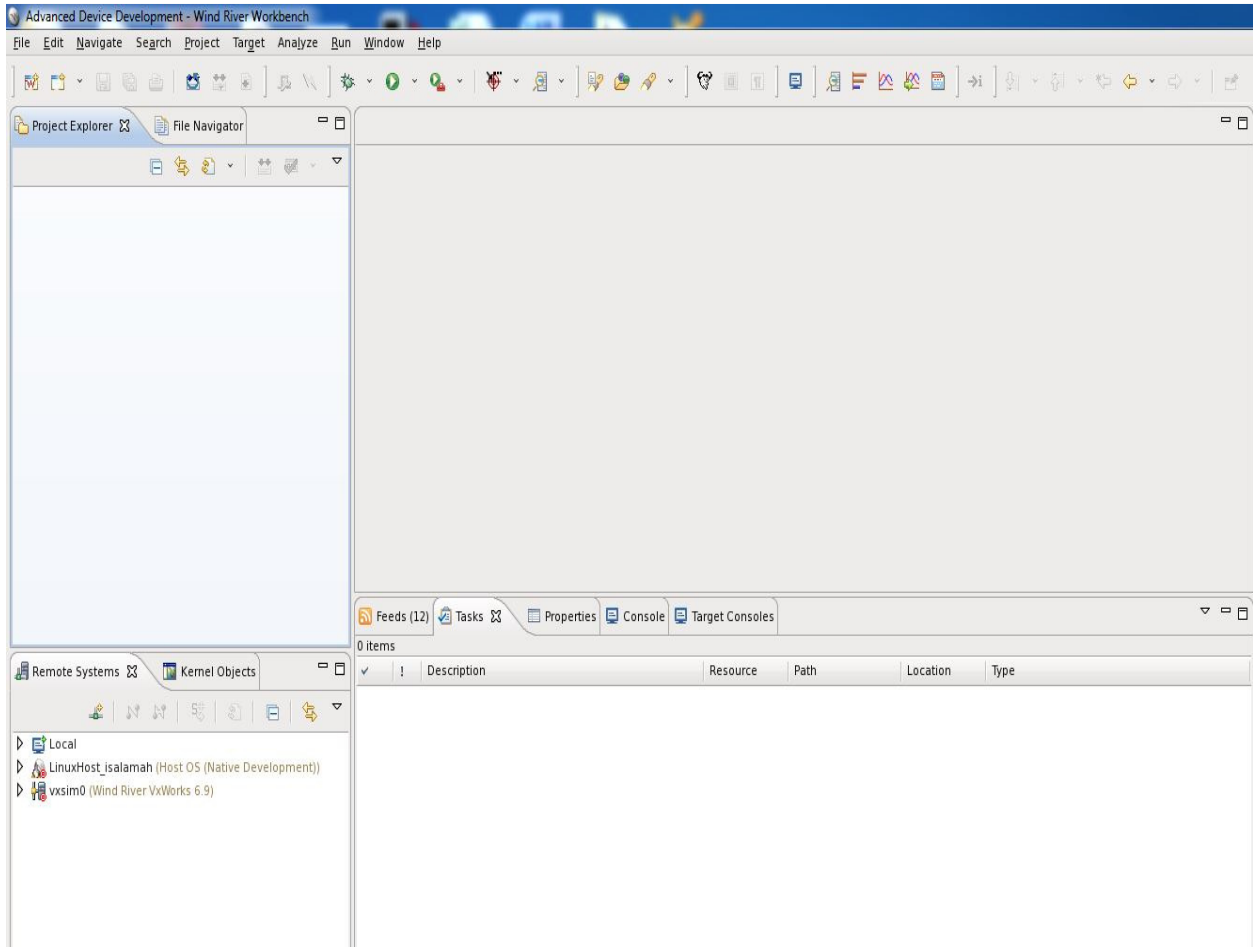
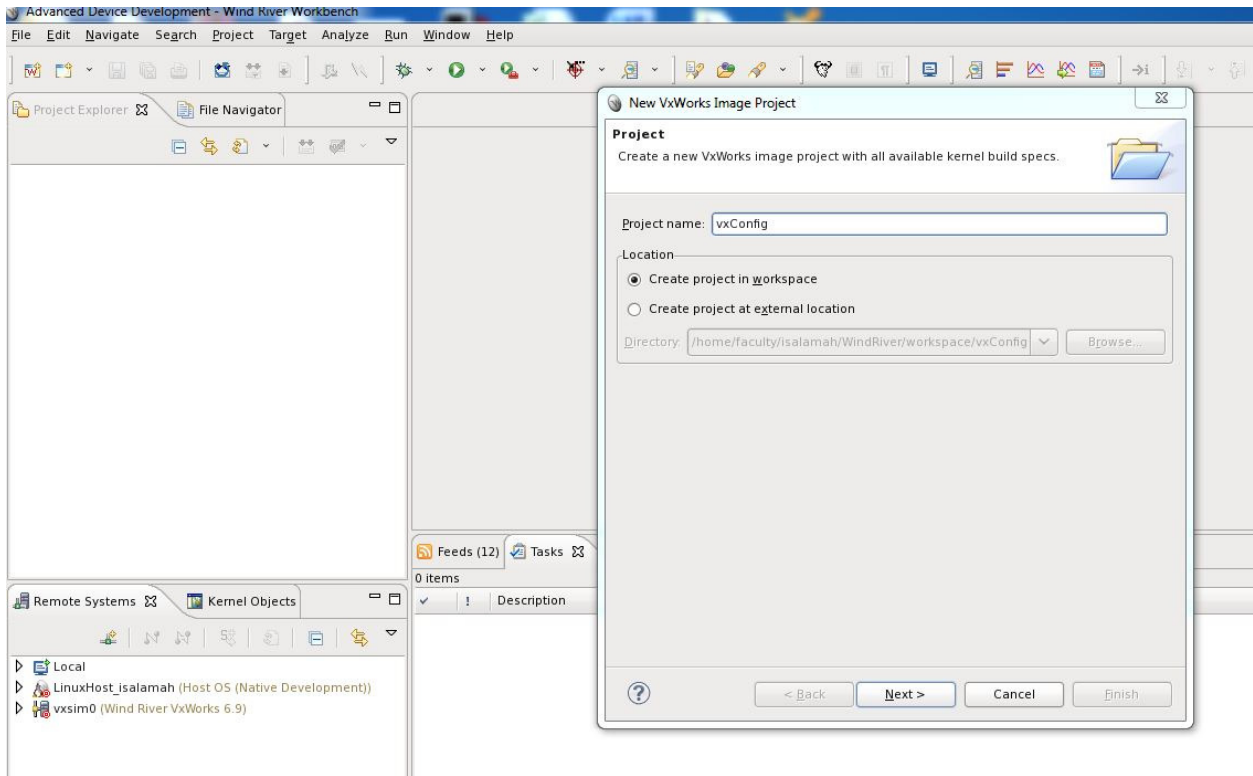
