SEAL-EV-EL

SeaPAC R9-7R ARM9 Touchscreen Computer



Item# S96100-7R

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Introduction

The SeaPAC R9-7R is an application-ready platform for your next product design. The system is based on the 400MHz Atmel AT91SAM9G45 microcontroller boasting a 32-bit ARM[®] instruction set for maximum performance.

To provide the fastest time to market, the Windows CE 6.0 BSP binary and low-level drivers for system I/O are included. Additionally, the SeaPAC R9-7R software package is equipped with the Sealevel Talos I/O Framework, which offers a high-level object-oriented .NET Compact Framework (CF) device interface. This interface provides an I/O point abstraction layer with built-in support for the specific needs of analog and digital I/O such as gain control and debouncing.

The SeaPAC R9-7R is housed in a rugged enclosure suitable for panel mounting and is rated for a -30° C to $+70^{\circ}$ C operating temperature range. The SeaPAC R9-7R is powered from your 5VDC LPS source, or optional power supply adapter.

Features

- 7" WVGA 300 nit TFT LCD with LED backlight
- Durable resistive touchscreen
- Atmel AT91SAM9G45 ARM[®] Processor
- 128MB DDR2 RAM
- (1) 10/100 BaseT Ethernet
- (1) USB 2.0 Port (high retention)
- (1) USB Device Port (high retention for Debug)
- (2) Isolated RS-485 serial ports
- 5 VDC @ 1.5 A power input via COM A (RJ45) Port or Molex 2-pin connector
- Includes 110 VAC to 5 VDC @ 2.5 A wall mount power supply
- Power 7.5W Max
- Compatible with Windows Embedded CE 6.0 and Linux
- Panel mount NEMA 4 / IP65 rated bezel



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Regulatory

FCC STATEMENT



This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

EUROPEAN COMMUNITY

CE

This equipment has been evaluated or tested and found in compliance with the requirements of the following directives issued by the European Commission:

- Low Voltage Directive **2006/95/EC**
- EMC Directive 2004/108/EC
- RoHS Directive 2011/65/EU

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Before You Get Started

WHAT'S INCLUDED

The SeaPAC R9-7R is shipped with the following items. If any of these items are missing or damaged, please contact Sealevel for replacement.

- SeaPAC R9-7R ARM9 Touchscreen Computer with CE runtime image
- TR146 110 VAC to 5 VDC @ 2.5 A wall mount power supply
- CD with Talos .NET Framework, application samples, setup files, and documentation
- Microsoft[®] Windows[®] CE 6.0 Core license

ADVISORY CONVENTIONS



Warning - The highest level of importance used to stress a condition where damage could result to the product or the user could suffer serious injury.



Important- The middle level of importance used to highlight information that might not seem obvious or a situation that could cause the product to fail.



Note - The lowest level of importance used to provide background information, additional tips, or other non-critical facts that will not affect the use of the product.

IMPORTANT SAFETY INSTRUCTIONS

SAVE THIS MANUAL— It contains important safety and operating instructions for the installing and configuring the SeaPAC R9-7R system.



Prior to beginning the installation, carefully read, understand, and follow all related safety guidelines and documentation. This manual includes warnings, recommendations, and safety precautions that must be observed.

- Carefully follow all the installation instructions later in this manual.
- There are no user-serviceable parts in the SeaPAC R9-7R system. Do not disassemble the system. Contact the manufacturer if service or repair is required.
- Only technically qualified service personnel are permitted to install or service the equipment.
- Do not use auxiliary equipment not recommended by the manufacturer. To do so may result in a risk of fire, electric shock, or injury to persons.
- Do not operate the system if it has received a sharp blow, been dropped, or otherwise damaged in any way. Contact the manufacturer for a replacement.

OPTIONAL ITEMS

Depending upon your application, you are likely to find one or more of the following items useful with the SeaPAC R9-7. All items can be purchased from our website (<u>www.sealevel.com</u>) by calling our sales team at (864) 843-4343.

