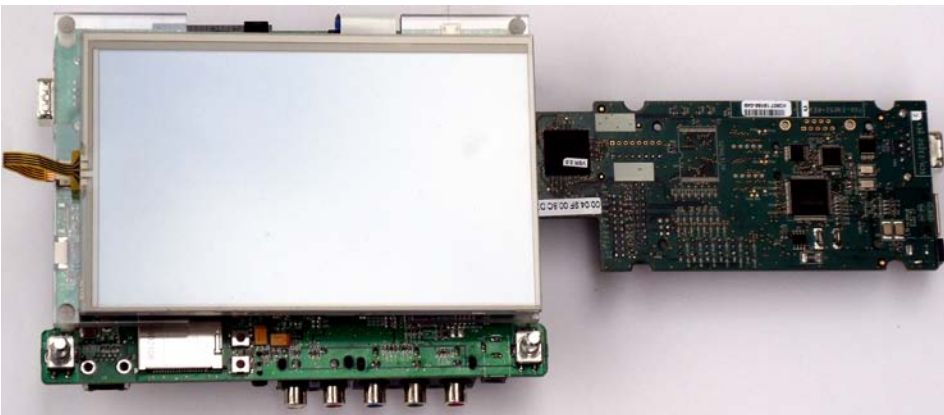

i.MX35 PDK Windows Embedded CE 6.0 Quick Start Guide



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Chapter 1

About the Boards

This chapter provides detailed information about the three boards (CPU, Debug, Personality) and identifies the locations of the connectors and switches.

1.1 About the 3-Stack Platform System

Freescall introduces the 3-Stack Platform System, which you use to develop multimedia and connectivity applications using the i.MX35 Applications Processor and the MC13892VL Audio and Power Management device.

The 3-Stack Platform System decreases the time between first development and final product release by providing you (as the system designer) with a near-to-final product design, which you can use as a development platform for software and hardware.

There are two Board Support Packages (BSP) for the 3-Stack Platform System, with one BSP for Windows® and one BSP for Linux operating systems. These BSPs contain drivers optimized for multimedia operations using the i.MX35 and MC13892VL devices.

Freescall's 3-Stack Platform System consists of three small boards: CPU, Debug, and Personality.

- A CPU board contains the i.MX35 CPU, memories and the MC13892VL Power Management IC (PMIC).
- A Debug board provides the debug interfaces (like JTAG), and also has a CPLD that implements an external Ethernet and serial controller for debug purposes.
- The Personality board implements the functionality of the 3-Stack board system, and contains hardware to demonstrate most of the i.MX35 chip. The Personality board can be modified to meet your specific requirements without the need to modify the other two boards (CPU, Debug). The Personality board was designed to support common multimedia applications, and has a 7-inch WVGA display, image sensor camera, FM receiver, SD Card connector, USB OTG, USB Host, ATA connector and TV-Out connector, as well as additional functionality, which is described in this document.

Table 1-1 describes the 3-Stack Platform in detail.

Table 1.1 3-Stack Platform Features

Item	Description
All boards	<ul style="list-style-type: none"> • Near to final product form-factor demonstration modules and working platforms. • Solid reference schematics that closely resemble final products to aid customers' designs.
CPU board	<ul style="list-style-type: none"> • i.MX35 ARM11™ Applications Processor • MC13892VL Atlas power management chip • 512 MB of NAND Flash Memory • 256 MB of 32 bit DDR2 SDRAM memory • 69.85 mm x 69.85 mm
Personality board	<ul style="list-style-type: none"> • Peripheral components • Interface connectors • 177.62 mm x 132 mm
Debug board	<ul style="list-style-type: none"> • Two RS-232 interfaces (only one is populated) • 10/100 Base-T Ethernet connector • Current measure connectors • 71.400 mm x 174.900 mm
Battery Support	+4.2 V 2400mAh Battery power supply and Battery Charging Function
LCD Display	7 inch TFTLCD display panel with touch panel and LED backlight
Camera Interface	Image sensor camera connector
Selectable Clock Sources	System clock source of 24MHz and audio clock source of 24.567MHz
Debug Port	RealView®-ICE debug support
Video and Audio Stereo	Stereo microphone jack, headphone and video jack, stereo and mono (ear piece) speaker terminals
GPS Connector	One connector to outboard GPS module (GPS module not included)
TV-In	TV IN decoder which support Y, Pr, Pb input
PC Card Expansion	SD card connectors, with card sense functionality (also supports the MMC and MS card).
Network Support	Two Ethernet jack connectors, one on personality board (for applications) and one on debug board (for debug purposes)
USB	<ul style="list-style-type: none"> • One USB OTG high-speed transceiver with micro-USB connector • One USB high-speed host transceiver, with standard USB host connector
ATA Support	ATA5-compliant controller with one 44-position dual row, 2mm header for small form-factor disk drivers and two CE-ATA connectors.
CAN BUS	<ul style="list-style-type: none"> • One DB9 connector for CAN bus and one 10-pin connector for CAN bus. • One 2mm connector for MLB signal.

Serial Port	One RS-232 interface with DB-9 connector, this is driven by UART channel internal to the MX35
Cables	<ul style="list-style-type: none"> • RS-232 standard serial cable • Shielded microUSB to type A male cable. • Ethernet straight thru cable
Power Supply	5.0V/5.0A universal power supply kit
Software	<ul style="list-style-type: none"> • Sample Windows Embedded CE 6.0 binary image from Freescale • Windows Embedded CE 6.0 BSP from Freescale
Application Development Tools	<ul style="list-style-type: none"> • Advanced Toolkit (ATK) software • Windows Embedded CE 6.0 180 days evaluation kit

1.2 CPU Board

Figures 1-1 and 1-2 illustrate the top and bottom of the CPU Board, respectively.

