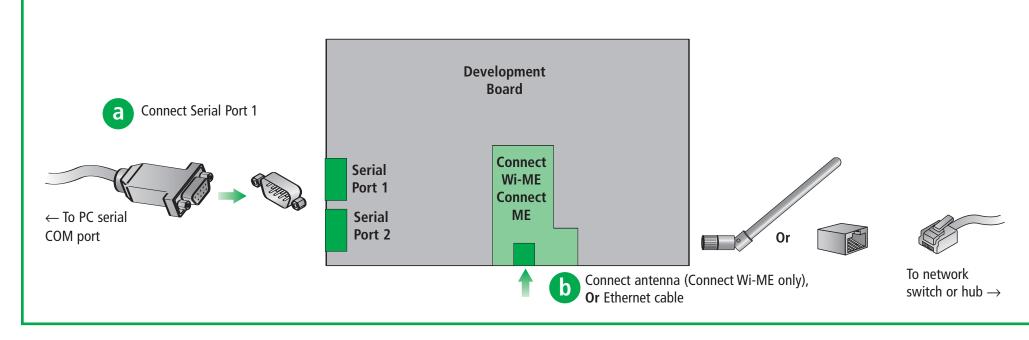


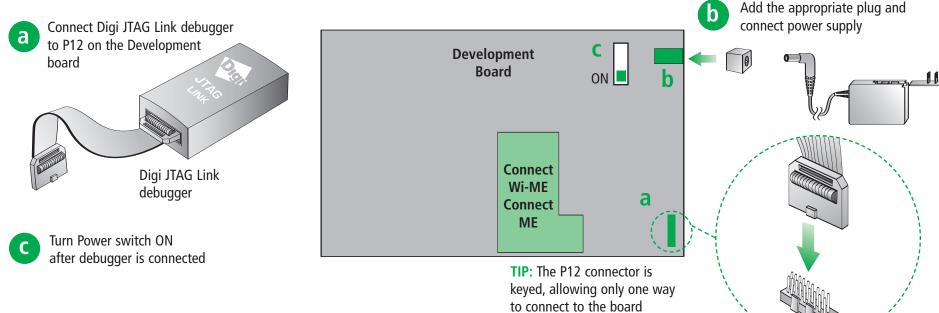


# 2 Connect hardware to development board



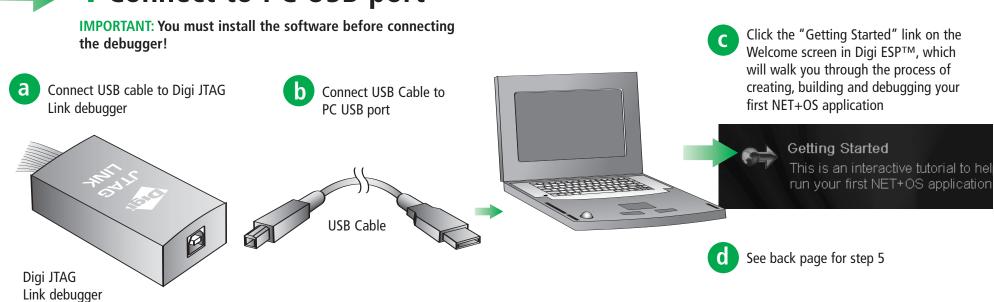


# **3** Connect debugger to module

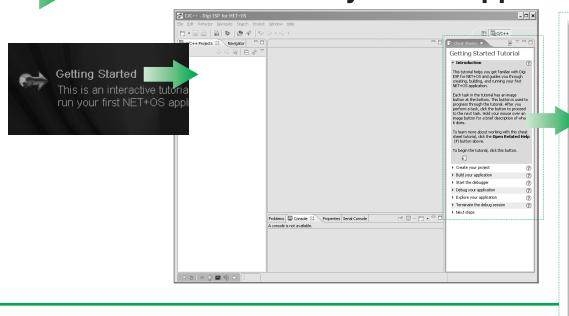




# **4** Connect to PC USB port



# 5 Get started with your 1st application



**Getting Started Tutorial Digi ESP**<sup>™</sup> guides you through these simple steps helping you to build your first application in minutes.