CABLES



Product Overview

SPECIFICATIONS

PROCESSOR

Atmel (AT91SAM9G45) — 400MHz RISC Processor 32KB Data Cache, 32KB Instruction Cache, Write Buffer Integrated Memory Management Unit (MMU)

MEMORY

128MB DDR2 RAM 256MB NAND Flash

DISPLAY

7" 300 nit TFT LCD with LED backlight 800 x 480 Resolution 16.7M Colors

TOUCHSCREEN

4-wire Resistive Touchscreen

BUS INTERFACES

10/100 BaseT Ethernet 1 USB Device Port (high retention) 1 USB 2.0 Port (high retention)

INDUSTRIAL I/O

Two Isolated RS-485 Ports

AUDIO

AC97 compatible Audio Codec with onboard speaker (WAV capable)

POWER

5 VDC Input 7.5 W Max (TR146: 5 VDC @ 2.5 A power adapter included)

Power can be applied either through the dedicated input power connector or conveniently via COM A connector (see Serial Communications section for details).



Use appropriately classified power supply marked Limited Power Source, or LPS. Follow local wiring codes and regulations that may apply.

PRODUCT VIEWS

FRONT



BACK



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Technical Description

MEMORY

The SeaPAC R9-7R is offered with128MB DDR2 RAM and 256MB NAND Flash.

ETHERNET

The SeaPAC R9-7R includes a 10/100 BaseT Ethernet interface accessed via the RJ45 connector located on the rear of the enclosure.



USB

The SeaPAC R9-7R provides one SeaLATCH USB 2.0 host port, and one USB device port. The USB ports are located on the back of the enclosure. The USB device port is considered a DEBUG (maintenance) port.

Connector:USB 2.0 Device PortManufacturer:SamtecDescription:Standard USB Type B (High Retension)



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DISPLAY AND TOUCHSCREEN

The SeaPAC R9-7R features a 300 nit 7" TFT 800x480 pixel LCD with LED backlight, and a durable 4-wire resistive touchscreen.

SERIAL COMMUNICATIONS

Connect to a variety of serial peripherals via the SeaPAC R9-7's serial ports. Two isolated RS-485 serial ports are provided, via RJ45 connectors, labeled "COM A" and "COM B" on the lower front panel of the unit.

RS485 interfaces are 2-Wire (Half-Duplex) with ECHO (capable of keeping the receiver always enabled and able to echo back bytes transmitted on the differential line)

COM A port includes terminals to supply power to the unit (see pinout table below)



Use appropriately classified Limited Power Source, or LPS. Follow local wiring codes and regulations that may apply.



Two RS-485 Serial Ports

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Connectors: Description: COM A and COM B RJ-45

Connector:RS-485 Expansion (RJ45)Description:RJ45 Socket, W/O LEDsMates with:Standard RJ45 Plug

Pin Signal

COM Port A

1	5VDC Source
2	GND_ISO1
3	5VDC Source
4	485-
5	Common (GND)
6	485+
7	Common (GND)
8	Common (GND)

COM Port B

1	No connect
2	GND_ISO2
3	No connect
4	485-
5	No connect
6	485+
7	No connect
8	No connect

Pin Signal



Assignments

Serial Port	Assignment
СОМ А	COM2 (USART1)
СОМ В	COM3 (USART2)

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Service button

A recessed service button is provided to reset the SeaPAC R9-7. A blunt non-conductive instrument may be used to press the button and assert a reset to the processor and peripherals.



Service Button

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Software

SEAPAC R9-7R QUICK START

Remove the contents from the box.

Insert the accompanying CD into your PC and run the installation program. This will install Talos Framework binaries, documentation, and examples on your PC (See Figure 1.)



Figure 1. Installation Wizard

After installation, the package can be found in Windows by clicking Start \rightarrow All Programs \rightarrow Sealevel Systems \rightarrow R9 Development.

The contents of the factory provided NAND Flash build will allow the SeaPAC R9-7R to run Windows CE 6.0 OS when power is applied to the board.



To avoid accidental damage, be sure to follow proper ESD procedures by grounding yourself and the board.

Use a standard USB device cable and connect the Type B connector to the SeaPAC R9-7. Connect the cable's Type A connector into the host PC. (See Figure 2.)