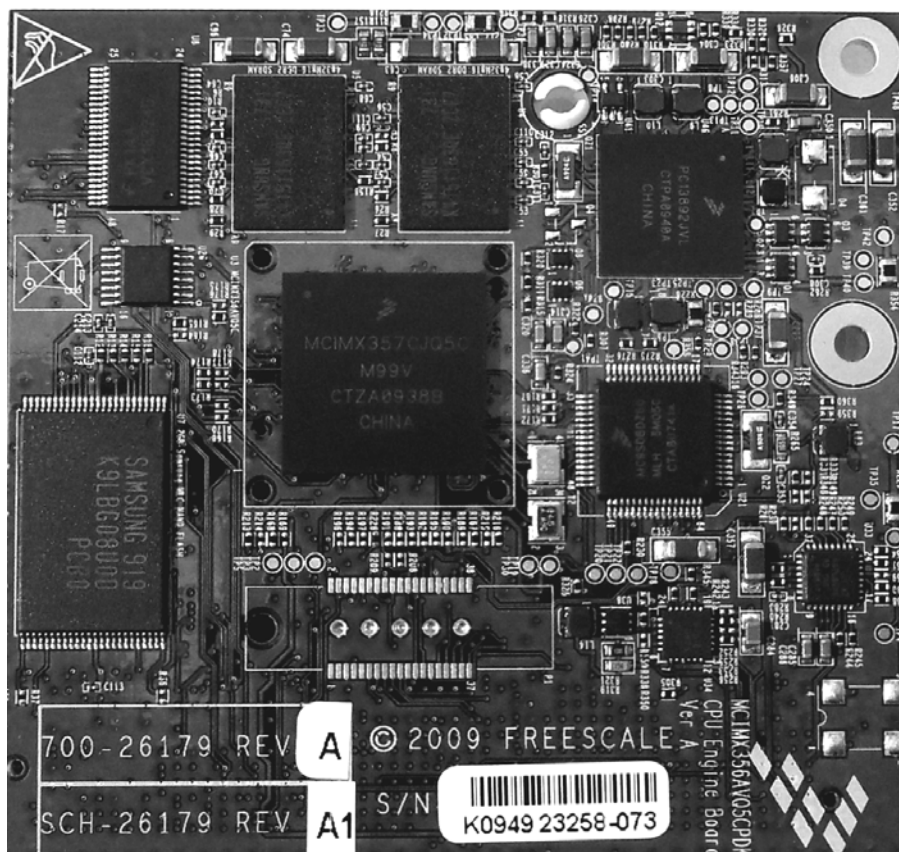


Figure 1-1 CPU Board, top

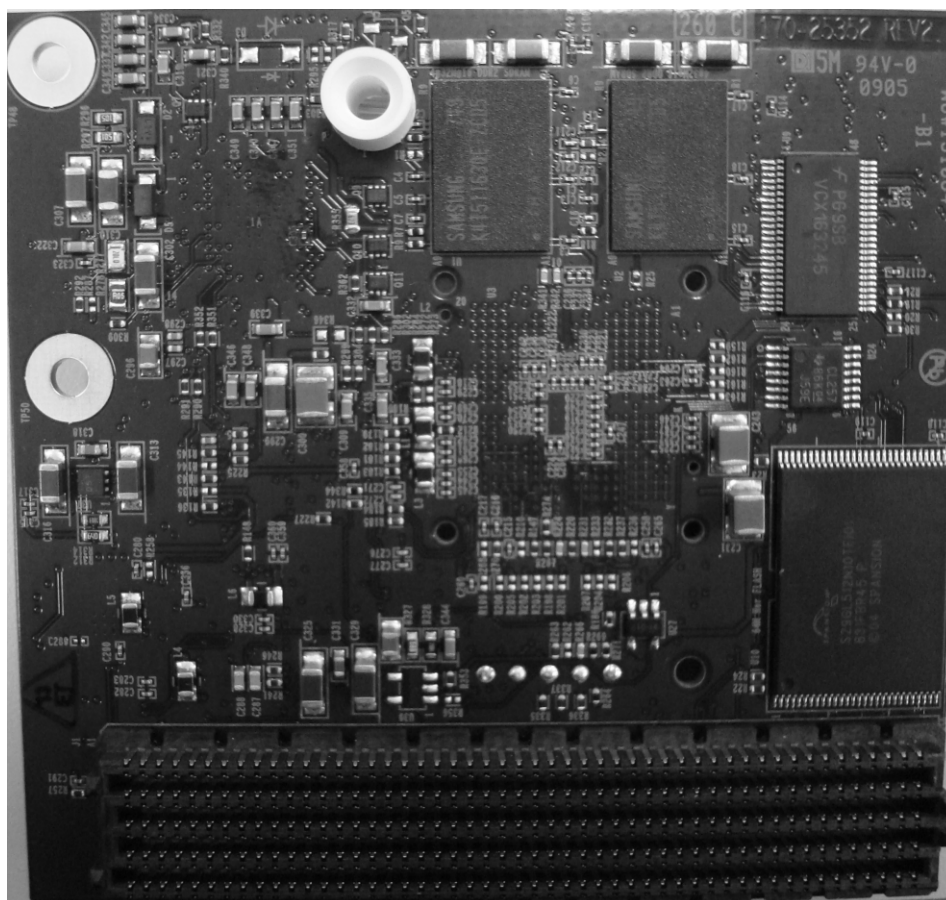


Figure 1-2 CPU Board, bottom

You use the J1 board-to-board connector (500 pins) to connect the CPU board to either of the other two boards:

- Connect the CPU board to a Personality board, for running demos (no Debug board is needed to run demos that do not use serial console commands.).
- Connect the CPU board to a Personality board, (and connect the Personality board to the Debug board) for developing software. The Personality board plugs into the other side of the Debug board.

1.3 Debug Board

Figures 1-3 and 1-4 illustrate the top and bottom of the CPU Board.