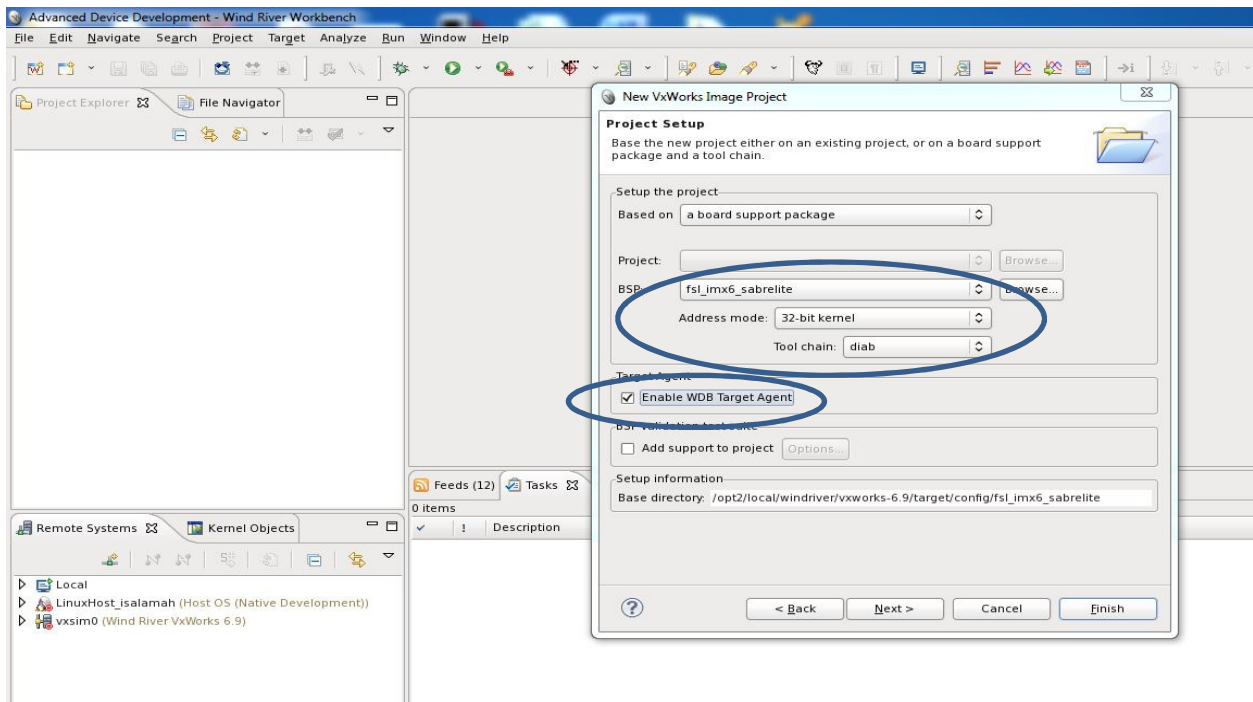