You are now ready to set up a USB communication interface between the host PC and the SeaPAC R9-7. Depending on which operating system you are using – Windows 7, Vista, or XP – the setup experience will vary.

WINDOWS DEVICE CENTER

If your host PC is running Windows Vista or later and you are connected to the Internet, then Windows Mobile Device Center software will install automatically. If you are not connected to the Internet but have obtained the Windows Mobile Device Center software manually, then running their setup will achieve the same result. (See Appendix A.)

After installation, a negotiation will begin between the PC and the SeaPAC R9-7R board and the device center connection screen will appear. (See Figure 3.)



Figure 3. Device Center Connected

Using your mouse, select "Connect without setting up your device". The idea is to explore the file system on the SeaPAC R9-7R without setting up synchronization with contacts, calendar, or e-mail. Now choose "File Management \rightarrow Browse the contents of your device" from the screen. (See Figure 4.)



Figure 4. Device Center File Management

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This action opens a standard Windows Explorer where the default file contents of the SeaPAC R9-7R can be read or written to. (See Figure 5.)



Figure 5. Contents of SeaPAC R9-7

WINDOWS ACTIVESYNC FOR XP

If your host PC is running Windows XP, ActiveSync is required to establish connection to the SeaPAC R9-7. ActiveSync differs from Windows Mobile Device Center in that having an internet connection will not establish an automatic download and installation. For installation procedures, refer to Microsoft's website. (See Appendix A). After installation, a negotiation will begin between the PC and the SeaPAC R9-7R board, and the "New Partnership" dialog will appear. (See Figure 6.)



Figure 6. ActiveSync New Partnership Dialog

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Using your mouse, select "No" and then select "Next". The ActiveSync main dialog will appear. Select the "Explore" icon. This action opens a standard Windows Explorer where the default file contents of the SeaPAC R9-7R can be read or written. (See Figure 7.)

🕲 Microsoft ActiveSync	
File View Tools Help	
🕥 Sync 🕒 Schedule 🔯 Explore	
Guest	
Connected	V
	Hide Details 🗙
Information Type Status	1

Figure 7. ActiveSync Main Dialog

CONNECTION COMPLETE

You are now ready to set up a complete development environment for building and debugging smart device applications and libraries. The next section guides you by example using Microsoft Visual Studio.

PROGRAMMING USING THE .NET COMPACT FRAMEWORK

APPLICATION DEVELOPMENT

INTRODUCTION

With .NET Compact Framework coupled with our Talos .NET Framework, C# and VB.NET programmers can develop powerful embedded applications on the SeaPAC R9-7R such as mobile, robotics, home automation, industrial, and a broad range of other embedded applications. The low cost of licensing for Windows 6.0 CE has created an ideal environment to develop a new generation of embedded products around the SeaPAC R9-7.

Our Talos Framework allows access to the more specific I/O sections of the SeaPAC R9-7R development board such as digital output points, CAN bus, and the serial ports. A complete list of the API documentation can be found either in Windows by clicking Start \rightarrow All Programs \rightarrow Sealevel Systems \rightarrow R9 Development \rightarrow Talos Documentation.html.

Writing .NET applications for the SeaPAC R9-7R is very similar to writing desktop or console applications for XP and Vista. The only difference is the amount of resources available. Because the memory footprint is smaller compared to a desktop computer, care should be taken where allocation of memory is concerned, such as large object creation.

REQUIREMENTS

- Visual Studio Professional 2005 or 2008
- .NET Compact Framework 3.5

GETTING STARTED

For this demonstration, we will construct a smart device console application using Visual C#. Start Visual Studio and select File \rightarrow New \rightarrow Project. A 'New Project' dialog will appear. Select a project type of Visual C# \rightarrow Smart Device. Select 'Smart Device Project' as the Template. Make sure the combo box has .NET Framework 3.5 selected. Type the name of the project. In this case, call it *HelloWorld*. (See Figure 8.)

