

Quick Start Guide

Digi JumpStart Kit

- Embedded Linux
- Digi Connect ME 9210
- Digi Connect Wi-ME 9210



1 Welcome to your Digi product

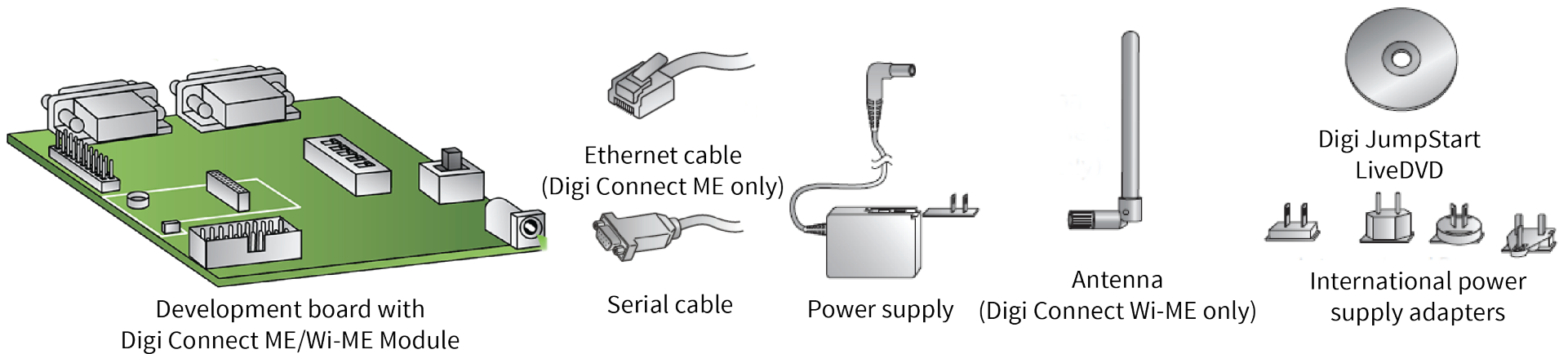
Get started: This guide helps you with initial product setup. Need more? Find additional product support at www.digi.com/support/ConnectMe-WiMe-9210. Or connect to the online documentation by scanning this code:



Digi Technical Support: Digi offers multiple support plans to help you get the most out of your product. For information on Technical Support plans and pricing, contact us at 877.912.3444 or visit www.digi.com/support.

Documentation Feedback: To provide feedback on this documentation, send your comments to techcomm@digi.com.

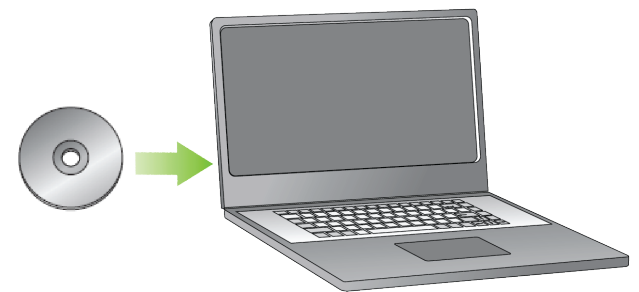
2 Verify your components



Verify that you have all included equipment. If any item is missing or damaged, contact your supplier.

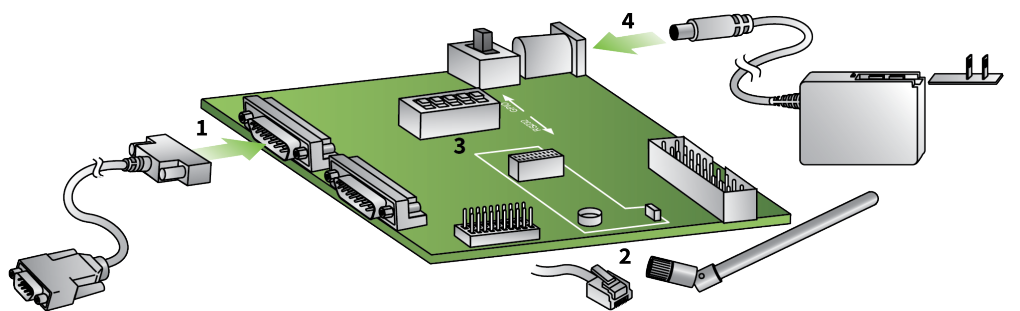
3 Install the software

1. Insert the LiveDVD. If autorun is enabled, the Welcome web page displays. If not, open the **docs/Software/Welcome/welcome.html** file on the LiveDVD.
2. Follow the instructions on the Welcome page to install the Digi Embedded Linux software.



4 Connect the hardware to the development board

1. Connect the serial cable to serial port 1.
2. Connect the Ethernet cable (Digi Connect ME) or antenna (Digi Connect Wi-ME).
3. Set I/O selection switches to GPIO. (See GPIO and RS232 markings on the board near the switch.)
4. Connect the power supply.



5 What's next?

1. Get started developing applications.
Building Your First Application is accessible from an icon on the desktop after you install Digi Embedded Linux.
2. Follow the instructions on the Welcome page of the LiveDVD to install the software.
3. Read the "Digi ESP online help," accessible from the Digi ESP menu **Help > Help Contents**, for information on kernel configuration, debugging, file transfers, firmware updates and more.

Features of Digi ESP

Digi ESP maintains multiple layouts of views, menus, and toolbars to help you complete tasks. These layouts are called perspectives. All perspectives are completely customizable and Digi ESP saves these changes for subsequent sessions.

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.