This document is designed to help you create the appropriate vxWorks Kernel image to upload to your target board.

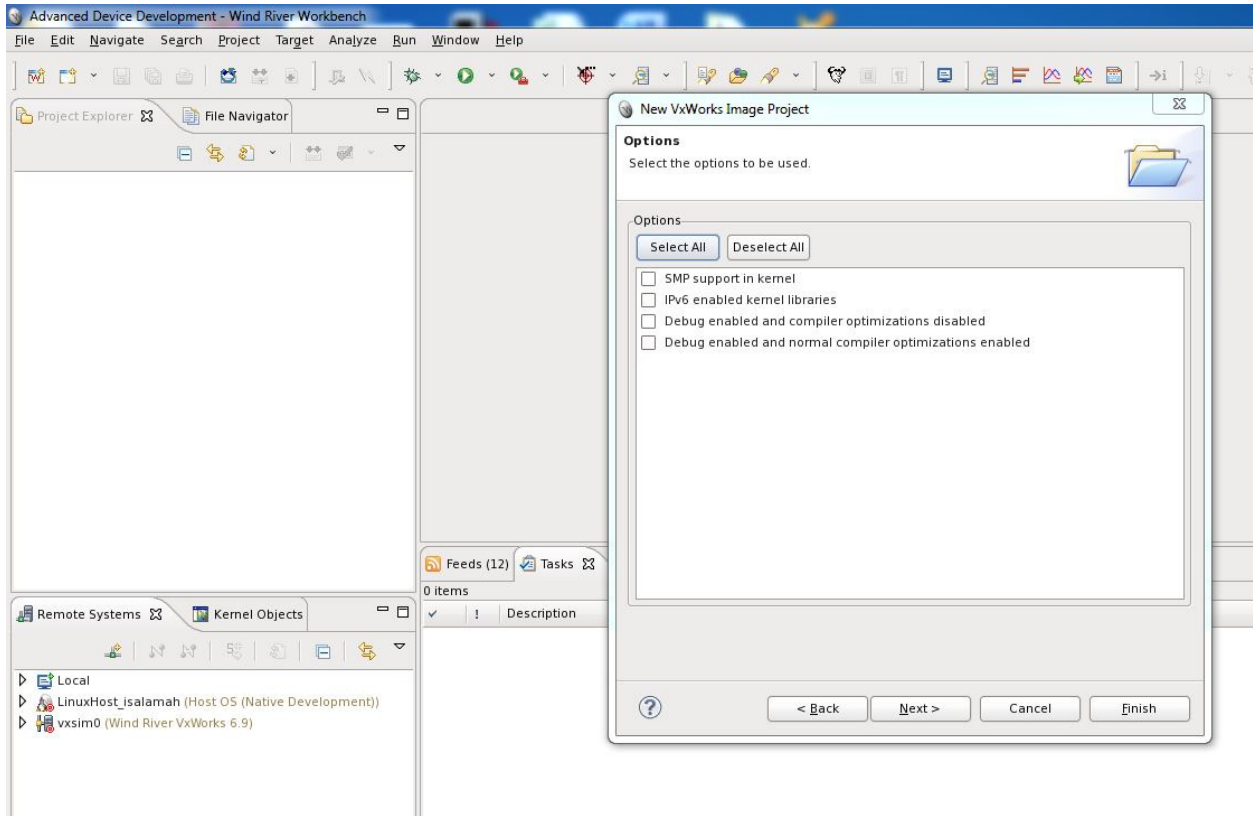




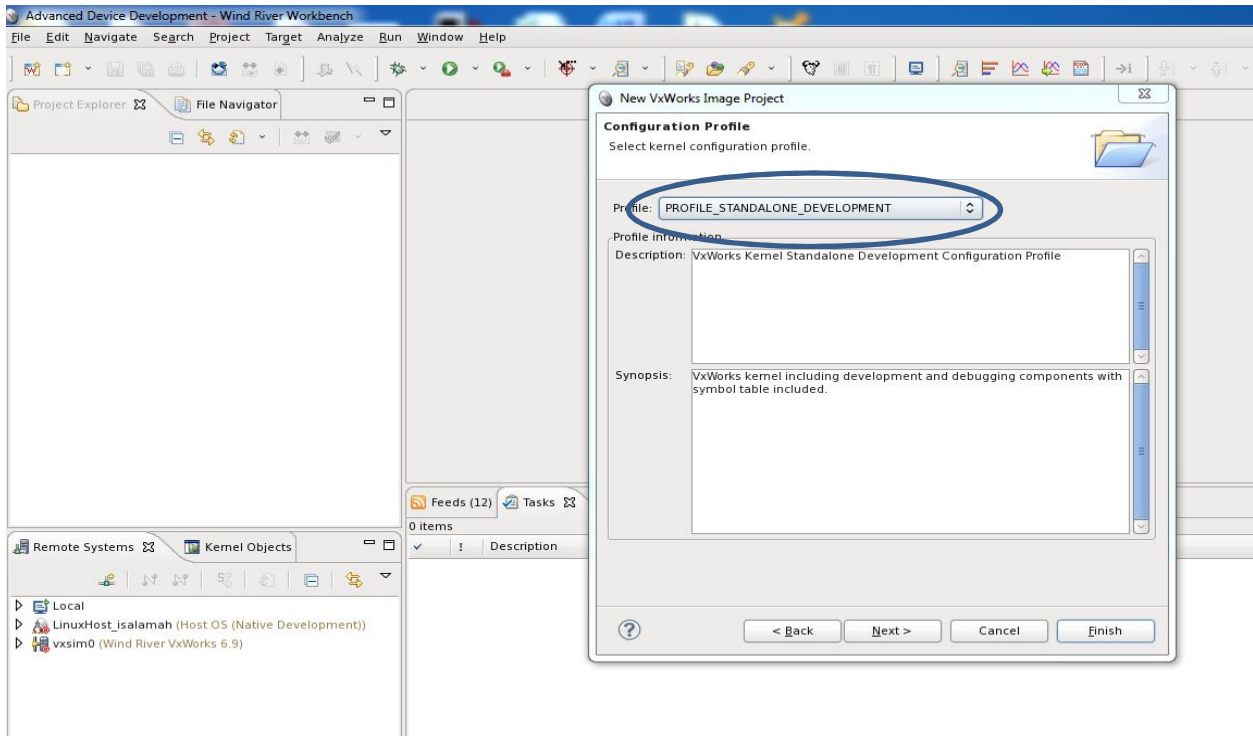
Make sure to select the correct BSP, address mode, and tool chain. Also make sure to enable the WDB agent