New Project					? <mark>X</mark>
Project types:		Templates:		.NET Framework 3.5	
Visual C# Windows Web Smart Device Office Database Reporting Test WCF Workflow Other Languages Other Project Typ Test Projects	es	Visual Studio installed templates Smart Device Project My Templates Search Online Templates			
A project for Smart D	evice applications. Ch	oose target platform, Framework vers	ion, and template in the ne	t dialog box.	
Name:	HelloWorld				
Location:	C:\Projects			•	Browse
Solution Name:	HelloWorld		Create directory for sol	ution	
			Add to Source Control		
				ОК	Cancel

Figure 8. Visual Studio New Project Dialog

Click the "OK" button. The next configuration screen allows you to select the type of project you are creating. Select "Windows CE" for the target platform, .NET Compact Framework version 3.5 and select the "Console Application" icon for the template. (See Figure 9.)

anglet protection	Windo	ws CE		
NET Compact Framework vers	ion: .NET C	Compact Fran	mework Version 3.5	
Templates:				
Device Class Library Application	Console ppfication	Control Library	Empty Project	Description: A project for creating a .NET Compact Framework 3.5 non-graphical application for Windows CE Platform

Figure 9. Visual Studio Add Smart Device Dialog

©Sealevel Systems, Inc. SL9259 6/2015 Once you have selected all of the configuration options, click the "OK" button. You will now see a console application template called *HelloWorld* in Visual Studio. (See Figure 10.)

Preize Cati View Project Build Debug Data Tools .NET Reflector Test Analyze Window Help Windows CE Device Image: Solution HelpWorld (1 project) Solution HelpWorld (1 project) Image: Solution HelpWorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) Solution Treflow Yorld (1 project) Image: Solution Treflow Yorld (1 project) <	Children Martin Marca & Marca Paula		
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Solutin Field World V V X Solutin Held World (1 project) Solutin Held World (2 project) References References Solutin Signer Properties Solutin Signer	: Windows CE Device 🔹 💁 🖓 🗸		
<pre>Solutin HelloWorld [] project) Solutin HelloWorld [] project) Solutin HelloWorld [] args) Called Freences Program.cs Solutin HelloWorld [] args) Called Freences Called Freences Cal</pre>	Solution Explorer - HelloWorld + 4 X	Program.cs Start Page	→ ×
<pre>Call Solution Helloworkd U project)</pre>		😹 HelloWorld.Program 🔻 📓 Main(string[] args)	-
<pre>static void Main(string[] args) { static void Main(string[] args) { static void Main(string[] args) { static void Main(string[] args) { static void Main(string[] args) {</pre>	Solution Heiloword (1 project) Heiloword Weiloword Properties References Program.cs	<pre>Busing System; using System.ling; using System.Collections.Generic; Lusing System.Text;</pre>	•
<pre>class Program { static void Main(string[] args) () (</pre>		□ namespace HelloWorld	
Soluti Toolbox		<pre>class Program { static void Main(string[] args) { {</pre>	8
B Error List Dutput Results 1 History	👦 Soluti 👔 Team 😭 Proper 📯 Toolbox	۲. m	
Ready	🕞 Error List 🗐 Output 🔜 Find Results 1 🚱 Histo	ory	
	Ready		.4

Figure 10. Visual Studio Main Window

We can now add the references to the Talos Framework. Right click on the "References" and select the "Add Reference..." selection. (See Figure 11.)

🧼 HelloWorld - Microsoft Visual Studio	
File Edit View Project Build Debug D)ata Tools
9 - C 🔝 🖬 🖌 📓 🔜 🚰 - 🖼	• 🖉 • 🛱
🕴 Windows CE Device 🔹 🗐 🚛 🚺	a an 📮
Solution Explorer - Solution 'HelloWorl 👻 🗜 🗙	Program
	HelloW
Solution 'HelloWorld' (1 project)	Gusir
🚊 🖓 🚰 HelloWorld	lusir
🖽 🔤 Properties	usir
🖦 🗁 References	
- msco Add Reference	
Syste Add Web Reference	🗆 name
- System.Core	T {
System.Data	
System.Data.DataSetExtensions	
System.Xml	L E
- System.Xml.Ling	
Figure 11. Adding References to Pro	ject

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An 'Add Reference' dialog will appear. Click on the 'Browse' tab then search for the installed library path "C:\Program Files\Sealevel Systems\R9 Development\Assemblies". If you don't see a list of the R9 libraries as shown in Figure 12, then refer to the SeaPAC R9-7R QuickStart section for software installation details. While holding down the CTRL key, click on both "SLCorLib.dll" and "Talos.dll". Click the "OK" button. (See Figure 12.)