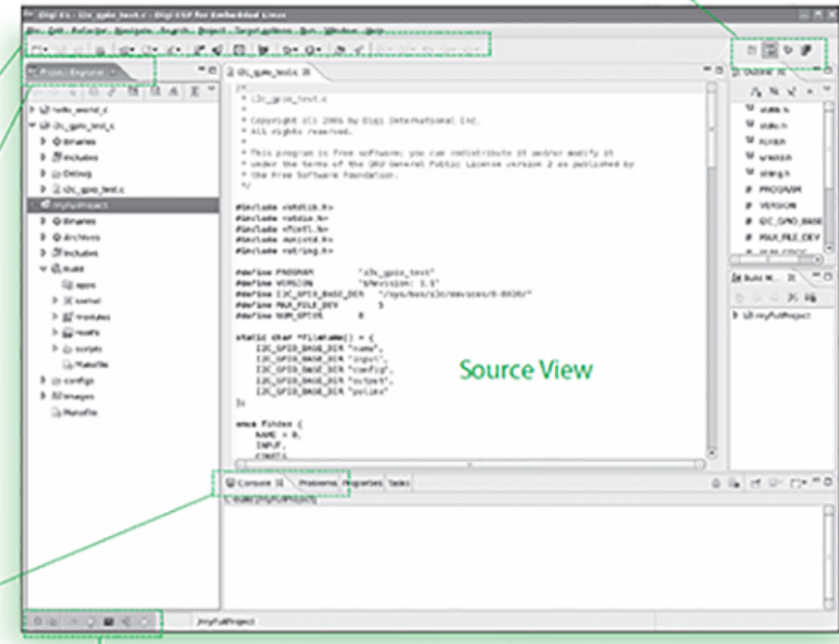


Console and Problems views



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.



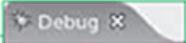
Welcome toolbar

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.

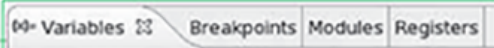
Debug perspective

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 registers.

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

Disassembly view



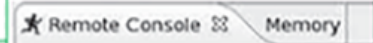
View and step into the disassembled program code.

Console view

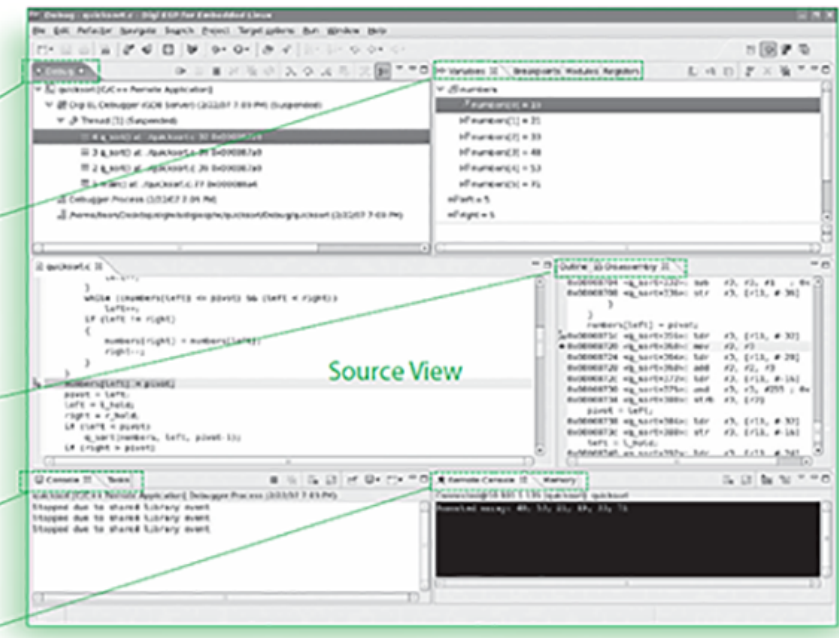


Shows the output of the GDB debugger and enables GDB commands to be entered.

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



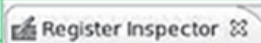
Create new configurations, get information about the target, reprogram the Flash memory, or reset the device remotely.

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

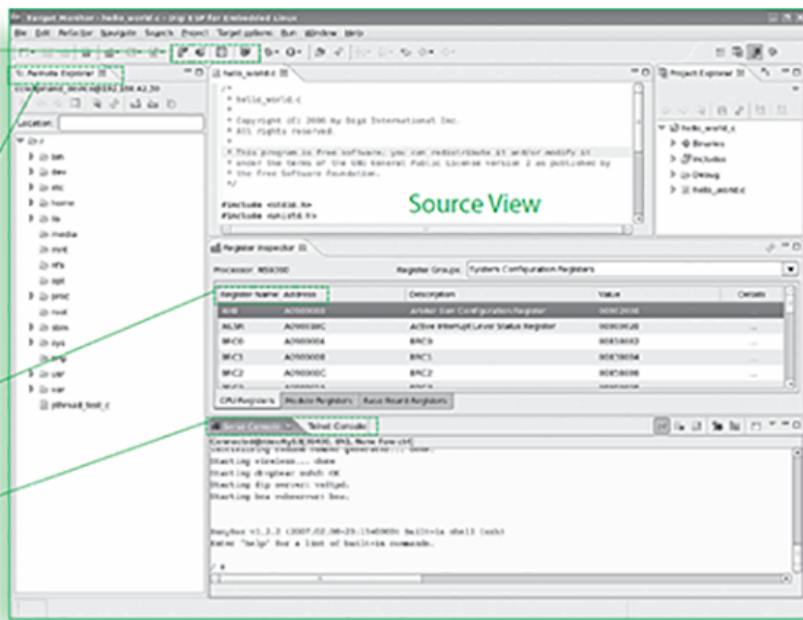


Monitor and edit the target's System-on-Chip (SoC) registers.

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.



6 Additional Information

Digi ESP includes multiple tutorials to help you build the application. Find more information by clicking the **Help > Welcome** menu. For assistance from the developer community, visit www.digi.com/forum.