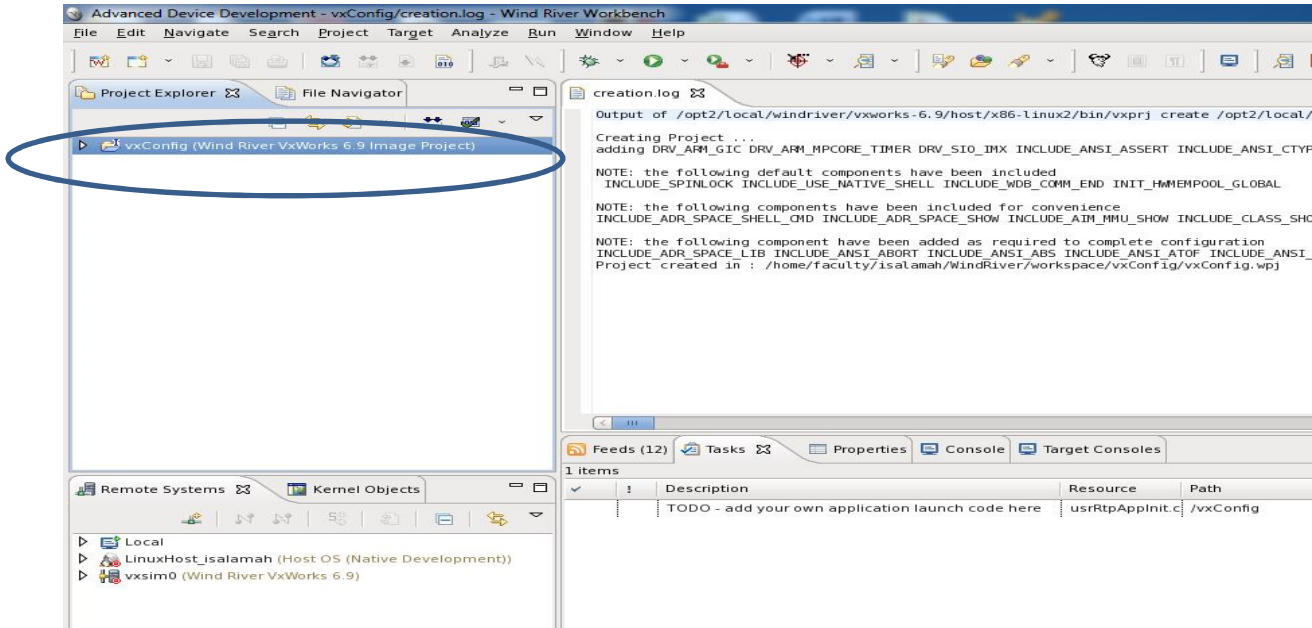
Select nothing here



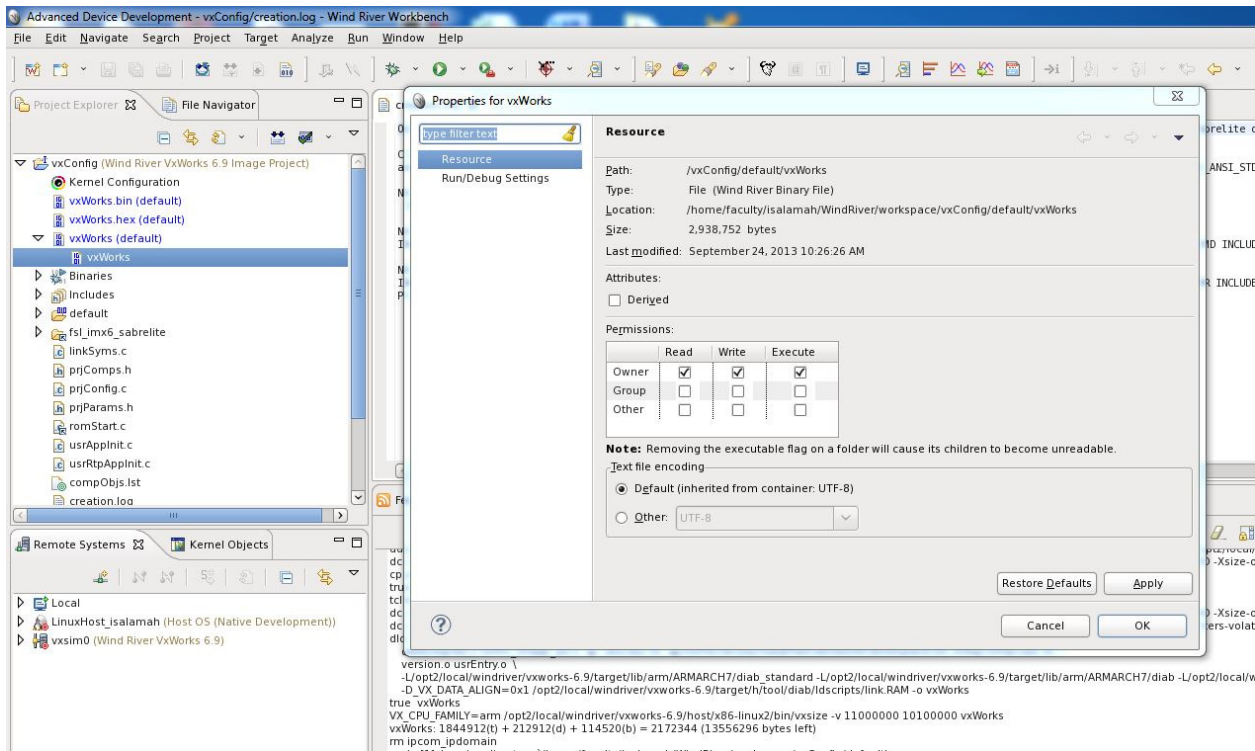
Select the Standalone Development Profile



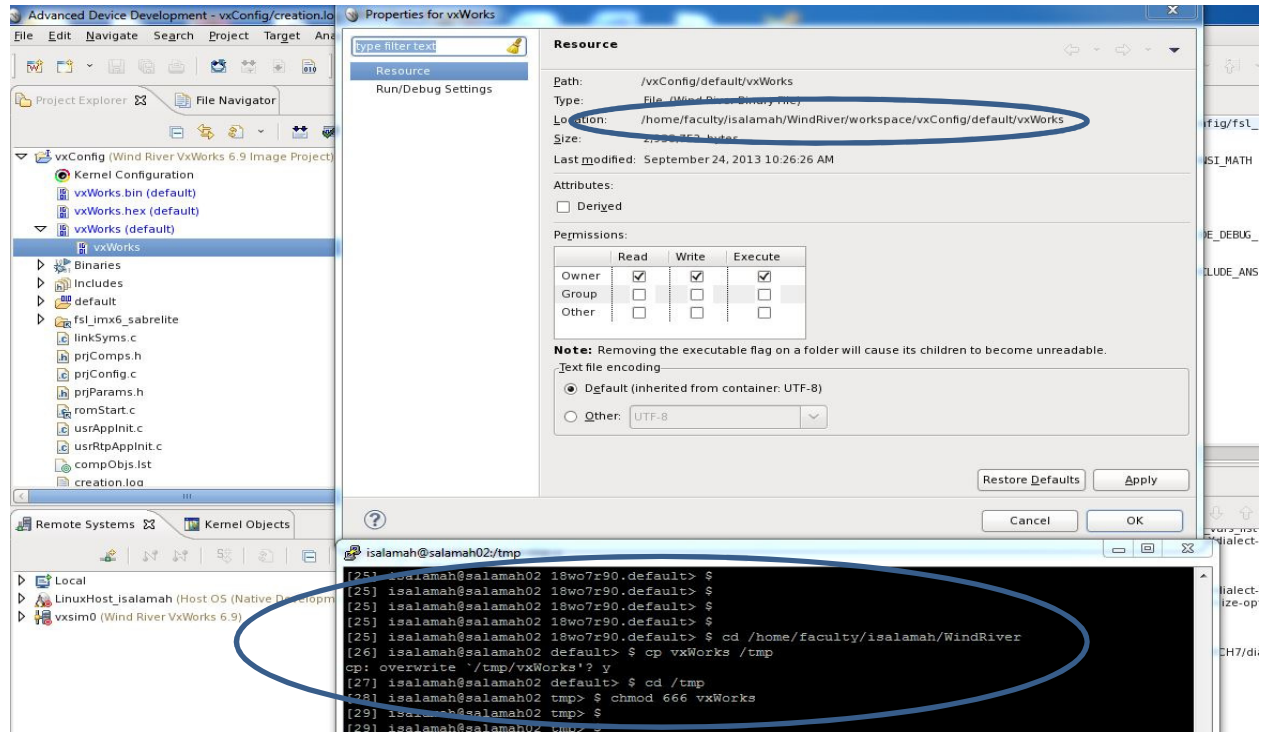
Right click on the new project and select "Build Project"



