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AxBDM-12 Quick Start

GETTING STARTED

The Axiom AXBDM-12 provides a development port connection between a host PC with Windows and the target HC(S)12. Host PC connection to the BDM is by a USB A/B cable provided in the kit. The BDM connection to the Target HC(S)12 is with a 6 pin ribbon cable to the standard defined Freescale development port connector. The Target interface is powered by the Target board, the BDM will not provide target power.

The BDM operates with the Axiom AxIDE4 – HC12 version software. This software must be installed first to load the necessary USB drivers. Other IDE software may be applied that support the Axiom BDM connection.

Install the Software First

1. Do not connect the USB cable to the BDM until the software is installed.

2. Install the AxBDM support CD in the host PC and run the setup.exe program to install the software. The USB drivers will be located in the installation folder. Refer to the AxIDE4 Quick Start document provided with the development kit to install the AxIDE4 software.

3. Browse the HC12 support CD for additional documents, application notes, MCU device user manuals and examples. These support documents will not be installed automatically and must be copied.

4. Always connect the BDM to the Host PC first. Connect the Target with the Target powered OFF. Then apply the Target board power.

5. Connection to a Target is not required to apply AxIDE to edit and compile application software. BDM connection is required to LOAD or DEBUG the application on the Target. The Tools –Tester window allows monitor type commands to be performed or scripted. Verify connection to the target with the tester if Loading issues occur.

6. Contact support@axman.com by email for additional support. This is a new product and full support is still being developed. When contacting support, indicate target type and oscillator frequency to get quicker assistance.

The default installed target type list will probably need updated to support a new effort. Contact Axiom to get a new target added or refer to the AxIDE help to create a new Target.