Getting Started - Borland C++ V4.52 with Remote Debugger

If you have not already done so, go through the setup and operation procedures in the Flashlite 386Ex User's manual on page 11. Once the Flashlite 386Ex is connected to your system and you can successfully transfer files to it, you are ready to configure it as a target for remote debugging. Upload the 3 files on the Flashlite Remote Debugging diskette to drive B on the Flashlite. Connect a second terminal to the Flashlite with the null-modem cable supplied. The 10-pin connector goes to J6, COM1 on the Flashlite 386Ex with the green arrow at pin 1. Make sure the terminal is powered up and ready. Cycle power to the Flashlite. You should see the following message on the second terminal:

```
TD Remote Program Loader Version 4.6  Copyright © 1988, 1994 Borland Intl

Waiting for handshake (press Ctrl-Break to quit)
```

If you see this message, the Flashlite is properly configured for remote debugging. Load the Borland C++ CD-ROM in your PC and run the setup program.

After it is installed, start the C++ development environment by clicking
    Start,
    Programs,
    Borland C++ 4.52,
    Borland C++.

To open a development project for the Flashlite, click
    Project,
    New Project.
    Enter the following path and file name *\bc45\bin\dostest.ide*
    Click ***Platform*** and select ***DOS (Standard)***
    Click ***OK***

To enter a program, double click the ***dostest.cpp*** folder.
    Enter the following program:

```
/* Dostest.cpp - Hello, world x 3 */
#include <stdio.h>
int main ()
{
      printf ("Hello, World 1\n");
      printf ("Hello, World 2\n");
      printf ("Hello, World 3\n");
      return 0;
}
```

Compile and run the program locally by pressing the lightning bolt icon.

Save the program by clicking
    File,
    Save.

To load and test the program on the Flashlite, click
       Tools,
       Turbo Debugger,

In Turbo Debugger, click
       Files,
       Open,
       Session,
       Serial Remote,
       Click the Remote Link Port that is connected to your Flashlite.
       115,000 baud,
       Click ***OK***.
       Click ***Browse***,
       Go to the Files box and click the right side of the box for the scroll bar.
       Double click ***DOSTEST.CPP***
       Click ***OK***

Turbo Debugger will show the message:

       `Waiting for remote link`

And in a second or two:

       `Program out of date or missing on remote, send over link?`

Click ***Yes***. Messages will appear on the terminal indicating that the program is downloading. After the above message box disappears, click
       Run,
       Run.

You should see on the terminal:

       `Hello, World 1`
       `Hello, World 2`
       `Hello, World 3`

Click ***Run*** and ***Program Reset***. On the main screen, place the mouse cursor at the far left of the screen on the line that says:

       `printf ("Hello, World 2\n");`

Click the left mouse button once to set a breakpoint then click ***Run, Run***. The terminal should print:

       `Hello, World 1`

Borland C++ and the Remote Debugger are now configured and working. Consult the on-line help and reference documentation for more information.

To disable remote debugging on the Flashlite board, run your telecommunications program on your development system. Turn the Flashlite's power off, turn it on, and press Ctrl-C within one second. The Flashlite will respond with a welcome message and an **A:\>** prompt. Type:

```
A:\>noquiet
A:\>rename b:startup.bat b:startup.td
```

To re-enable remote debugging, rename **startup.td** to **startup.bat** and reboot the Flashlite.

The divide error or illegal instruction message sometimes shown on the terminal during a remote debugging run results from a known problem between the Flashlite and TDREMOTE. We are seeking a fix for the bug and it does not appear to affect the operation of TDREMOTE as configured.

Null Modem Cable Schematic