.NET Project	Browse	Recent		
Look in: 🌗	Assemblies	•	🌀 🤌 📂 🗄	
Name		Туре	Size	Product version
SLCorLib	.dll	Application extension	54 KB	1.3.0.1
🚳 Talos.dll		Application extension	27 KB	1.2.0.10
•		III		۲
File name:	"Talos dll" "	SI Corl ib dll"		•
FILER OF TUDE	Component		(e)	•

Figure 12. Core Library References

Both DLLs should appear in your "References" list. (See Figure 13.)



Figure 13. Verification of Added Library References

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Now that the Talos Framework has been referenced, you have access to all the I/O points exposed on the SeaPAC R9-7R device.

For this simple HelloWorld application, we will just echo the string "Hello World" in the console window. This can be accomplished by adding the following code to the automatically created Program::Main() method. This code will echo "Hello World" and then pause for 5 seconds.

```
static void Main(string[] args)
{
     Console.WriteLine("Hello World");
     System.Threading.Thread.Sleep(5000);
}
```

From Visual Studio's menu bar, select "Build \rightarrow Build HelloWorld". After the build process has completed select from the same menu bar, "Build \rightarrow Deploy HelloWorld". A "Deploy HelloWorld" dialog will appear for you to choose the appropriate target. Choose "Windows CE Device" then press the 'Deploy' button. (See Figure 14.)

Deploy HelloWorld	₽ <mark>x</mark>
Choose where to deploy your application.	Deploy
Device:	Cancel
Pocket PC 2003 Device Pocket PC 2003 SE Emulator Pocket PC 2003 SE Square Emulator Pocket PC 2003 SE Square VGA Emulator Pocket PC 2003 SE VGA Emulator USA Windows Mobile 5.0 Pocket PC R2 Emulator USA Windows Mobile 5.0 Pocket PC R2 Square Emulator USA Windows Mobile 5.0 Smartphone R2 QVGA Emulator Windows CE Device Windows Mobile 5.0 Pocket PC Device R2 Windows Mobile 5.0 Smartphone Device R2	
☑ Show me this dialog each time I deploy the application	

Figure 14. Choose Windows CE Device and Deploy

After the deployment phase, select "Debug->Start Without Debugging" from the Visual Studio menu bar. A console will appear to display the "Hello World" message. After 5 seconds, the window will automatically close.

Examples can be found from the installation directory under '..\R9 Development\Samples\C#' and '..\R9 Development\Samples\VB.NET'.

APPLICATION DEBUGGING

INTRODUCTION

This guide details the process of debugging an application developed for the SeaPAC R9-7R embedded IO system. The SeaPAC R9-7R development platform easily integrates into standard Microsoft development tools to make the debugging process extremely easy. The following sections detail the requirements to begin debugging an application on Microsoft Windows 7, Vista, or XP.

REQUIREMENTS

- Microsoft Windows Mobile Device Center using Vista or ActiveSync using XP
- Microsoft Visual Studio Professional 2005 or 2008
- USB Cable or Ethernet connection

Debugging your SeaPAC R9-7R applications is a simple process that requires a USB cable or Ethernet connection, Microsoft device synchronization software, and Visual Studio. Depending on your version of Windows, you will need to follow a different process to install the device synchronization software as outlined in the SeaPAC R9-7R Quick Start section.

DEBUGGING AN APPLICATION

Once the SeaPAC R9-7R has been successfully attached to your PC, it is easy to begin debugging an application on the SeaPAC R9-7. This section will demonstrate how to attach the Microsoft Visual Studio debugger to the SeaPAC R9-7, show the use of breakpoints in the debugger, and show how to access useful information while debugging an application.

We will be using the GPIO example application found in the "samples" directory of the Talos Framework installation. The same methods will apply to any application you wish to debug on the SeaPAC R9-7.

