

The firmware for this product now utilizes the open source version created by pgo. You can find detailed documentation under the USBDM JM version sections.

- 1) Install Freescale’s CodeWarrior for HCS08, CodeWarrior HCS12, CodeWarrior for ColdFire, Codewarrior for DSC or the Eclipse version of Codewarrior on the host computer. Free versions can be found at <http://www.freescale.com/codewarrior/downloads>.
- 2) After CodeWarrior installation, insert the **WTUSBDM_CF_JM_CLD** cd and run the USBDM_4_12_x_Win.msi installation file. This will auto detect your Codewarrior installation and install the necessary files, device programmers and documentation.
- 3) From the CD, install the USB drivers by running one of the following files:
 - **USBDM_Drivers_x_x_x_WinXP_x32.msi** - Windows XP 32-bit
 - **USBDM_Drivers_x_x_x_WinXP_x64.msi** - Windows XP 64-bit
 - **USBDM_Drivers_x_x_x_Win_x32.msi** - Windows 7 or newer 32-bit
 - **USBDM_Drivers_x_x_x_Win_x64.msi** - Windows 7 or newer 64-bit
- 4) If required, carefully open the plastic enclosure and attach the required ribbon cable. The option highlighted in red is the default configuration.



Header	Target
P2	Coldfire V2, V3, V4
P3	HCS08/12, CF1 (default)
P4	ARM JTAG
P6	DSC / ONCE
P9	Serial interface

Note: The **WTUSBDM_CF_JM_CLD** is an electrostatic sensitive device and handling precautions should be observed.

- 5) After a few minutes, the drivers should be installed and then select “finish”.
- 6) Connect the **WTUSBDM_CF_JM_CLD** to the BDM program/debug header on the target PCB.
- 7) Create or open a project using Freescale's CodeWarrior tools.
- 8) Select the appropriate target as “TBDML”, “HCS08 Open Source BDM”, “Cfv1 Open Source BDM”, “CFV234”, “USBDM_Coldfire”, “USBDM ARM interface” or “USBDM_DSC” for a S12, S08, CF v1, CF v234, CF v7, Kinetis or DSC devices respectively. This can also be changed in the project manager window of most IDEs.
- 9) Create and compile the target firmware.
- 10) Launch the Debugger
- 11) When starting the debugger you will be presented with a dialog box dependent upon the device being used. After making your selections and closing this dialog box, debugging will proceed.

For additional detailed information: http://usbdm.sourceforge.net/USBDM_V4.12/USBDM_CF_JMxx/html/index.html