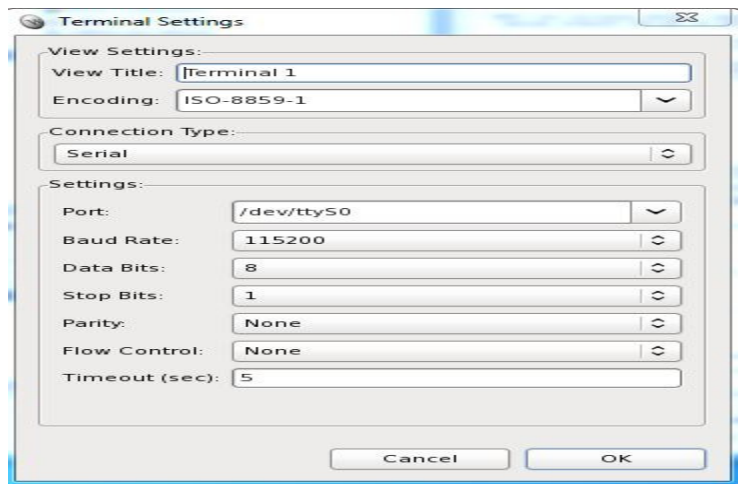
Once the build is complete, navigate to the vxWorks file, right click, and select properties to get the location of the created kernel image



Next, you have to copy your vxWorks file into the /tmp directory in order to be able to use FTP to get the file into your board and into your target server agent. The commands are in the next screenshots. Note that you have to modify these commands to align with the location of your vxWorks file.

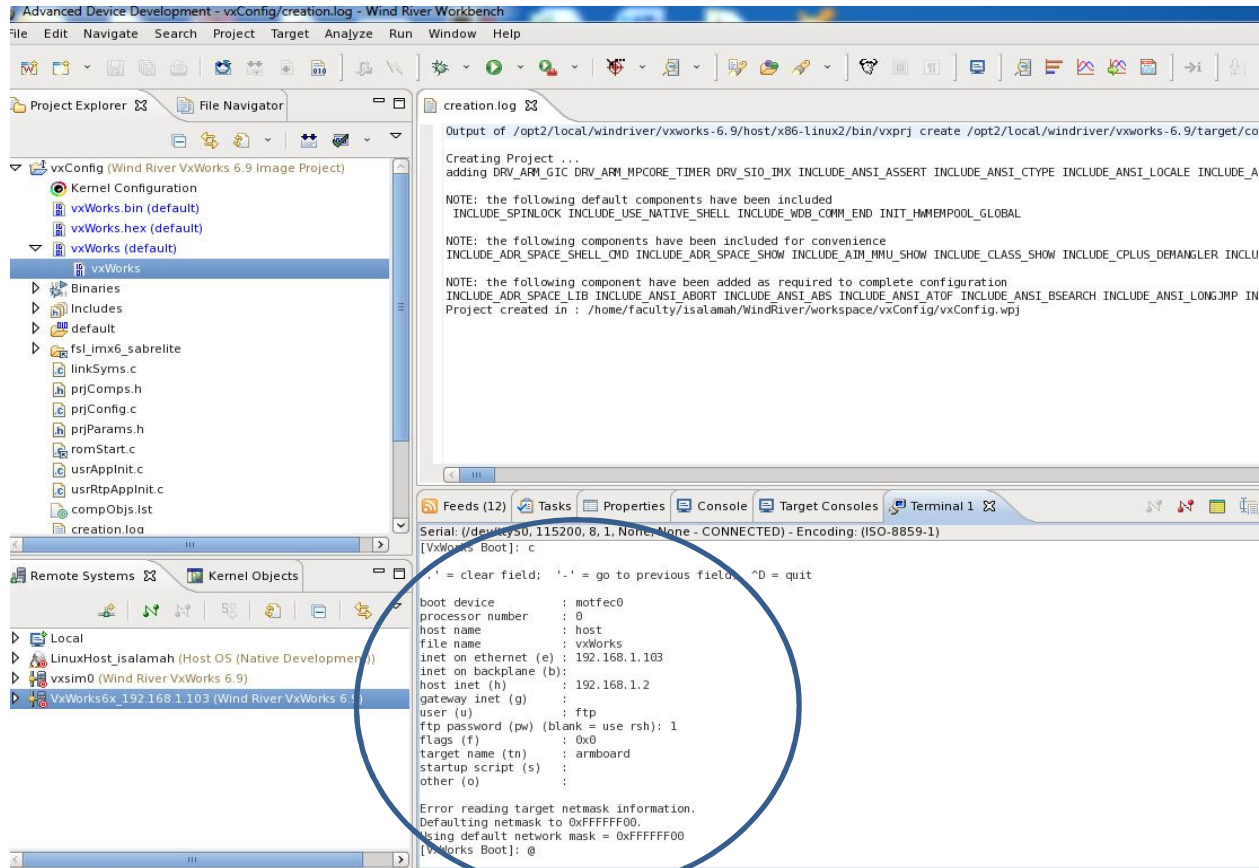


Start a terminal in workbench (window->show view-> terminal), and make sure that the setups are as follows:

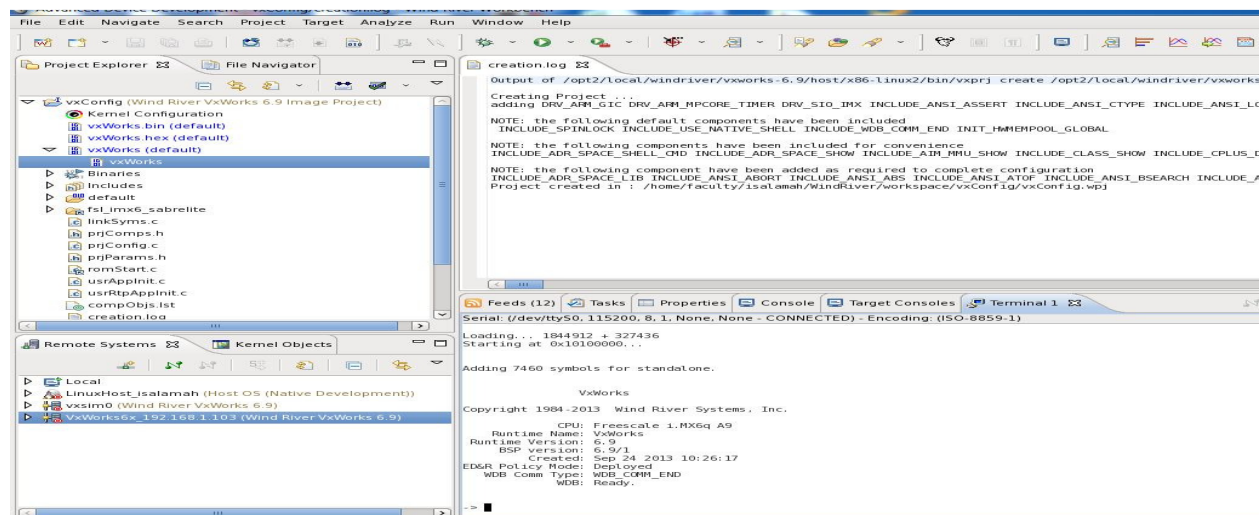


Once you are connected in your terminal, you should see a [vxWorks Boot] prompt:

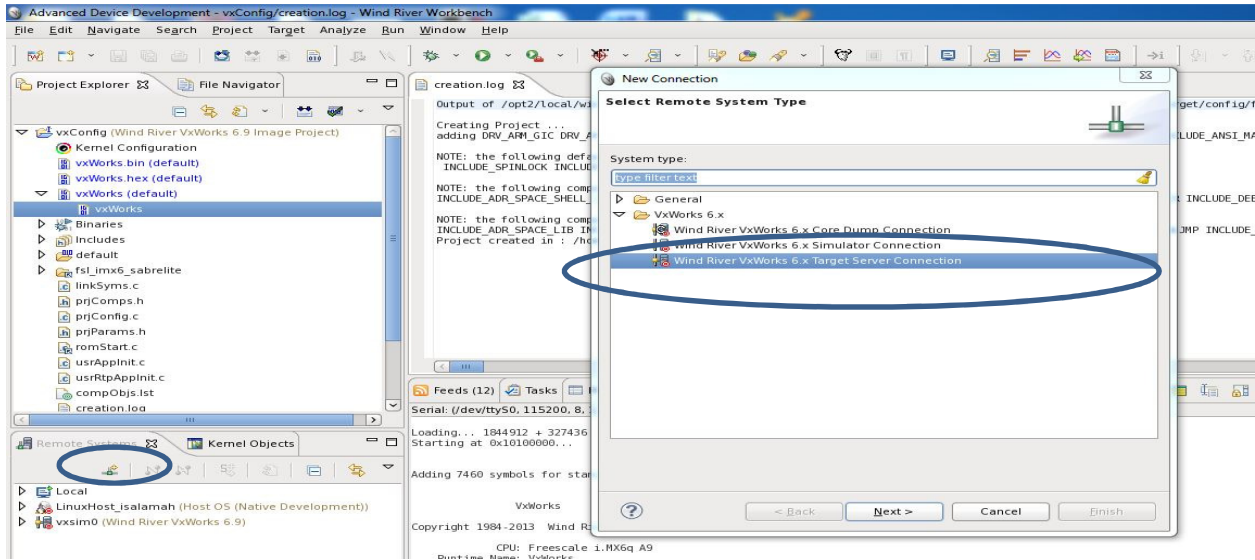
Enter “c” to setup your boot parameters as follows and enter “@” to upload the kernel image into your board:



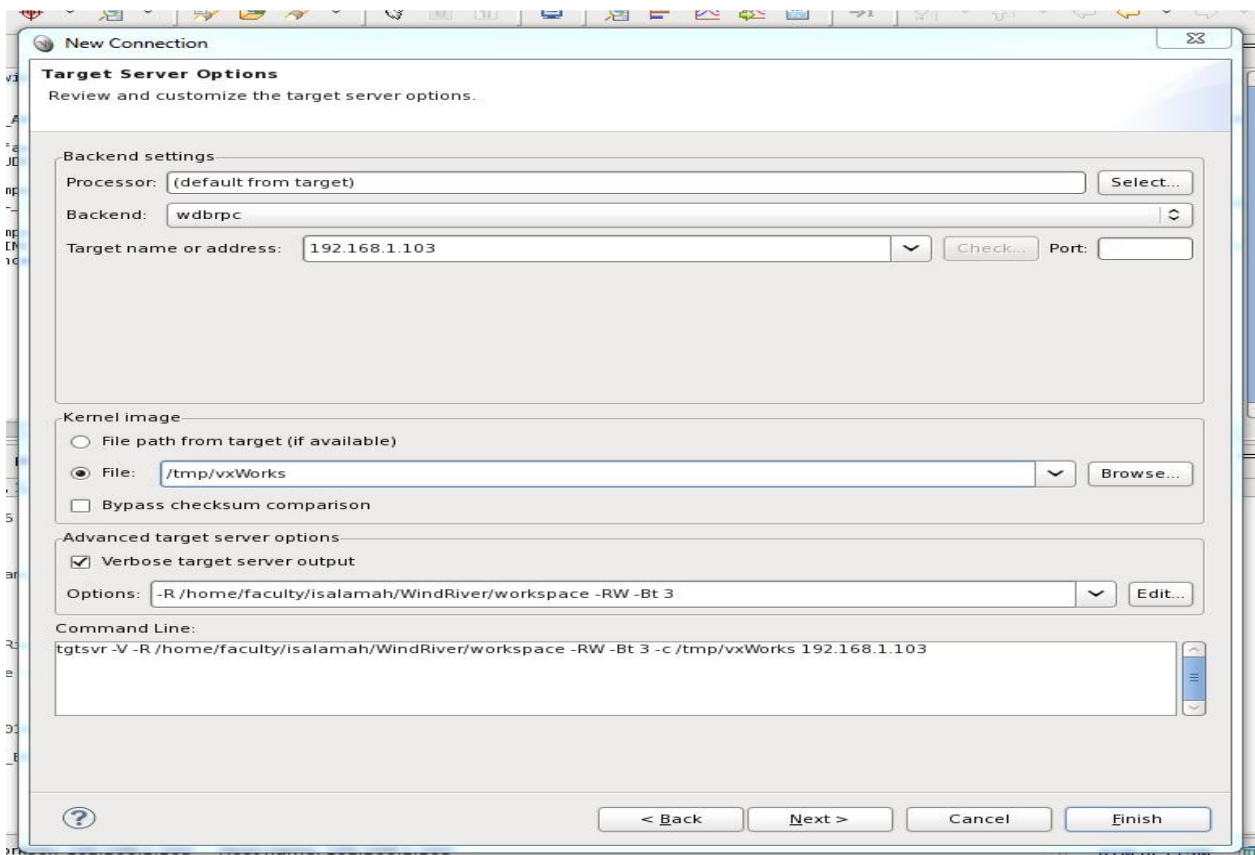
Make sure you have the message WDB Ready, followed by the “->” prompt. Otherwise you have done something wrong