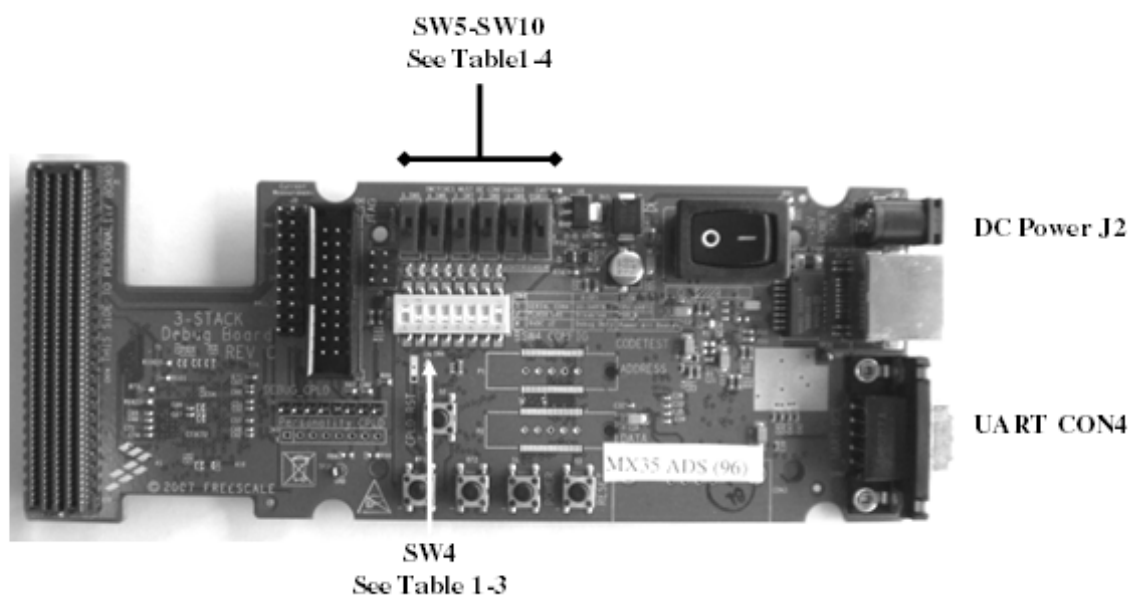


Figure 1-3 Debug Board, top view

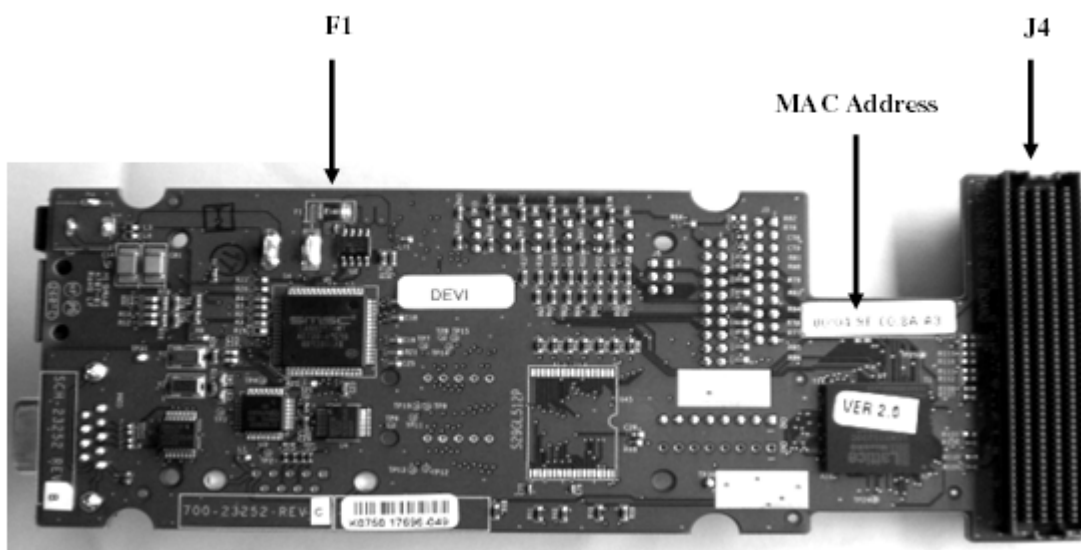


Figure 1-4 Debug Board, bottom view

Table 1.2 Debug Board Physical Features

Type	Physical Features
Switches	<ul style="list-style-type: none"> • S1: Power button • S2: Debug board reset button • S3: System reset switch • S4: Power-on switch • SW4: Enable switch
Connectors	<ul style="list-style-type: none"> • J1:10/100 Base-T Ethernet RJ45 connector • J2: 5.0V DC power connector • J3: Current measure connector • J4: 500-pin connector to CPU board • P1: WEIM Address measure connector • P2: WEIM Data measure connector • CN1: i.MX35 JTAG connector • CN2: Debug board CPLD JTAG connector • CN3: Personality board CPLD JTAG connector (Reserved) • CN74: 500-pin connector to Personality board • CON4: UART (DCE) DB9 female connector

LEDs	<ul style="list-style-type: none"> • D1–D8: LEDs for CPLD debug • D9: LED for debug board 3.3V power • D11: LED for DC power supply
Buttons	<ul style="list-style-type: none"> • BT1, BT2: Test buttons for CPLD
Fuse	<ul style="list-style-type: none"> • F1: Resettable Fuse

Table 1.3 Debug Board SW4 Switch

Switch	Setting	Effect
SW4-1 UART Port Select	ON	Selects serial port UART (DCE) CON4
SW4-8 Power Enable	ON	Power is supplied to all three boards.
	OFF	Power is only supplied to the Debug board.

Table 1.4 Boot Mode Setting (SW5-SW10)

Boot Mode Device	SW5	Boot4 SW6	Boot3 SW7	SW8	SW9	SW10
UART/USB bootloader	X	0	0	0	1	1
8-bit NAND Flash (2KB page) Ext	X	0	0	0	1	0

1.4 Personality Board

Figures 1-5 and 1-6 illustrate the top and bottom of the Personality board, respectively.



Figure 1-5 Personality Board, Top

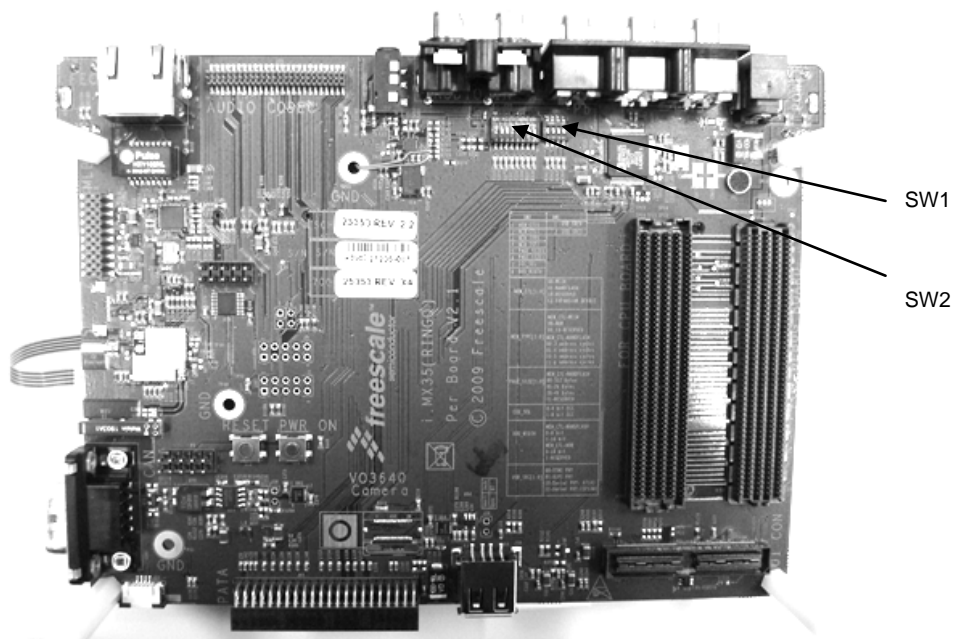


Figure 1-6 Personality Board, bottom

Table 1.5 Personality Board Physical Features

Type	Physical Feature
Switches	SW1 and SW2: Boot config switches
Connectors	<ul style="list-style-type: none"> • CN14 CMOS module connector • CN19 GPS module connector • CN77 CE-ATA module connector • CON1 CAN connector • J4 User interface connector • J10 USB OTG micro-AB connector • J12 Power supply connector • J14 CPT 7" WVGA LCD connector • J16 FEC connector • J18 Type A high speed USB connector • J20 Audio input connector • J21 TV Y, Pr, Pb input connector • J22 Touch screen connector • J23 Touch panel connector • J41 P-ATA module connector • J73 500 pin connector for connecting the Debug board • J78 500 pin connector for connecting the CPU board • J79 Audio codec connector • J80 Headphone connector • P2 CAN bus connector • P3 MLB module connector • P4 I2C connector • P5 SD card slot for MMC, SD and MS
Battery	BT1: Coin cell battery
Fuse	F1: Resettable fuse
Buttons	<ul style="list-style-type: none"> • S13 RESET Button • S14 Power ON button

Table 1.6 Personality Boot Mode Switches

Boot Mode Device	SW1	SW2
UART/USB Bootstrap	All OFF	IGNORED
NAND Flash	All OFF	1, 4, 5 and 6 ON the rest OFF
SD/MMC	All OFF	1 and 2 ON the rest OFF
NOR	All OFF	All OFF

Chapter 2

Getting Started

2.1 Development Kit Content

Figure 2-1 illustrates the components of the i.MX35 PDK development kit. Table 2.1 describes the kit content.