Next Step button completed a step to move onto the next step in the tutorial.

Help button Click here to open detailed help relating to this step in the tutorial.



## 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™ remembers the changes you make, so the next time you use the perspective, it stays just the way you like it.

**Debug perspective** Debugging views. Digi ESP™ automatically switches to the Debug perspective when you start to debug your application.

### C/C++ perspective

Development views. Create, develop, edit and build using the C/C++ perspective.

## Reference: C/C++ Perspective

### **Workbench 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

Build Debug New

based on the active perspective and items may be enabled or disabled based on the state of either the active view or editor.

© C/C++ Projects ⋈ Navig

## C/C++ Projects view -----

Displays your projects and files.

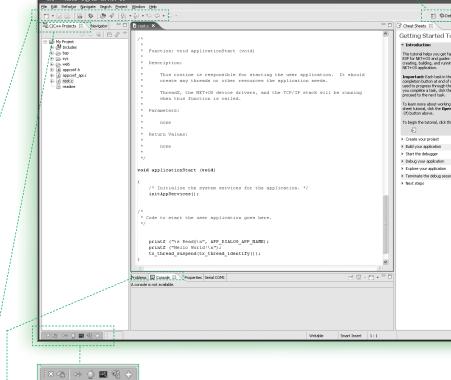
## Output and Console Views: ------ Problems Console X

**Problems tab** 

Look here for compile errors. Double-click on the errors to navigate to the location in your source code.

### Console tab

This view displays the complete compiler output.



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**Getting Started Tutorial** 

This tutorial helps you get familiar with Digi ESP for NET+OS and guides you through creating, building, and running your first

button at the bottom. This button is used to

to the next task. Hold your mouse over an image button for a brief description of what

To learn more about working with this cheat sheet tutorial, click the **Open Related Help** (?) button above.

To begin the tutorial, click this button.

progress through the tutorial. After you perform a task, click the button to proceed

Each task in the tutorial has an image

▼ Introduction

NET+OS application.

Next steps

 Create your project Build your application

 Start the debugger Debug your application

Explore your application

> Terminate the debug session

A mini version of the welcome screen. Use this toolbar to navigate just as you would use the welcome screen to find Getting Started tutorials, samples, and other helpful information.

# **Reference: Debug Perspective**

### Debug view ----- 🌣 Debug 🖾

Displays threads, thread status, and thread stack frames.

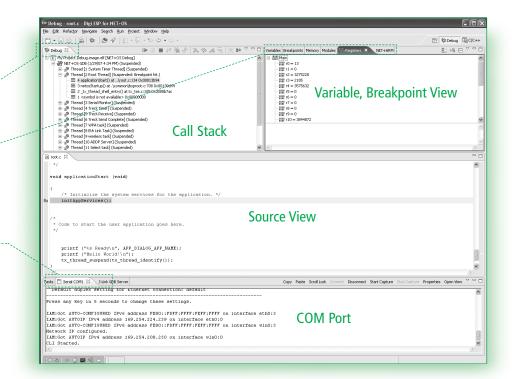
chip registers or inspect regions of memory.

Other debug views ----- Variables Breakpoints Memory Modules WWW Registers X NET+ARM View local and global variables, breakpoints, monitor and change Digi NET+ARM

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

- Tasks 🗖 Serial COM1 🛭 J-Link

This view is the serial data received on your serial console. This is the default console for standard I/O for your application.





## **Additional Information**

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



### Refer to the items below for additional information and assistance on developing NET+OS applications

- The product support web page: www.digiembedded.com/support
- The product support web forums: www.digiembedded.com/forums