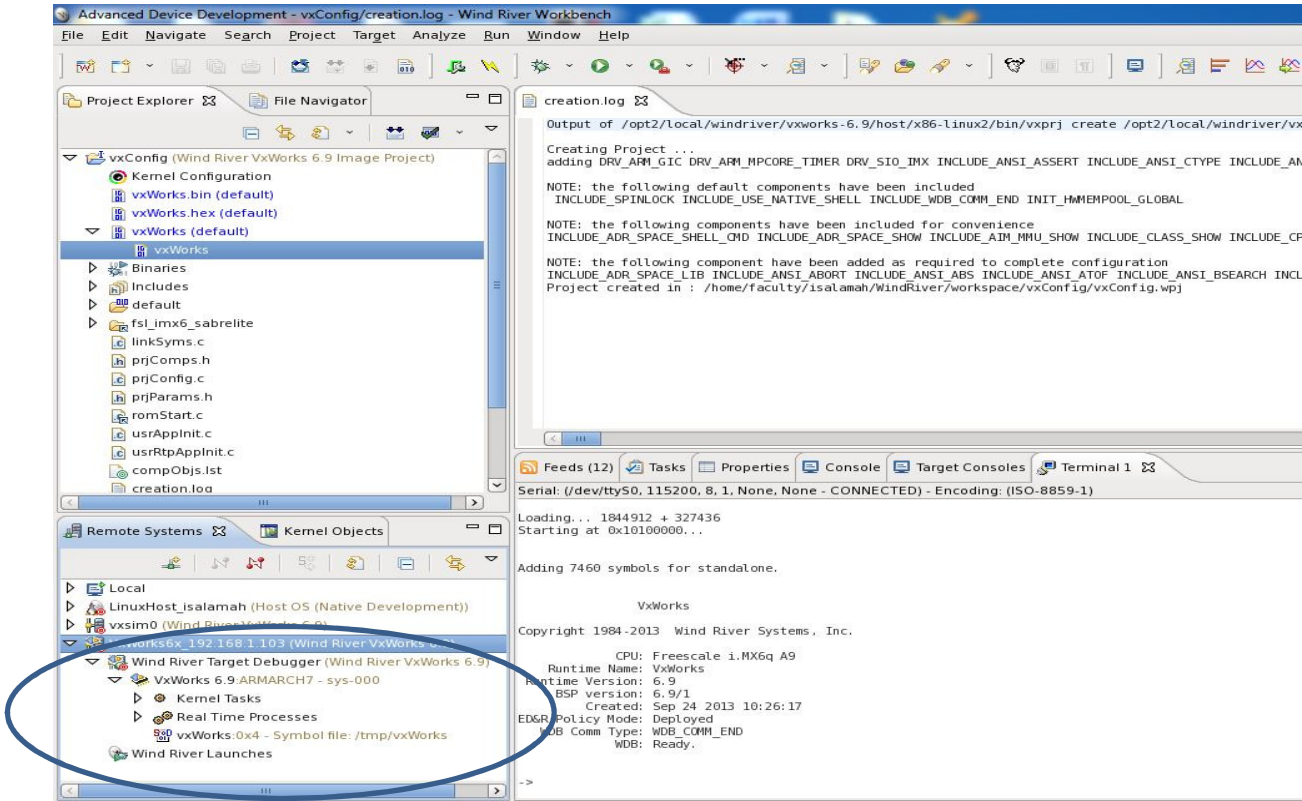
Next, you have to setup your target server connection. In the remote Systems area, click on new connection to start. Then select Target Server Connection.



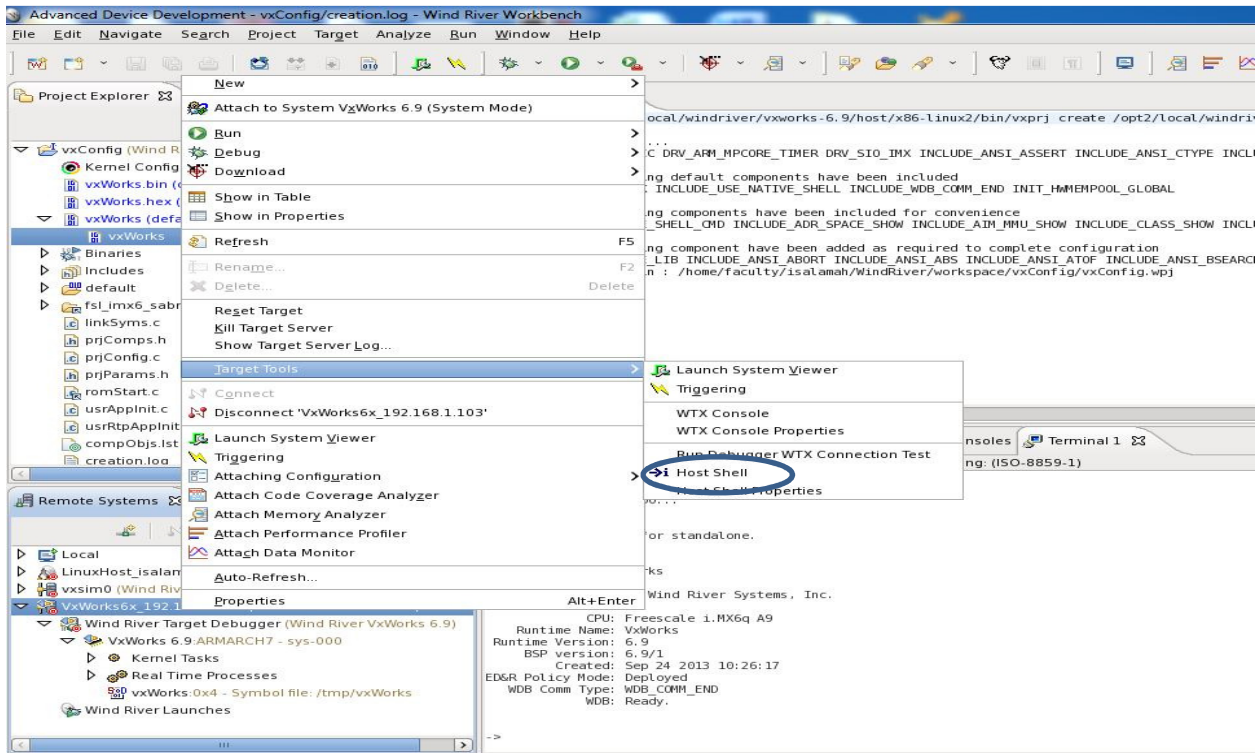
Enter your boards IP address as 192.168.1.103, and make sure to select the file to use for the kernel image. This should be the same vxWorks file we previously copied to the /tmp folder. Click next couple of times until you complete the setup.