Verify that all the items are contained in the package. Remove the three boards from their anti-static bags and check the boards for any visible damage.

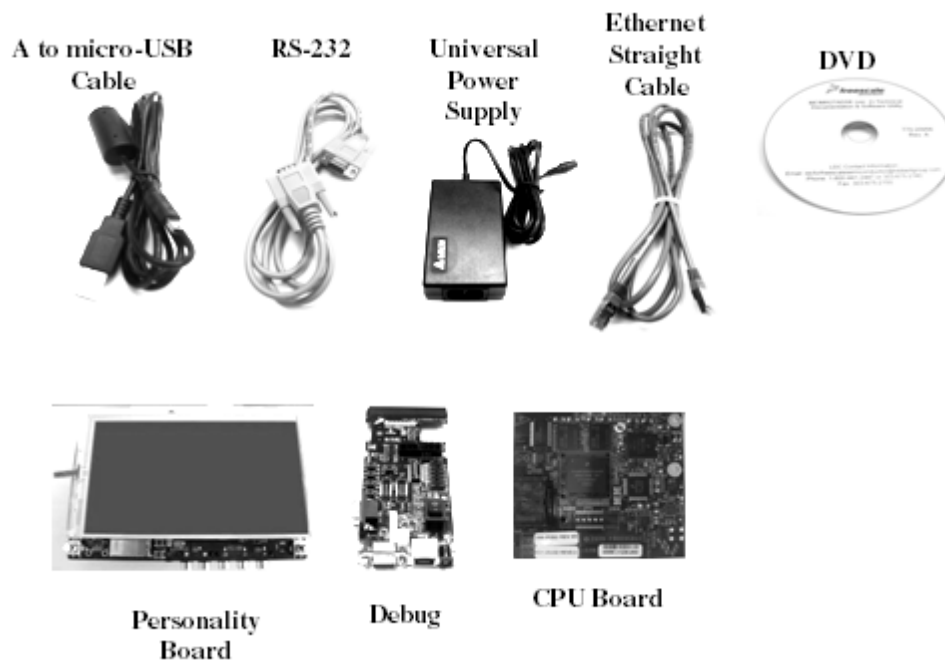


Figure 2-1 PDK Components

Table 2. Development Kit Content

Item	Description
Boards	<ul style="list-style-type: none">• CPU board• Debug board• Personality board
Cables	<ul style="list-style-type: none">• RS-232 serial cable• Ethernet straight cable• Shielded microUSB to type A male cable
Power Supply	5.0V/5.0A universal power supply kit
Paperwork	<ul style="list-style-type: none">• DVD: Content• End-User License Agreement• Quick Start Guide (this document)• Warranty card• Freescale Support card• DVD: Windows Embedded CE 6.0 180 days evaluation kit

2.2 Development PC Requirements

To develop applications using the 3-Stack development kit, you need a PC with the options described in Table 2.3.

Table 2.3 Development PC Requirements

Type	Requirement
Operating System	Windows XP Professional with Service Pack 1 or Windows 2000 Professional with Service Pack 4
Network	Internet access
Software Tools	<ul style="list-style-type: none">• Microsoft .NET Framework, version 1.1

PC HW	<ul style="list-style-type: none"> • 933 MHz Pentium II or later processor; • 2 GHz processor recommended • 512 MB of RAM; • 1 GB recommended • 1 GB of available space required on system drive • 18 GB of available hard-disk space • DVD ROM drive • 1024x768 or higher resolution display with 256 colors
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Chapter 3

Building the Platform

This chapter explains how to connect the three types of 3-Stack boards (Debug, Personality, CPU) together, to make either a development platform (Personality board + CPU board + Debug board), or a demonstration platform (Personality board + CPU) (Personality board + CPU board), and how to connect the 3-Stack platform to your PC. See Figure 3-1.

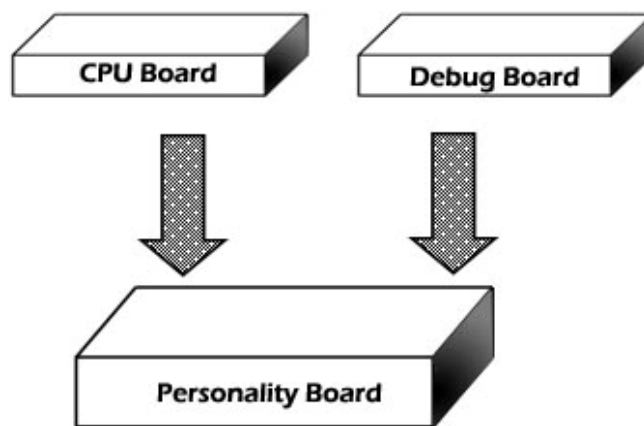


Figure 3-1 3-Stack Platform Configuration

The maximum allowable angle for connecting the three types of 3-Stack boards is 10 degrees, to avoid damages in the connectors, as shown in Figure 3.2.

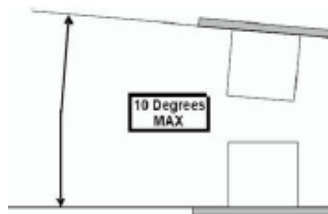


Figure 3-2 Maximum Angle of 10 Degrees

The three 3-Stack boards in your development kit may already be assembled. If the three boards are already assembled, review the procedures in the following sections, and be sure to configure the Debug board appropriately.

- To build a development platform, follow the procedures in “Build a Development Platform: Assemble 3 Boards” on page 16.
- To build a demonstration platform, follow the procedures in “Build a Demo Platform: Assemble 2 Boards” on page 20. Figure 3-2 illustrates the maximum angle at which the boards can be separated.

3.1 Building a Development Platform: Assemble 3 Boards

This section explains how to connect the Personality, Debug, and CPU boards.

3.1.1 Connect Personality Board to Debug Board

The Personality board connects to the Debug board using a 500-pin connector. The connector is keyed to avoid misconnection, so there is only one way to connect these boards. Connect the Personality board to the Debug board (Figure 3-3). For additional information, see: <http://samtec.com/ftppub/TESTRPT/tc076--1254reportrev3.pdf>.

