COM port
- c** For the ConnectCore Wi-9P 9215, connect the antennas to the primary connector [X17] and the secondary connector [X18] on the development board
- d** Verify all dipswitches are in the off position, except for dipswitch 1'



# 4 What's next?

- a** Follow the instructions on *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 ESP™ online help, accessible from the Digi ESP menu **Help > Help Contents** which explains in detail all the elements of the development process: kernel configuration, debugging, file transfer, firmware update, etc.

# 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.

## Perspectives toolbar



## 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.



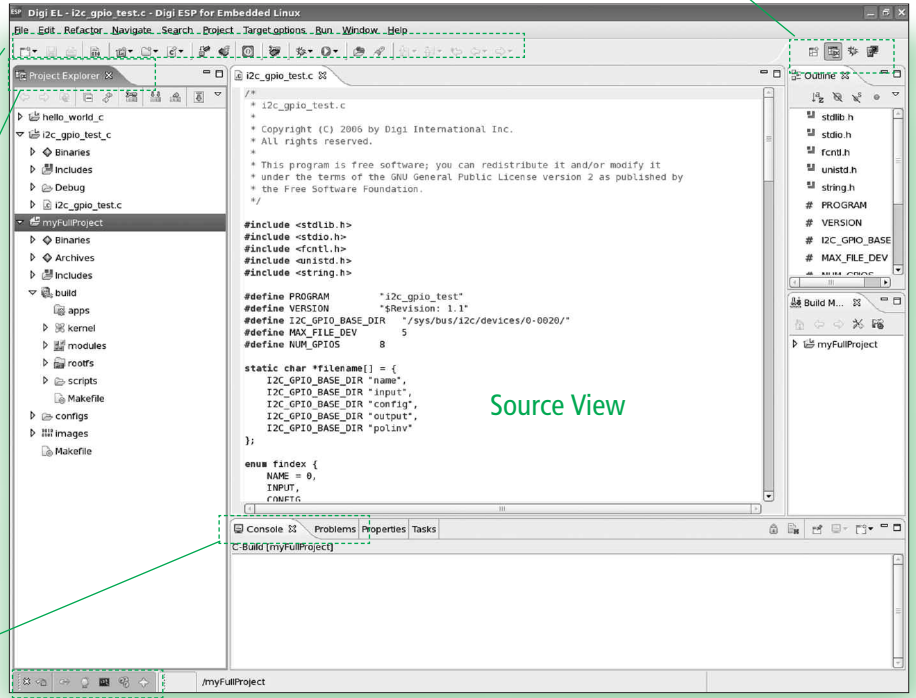
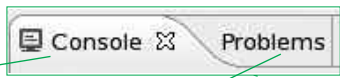
### Console and Problems views

#### 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 the welcome screen to find Getting Started tutorials, samples, and other helpful information.



## Debug perspective

### Debug view

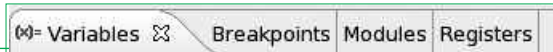
Displays threads, thread status, and thread stack frames.



### Other debug views

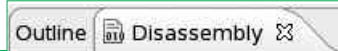
View and modify local and global variables, breakpoints, or monitor information about the registers.

**TIP:** While debugging at a breakpoint: hover over a variable to reveal its value.



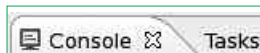
### Disassembly view

View and step into the disassembled program code.