You should see your new target connection with some kernel task already running

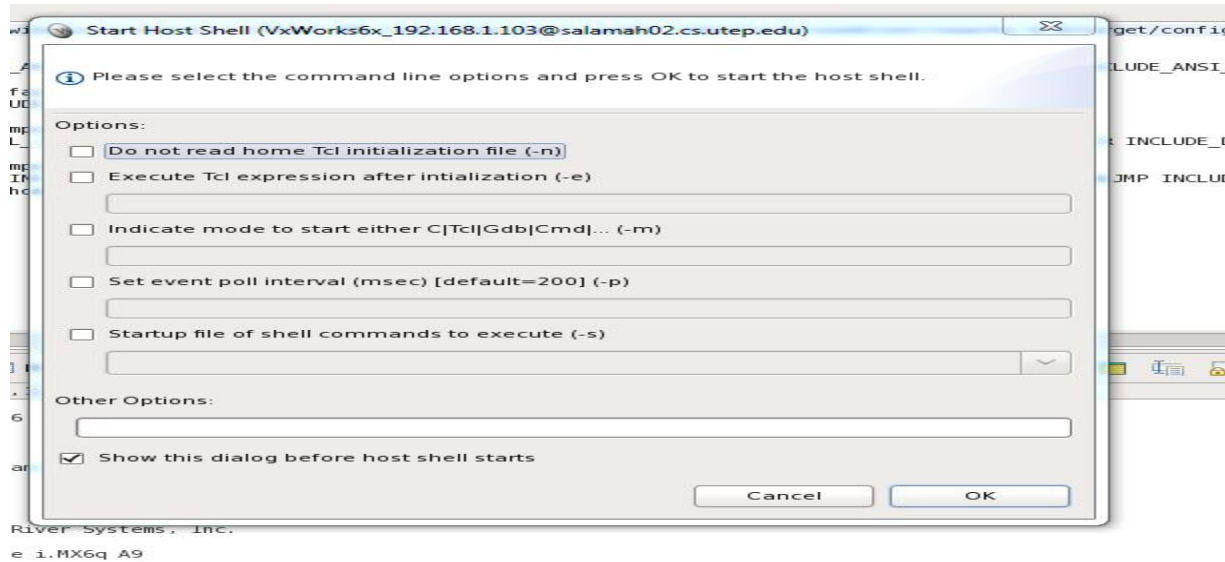


Right click on the connection to start a new host shell

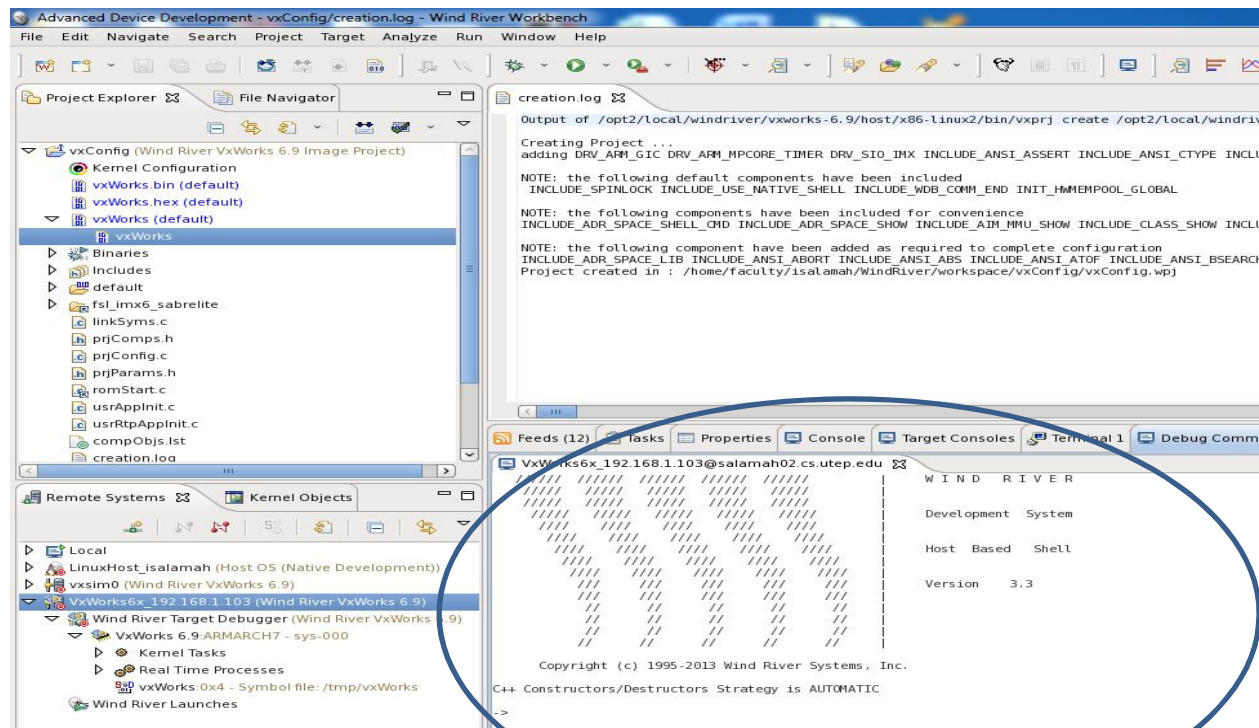




Select nothing here and press ok



You should have the Debug Communication Console display as follows:



Make sure you have the "C++ Constructors/Destructors Strategy is AUTOMATIC" message followed by the "->" prompt. Otherwise the setup was done incorrectly