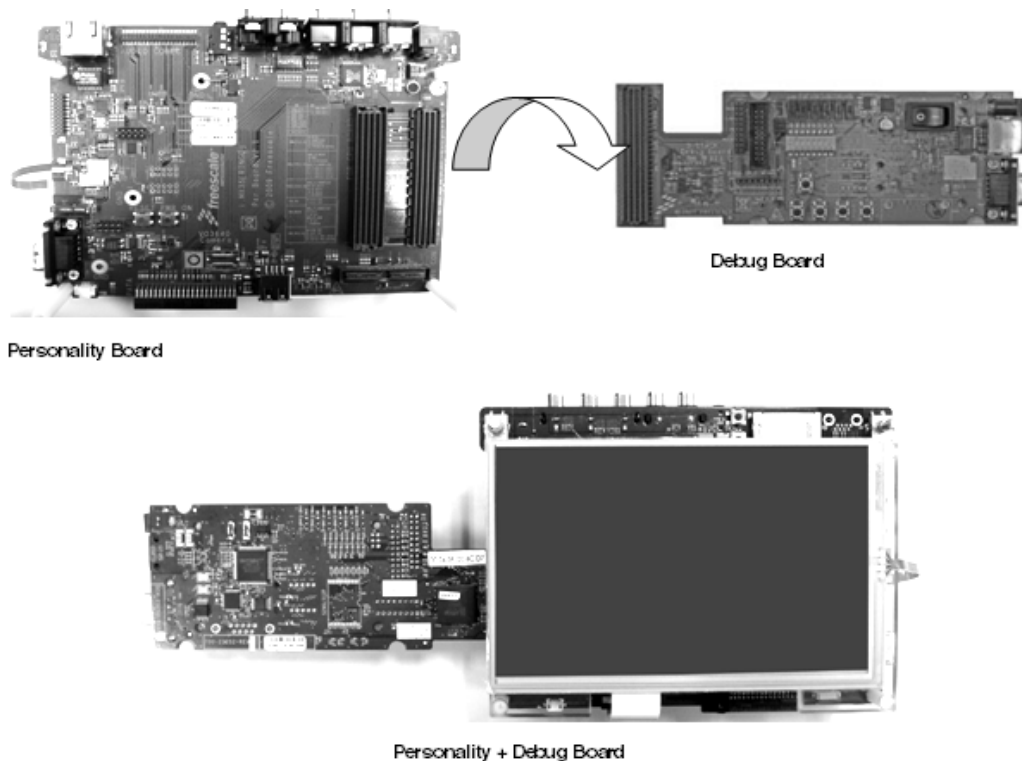


Figure 3-3 Connecting the Personality Board to the Debug Board

3.1.2 Connect CPU Board to Personality Board

After connecting the Personality board to the Debug board, connect the CPU board to the underside of the Personality board.

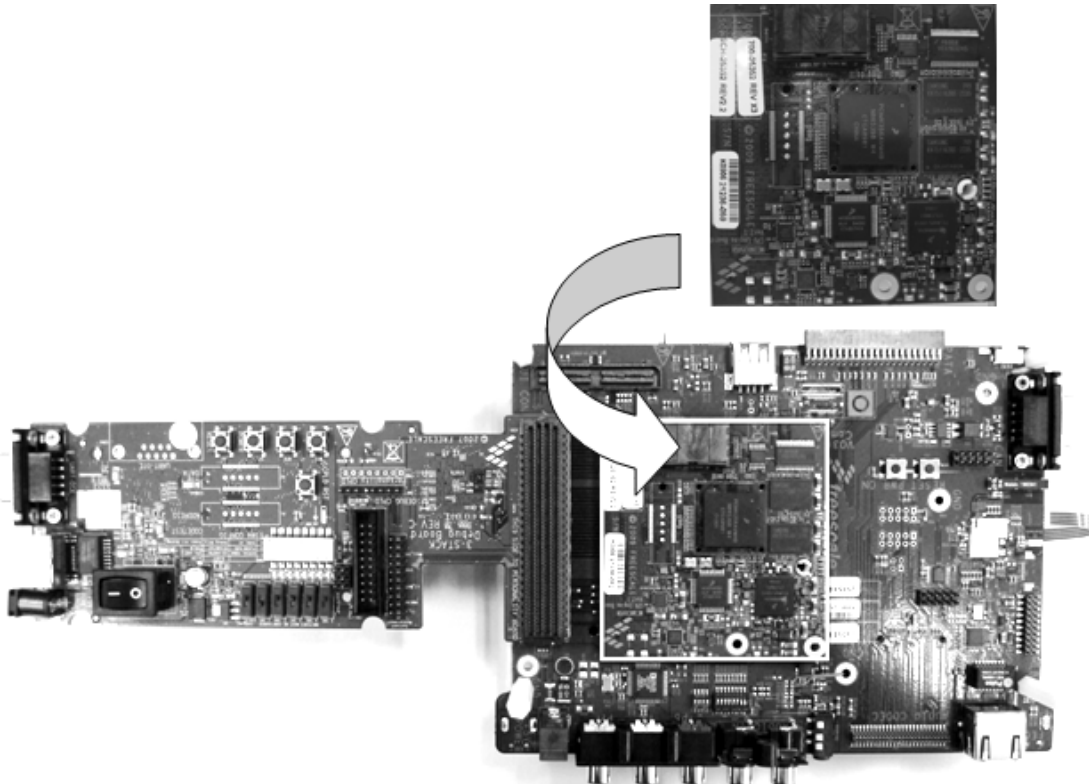


Figure 3-4 Connecting the CPU Board to the Personality Board

3.2 Connect Development Platform to PC; Run Preloaded Image

Figure 3-5 illustrates the components and locations for the steps that follow.

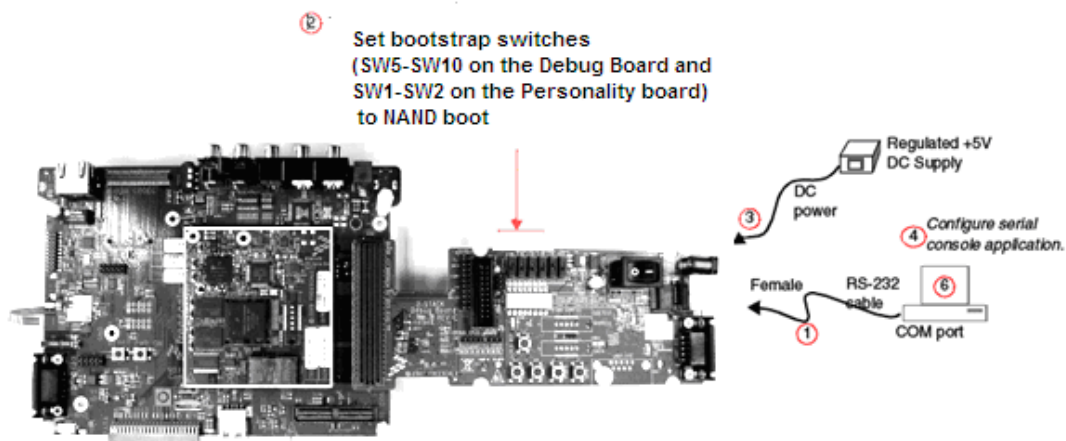


Figure 3-5 Connecting the Platform to the PC

To connect the 3-Stack platform to your host PC, use these steps:

1. Connect one end of an RS-232 serial cable (included in the kit) to a serial port connector (CON4) on the Debug board and connect the other end to a COM port on the host PC.
 - Configure SW4-1 to ON.
 - Make sure that SW4-8 is ON, to supply power to all three boards.
 - Configure SW4-2 to OFF.
2. Confirm that the Bootstrap switches (SW5-SW10 on the Debug Board and SW1-SW2 on the Personality board) are set for NAND boot. See Table 3.1 and Table 3.2.