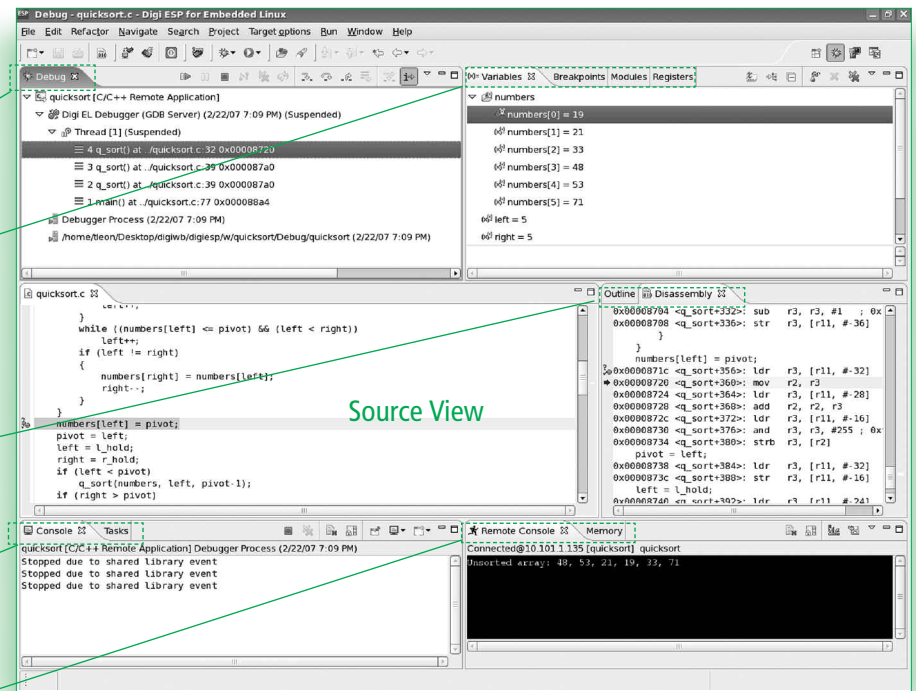
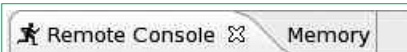
### Console view

Shows the output of the GDB debugger and enables 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

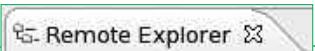
### Target options toolbar

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



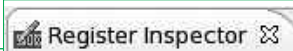
### Remote Explorer view

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.



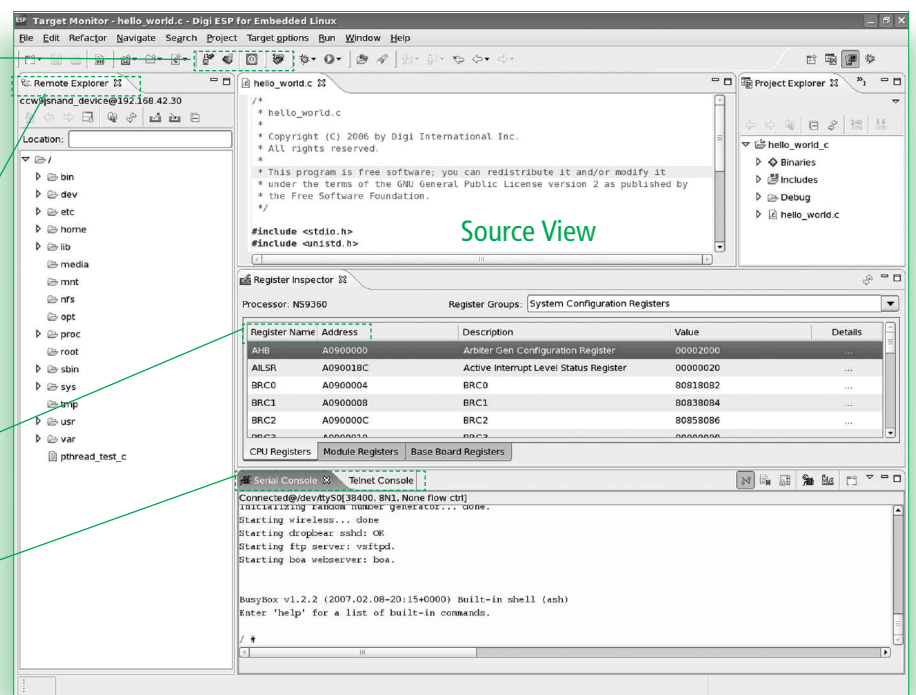
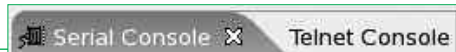
### Register Inspector view

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



### Serial and Telnet Console views

Use the embedded consoles for connecting to the target. Serial Console accesses via the serial port I/O. Telnet Console is used for connecting to the target using Telnet.



## Additional Information

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



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

- The product support web page: [www.digiembedded.com/support](http://www.digiembedded.com/support)
- The product support web forums: [www.digiembedded.com/forums](http://www.digiembedded.com/forums)