



GW11008 JTAG-USB Programmer Operating Instructions

JTAG-USB Programmer with Linux

- Connect the GW11008 JTAG-USB Programmer to the JTAG header on an Avila or Cambria network processor using the attached ribbon cable.
- Power on the Avila or Cambria network processor.
- Connect the GW11008 JTAG-USB Programmer to a PC USB port using the supplied USB cable.
- Copy the Linux directory from the CDROM into a local directory on your x86 Linux machine. The tool prerequisites include the LIBC library.
- Run the JTAG program with the syntax shown below.

./jtag -p <filename> -u <filename> -v <filename>

Option	Operation
-p	Program Flash device using specified filename
-v	Verify Flash device using specified filename
-u	Upload Flash device using specified filename

Example 1: Program the Flash with SG06_16M.bin image.

./jtag -p SG06_16M.bin

Example 2: Program and verify Flash with SG06_16M.bin image.

./jtag -p SG06_16M.bin -v SG06_16M.BIN

JTAG-USB Programmer with Windows

- Insert CD and follow installation steps to add programmer icon to desktop.
- Connect the GW11008 JTAG-USB Programmer to the JTAG header on an Avila or Cambria network processor using the attached ribbon cable.
- Power on the Avila or Cambria network processor.
- Connect the GW11008 JTAG-USB Programmer to a PC USB port using the supplied USB cable.
- Double click on installed icon to open the application.
- Select any combination of program, verify, and upload.
- Select or specify the appropriate file names. BSP Images are installed by default in the C:\images directory.
- Select go. It will take a minute to see any activity. Depending on the image, a Program, Verify, or Upload operation can take up to ten minutes.

JTAG-USB Serial Console with Linux or Windows

The JTAG connector on all Avila and Cambria network processors includes a serial port. To access the serial port, click on the JTAG-USB icon for Windows or type **# ./jtag -w** on the Linux command line to properly initialize the JTAG-USB programmer before launching the terminal emulation program.