Table 3.1 Boot Mode Setting

Boot Mode Device	SW5	SW6	SW7	SW8	SW9	SW10
UART/USB bootloader	X	0	0	0	1	1
8-bit NAND Flash(2KB page) Ext	X	0	0	0	1	0

Table 3.2 Personality Board Boot Mode Setting

Boot Mode Device	SW1	SW2
UART/USB Bootstrap	All OFF	IGNORED
NAND Flash	All OFF	1, 4, 5 and 6 ON the rest OFF
SD/MMC	All OFF	1 and 2 ON the rest OFF
NOR	All OFF	All OFF

3. Connect the regulated 5V power supply to the appropriate power adapter. Plug the power adapter into an electrical outlet and the 5V line connector into the J2 (5V POWER JACK) connector on the Debug board. See Figure 3-5.
4. Start a serial console application on your host PC with the following configuration:

Table 3.3 Serial Console Configuration

Baud Rate	115200
Data Bits	8
Parity	None
Stop Bits	1
Flow Control	None

5. On the Debug board, switch the power switch (S4) to 1.

The OS image pre-loaded in the 3-Stack board will boot and the debug messages from the bootloader should now appear on the serial console application on your PC.

3.3 Building a Demo Platform: Assemble Two Boards

To make a demonstration platform, connect the CPU board directly to the Personality board using the 500-pin connector; the Debug board is not used. After connecting the boards, run the preloaded demo.

NOTE

If your system is already configured as a development platform (using all three boards), disconnect the Debug board from the Personality board.

The connector is keyed to avoid a misconnection, so there is only one method for connecting the CPU board to the Personality board.

Use these steps:

1. Connect the regulated 5V power supply to the appropriate power adapter.
2. Plug the 5V line into the J12 (5V POWER JACK) connector on the Personality board.
See Figure 3-6.

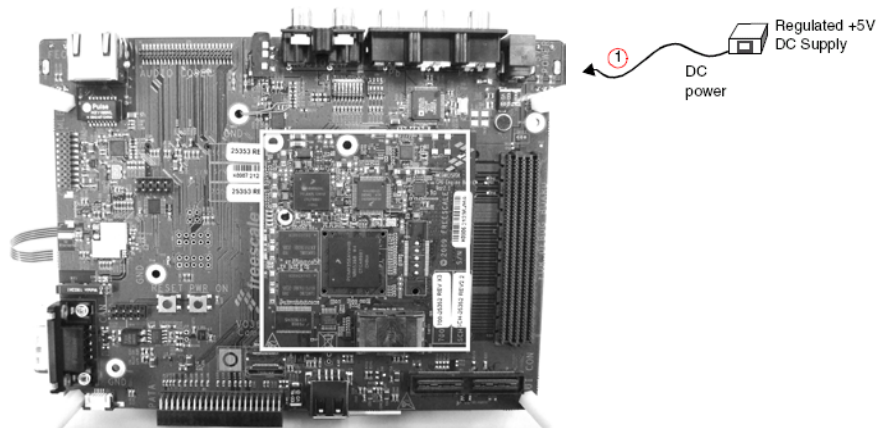


Figure 3-6

**Connecting the Power Supply to
the Personality Board**

The OS image pre-loaded in the 3-Stack should boot and the Windows Embedded CE 6.0 operating system should appear at the Personality board's LCD display.

Chapter 4

Using the Demo Image

This chapter explains how to use the touch panel and stylus to load the multimedia content to the 3-Stack board, using the provided demo image.

4.1 Multimedia Codecs Content

The Windows Embedded CE 6.0 Demo Images contain a set of multimedia codecs that support various use cases. These codecs are optimized to run on the i.MX35 platform.

See the Demo Image Readme document, provided with the demo image, for a full list of the codecs provided.

For more information about the multimedia codecs, or to obtain evaluation copies, please contact a Freescale sales representative or distributor.

4.2 Touch Pad Calibration Tool

After you have assembled the 3-Stack board and powered it up, the Windows Embedded CE 6.0 image that was loaded to the board will boot up. The first image you will see is the touch pad calibration tool, which displays a cross in the center, as shown in the partial screen image in Figure 4-1.

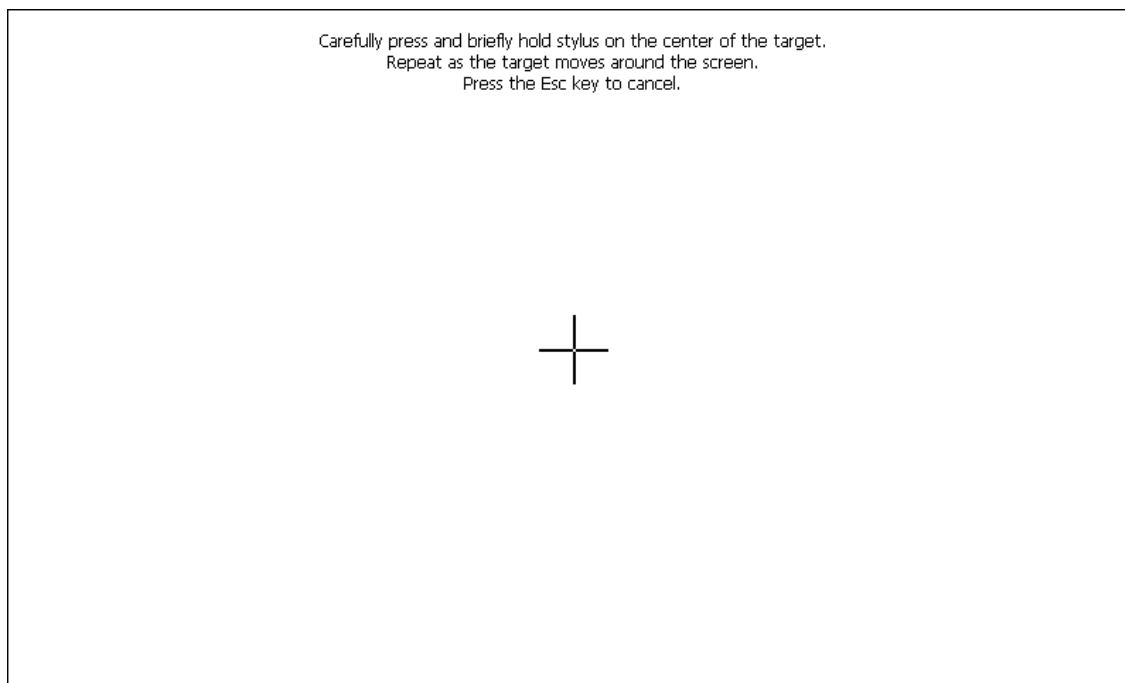


Figure 4-1 Touch Pad Calibration Tool

To calibrate the Touch Panel, use these steps:

1. Using the stylus pen, click on the cross.

The cross will move to the four corners of the screen. If the calibration error is too large, the program will reset and the process will have to be repeated. When the touch panel calibration is successful, the following message is displayed:

Carefully press and briefly hold stylus on the center of the target.
Repeat as the target moves around the screen.
Press the Esc key to cancel.

2. Tap with the stylus pen in any part of the screen.

The Windows CE desktop is displayed (Figure 4-2.)

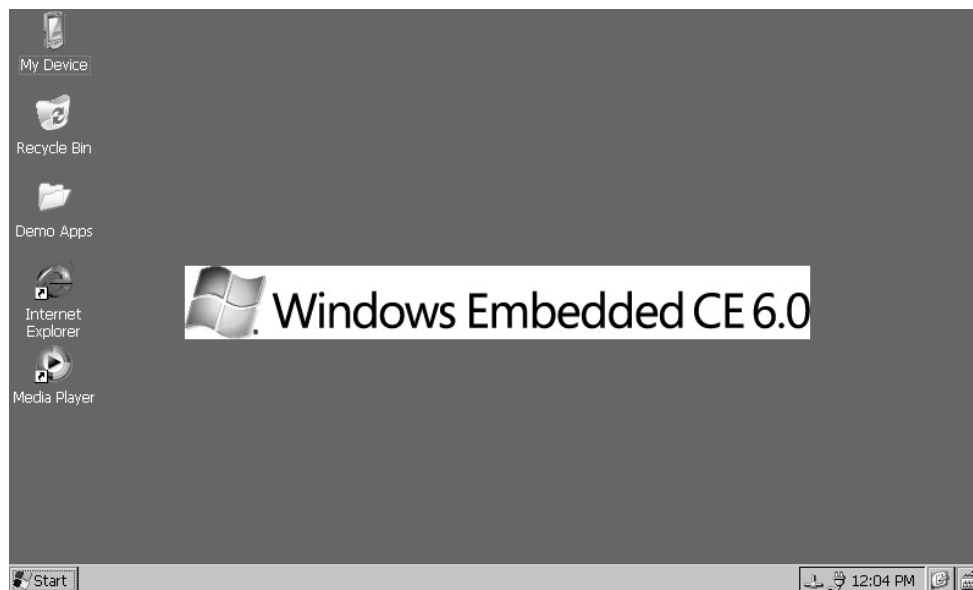


Figure 4-2 Windows Embedded CE Desktop

4.3 Downloading Multimedia to the 3-Stack Board

There are three ways to load multimedia content to the 3-Stack board using the Windows Embedded CE 6.0 image provided:

- Using Active Sync
- Using an SD Card
- Using a USB Card

4.4 Using Active Sync

Active Sync is a very useful tool to use with a Windows Embedded CE 6.0 device. To obtain the Active Sync download and instructions, go to:

<http://www.microsoft.com/windowsmobile/activesync/activesync45.mspx/>

Once Active Sync is installed, you can set up communication between your host PC and the 3-Stack board.

To establish a communication between the Host PC and the 3-Stack board, follow these steps:

1. Make sure that the 3-Stack board is ON and running the Windows Embedded CE 6.0 image.
2. Make sure that Active Sync is running on your host PC (the Active Sync icon should appear gray on the Windows task bar).

3. Use the A to micro AB USB cable provided in your kit and connect the micro AB end to the J10 USB OTG connector on the Personality board, then connect the other end to the any available USB port on your Host PC.

Windows will recognize the 3-Stack board as a Windows Embedded CE 6.0 Device and the Active Sync wizard will appear on the Host PC (Figure 4-3).



Figure 4-3 Setting Up a Partnership

4. Select **Yes**, and then click **Next**. The Select Synchronization Settings options are displayed (Figure 4-4).

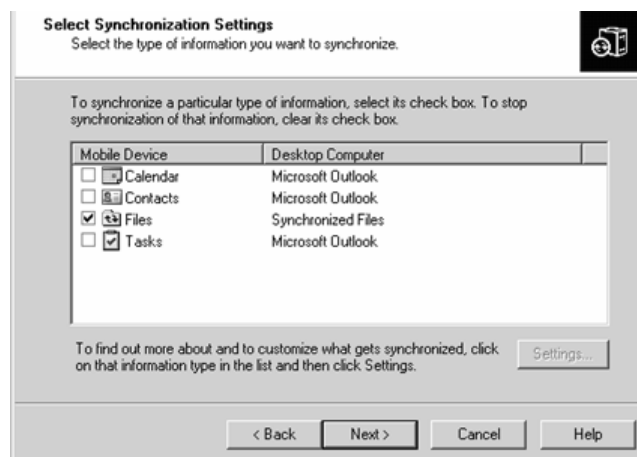


Figure 4-4 Selecting Synchronization Options

Active Sync establishes communications with the 3-Stack board, and the Active Sync screen displays the connection status (Figure 4-5).

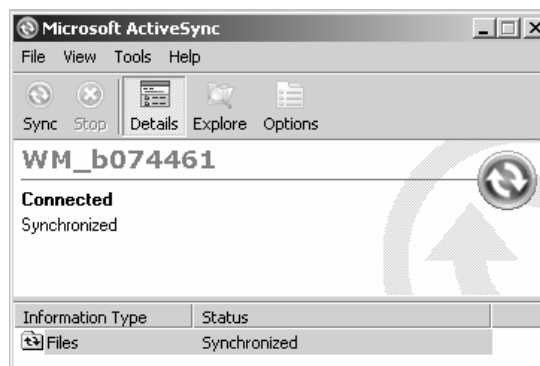


Figure 4-5 Viewing the Connection Status

To browse the Mobile Device (3-Stack) folders, click on the Explore icon of the Active Sync window.

A new Windows Explorer window for your Mobile Device opens on the Host PC (Figure 4-6).

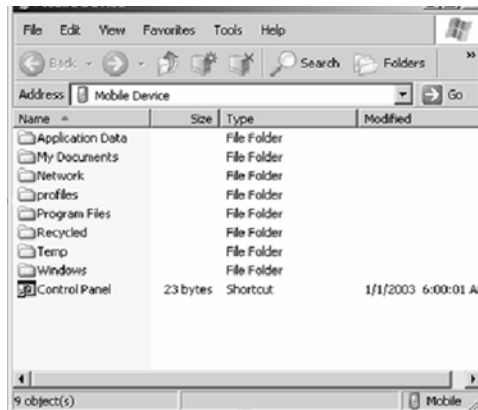


Figure 4-6 Windows Explorer for Mobile Device

To download a multimedia file, drag the file to the Mobile Device window.

The Active Sync will transfer the file to the board, display a message indicating that the file will be converted.

5. Click **OK**.

The download begins.

NOTE

For more information about the multimedia files supported by the Windows Embedded CE 6.0 image pre-loaded in the board, see the Demo Image Readme file included in the PDK documentation.

6. To access the files, double-click on the My Device icon in the Windows Embedded CE 6.0 desktop (on the 3-Stack board).

A Windows Explorer window displays the content you downloaded with Active Sync (Figure 4-7).

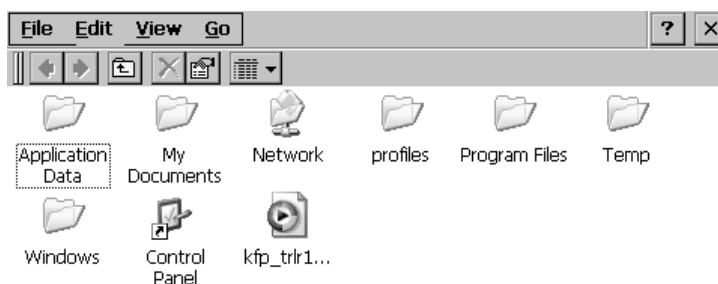


Figure 4-7 Downloaded Content

7. Plug the headphones to the J80 Audio/Video jack connector in the Personality board.
8. Double-click on your multimedia file.

The Media Player opens and plays the file.

4.5 Using an SD Card

If you have an SD Card with pictures or other multimedia content, you can use the 3-Stack Board to view its content.

To use the SD Card, follow these steps:

1. Ensure that the 3-Stack is powered and running the Windows Embedded CE 6.0 demo image.
2. Insert the SD Card in the MMC/SD Card slot, which is located in the upper part of the Personality board.

3. Click on the My Device icon located in the Windows Embedded CE 6.0 desktop.
A Windows Explorer window opens, displaying the SD Memory icon (Figure 4-8).

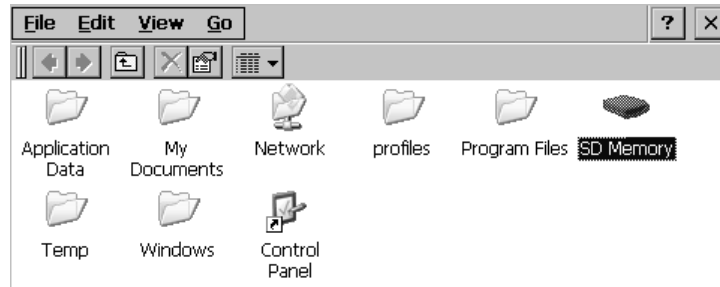


Figure 4-8 Viewing the SD Memory Icon

4. To access the SD Card content, double click-on the SD Memory icon.

4.6 Using a USB Memory Stick

You must have a USB micro AB-to-A female connector, for connecting the USB memory stick to the 3-Stack board.

To use the USB memory stick with the 3-Stack board, follow these steps:

1. Ensure that the 3-Stack is ON and running the Windows Embedded CE 6.0 demo image.
2. Connect the adapter to J18 USB Host connector on the Personality board, and connect the USB memory stick to the adapter.
3. Click on the My Device icon in the Windows Embedded CE 6.0 desktop.

A Windows Explorer window opens, displaying the Hard Disk icon (Figure 4-9).

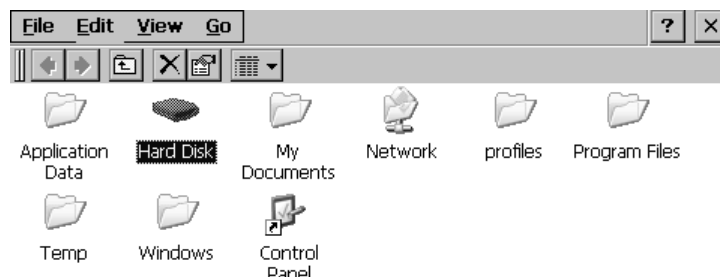


Figure 4-9 Viewing the Hard Disk Icon

4. Double-click the "Hard Disk" icon.

4.7 Running the Demo Applications

The Windows Embedded CE 6.0 image pre-loaded in the 3-Stack board has one application: The Rotate application enables you to switch the display from portrait to landscape.

To use the Rotate application, follow these steps:

1. At the Windows Embedded CE 6.0 desktop, double-click on the My Device icon at the top left corner.
2. A Windows Explorer window is displayed (Figure 4-10).

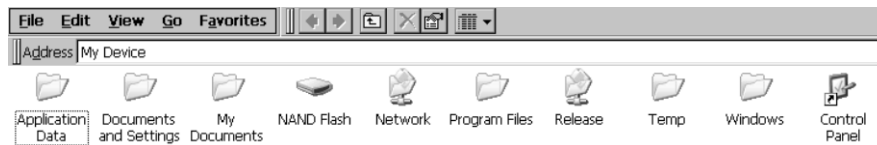


Figure 4-10 Opening Windows Explorer

3. Locate the Rotate icon and double-click on it (Figure 4-11).

A Windows Explorer window opens. Clicking on the Rotate program toggles the display.

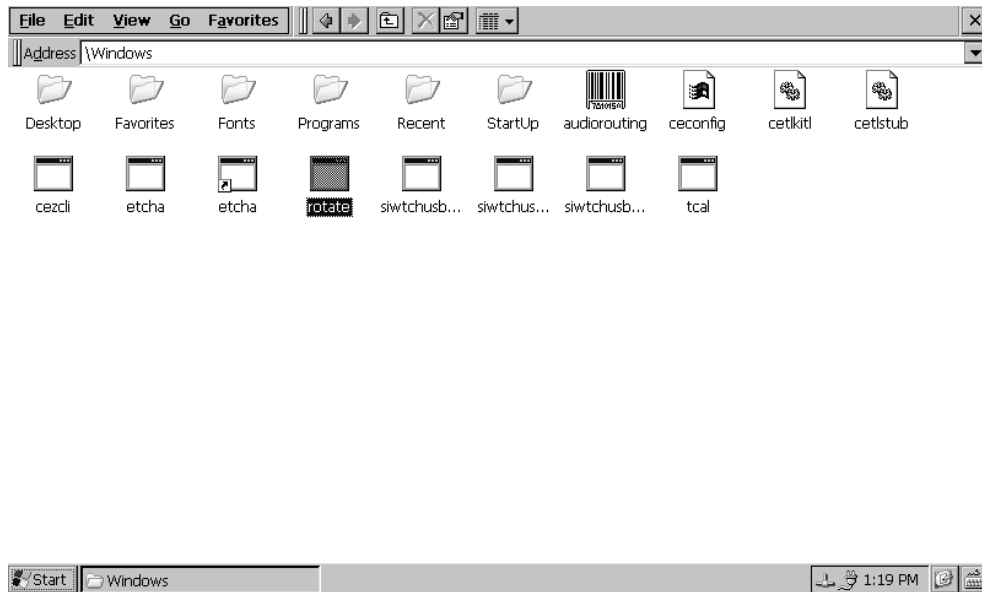


Figure 4-11 Rotate Icon

4. Double-click Rotate to switch to landscape.
5. To restore the portrait view, double-click the Rotate icon again.

Chapter 5

Ready to Begin Your Development?

If you are ready to develop new applications using the i.MX35 PDK, use the following documents to locate the information required for your development:

- i.MX35 PDK Hardware User's Guide provides all of the hardware information for the 3-Stack board, including the connectors, switches, options, and pins.
- i.MX35 PDK Windows Embedded CE 6.0 Release Notes provides the tools needed to use the PDK, including the driver availability and known errors.
- i.MX35 PDK Windows Embedded CE 6.0 User's Guide explains how to build and modify a Windows Embedded CE 6.0 image and deploy the image to the 3-Stack board.
- i.MX35 PDK Windows Embedded CE 6.0 Reference Manual provides detailed information about the Windows BSP drivers, including functional information, dependencies, and building options for each driver.
- i.MX35 PDK Windows Embedded CE 6.0 Hello World Application Note explains how to create a simple Hello World application using Microsoft Platform Builder 6.0.

For additional information, see the support information in your i.MX35 PDK package.

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