ATTACH THE DEBUGGER

Once your solution is opened, it is necessary to specify the device target that you would like to use in conjunction with the debugger. The default option is an emulator. Select "Windows CE Device" from the target device drop down. (See Figure 15.)



Figure 15. Device Target Selection

If you would like to use the faster Ethernet connection for debugging instead of the USB connection, refer to Appendix B.

Now select the "Connect to Device" icon to initiate synchronization between Visual Studio and the SeaPAC R9-7R device. (See Figure 16.)



You should now see a connection dialog appear. (See Figure 17.)

Connecting	? 🛛
3	
To 'Windows CE Device'	
Connection succeeded.	
	Close

Figure 17. Connection Status Dialog

BREAKPOINTS

Setting breakpoints allows you to stop execution of your application at any point and examine the state of the application. A breakpoint may be set by selecting a line and pressing the "F9" hotkey. (See Figure 18.)



To begin debugging the application, click the "Start Debugging" button. (See Figure 19.)

Data	Tools	Test	Window	Help		
김 - [2]		Debug		Any CP	U	
	1 W	N	<u> </u>		2	9.91
		Start Deb	bugging			

Figure 19. Run Debugger Icon

Although you previously set up the target device, upon starting the first debug session, you will be prompted to select the device to deploy the application to. Select the "Windows CE Device" as was done earlier when selecting the target. (See Figure 20.)

Deploy GPIO	? 🛛
Choose where to deploy your application. Device:	Deploy
Pocket PC 2003 Device Pocket PC 2003 SE Emulator Pocket PC 2003 SE Square Emulator Pocket PC 2003 SE Square VGA Emulator Pocket PC 2003 SE VGA Emulator USA Windows Mobile 5.0 Pocket PC R2 Emulator USA Windows Mobile 5.0 Pocket PC R2 Square Emulator USA Windows Mobile 5.0 Smartphone R2 QVGA Emulator Windows Mobile 5.0 Pocket PC Device R2 Windows Mobile 5.0 Smartphone Device R2 Windows Mobile 5.0 Smartphone Device R2	

Figure 20. Target Deployment Dialog

Once the application is deployed to the SeaPAC R9-7, it will begin execution. As soon as the first breakpoint is reached, execution will cease and you will gain full control over the running application. You may use the debugging options to continue execution, execute a single line, or execute multiple lines. You may view the status of each variable by either hovering over it with the cursor or by examining the windows at the bottom of Visual Studio just as you would with a desktop application. (See Figure 21.)



Figure 21. Examining Program Variables

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WATCHING VARIABLES

When program execution is halted due to a break point condition being met, the debugger will display the state of all local variables. In addition to those variables, class specific variables can be grouped together as a view to aid in debugging your application. This is accomplished by right clicking on a variable and selecting "Add Watch". Each addition appends a tab to the "Watch n" window where n is incremented for each variable added. (See Figure 22.) Each watch window provides a convenient tree type structure for viewing hierarchical class variables.



Figure 22. Watch View

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TARGET DEPLOYMENT AND EXECUTION

After your application is built using Visual Studio, either a debug or release executable, it may be desirable to copy it into NAND Flash. This would provide a means to store and execute your application without the need for connectivity to a host computer. The first step is transferring your application to a suitable directory in the on-board NAND Flash. To accomplish this you will need to establish connectivity via Windows Mobile Device Center or ActiveSync as outlined in the SeaPAC R9-7R Quick Start section above.

Organize 🔻			300	• 🔳	6
🔆 Favorites	Name	Туре	Size		Mod
🧮 Desktop	HelloWorld	Application		10 KB	10/6
🐌 Downloads					
📃 Recent Places					
🥽 Libraries					
Documents					
🛚 🌢 Music					
Pictures					
Videos					
🖳 Computer					
🛛 🏭 Local Disk (C:)					
DVD RW Drive (D:) G					
4 🔝 WindowsCE					
۵ 🖌 💼 🗸					
4 👝 NandFlash					
Documents and					
Image: Startup					
P 👝 Network					
Setwork					

Figure 23. Application Placement

The SeaPAC R9-7R Runtime image comes pre-loaded with a utility program called "SpringBoard". This utility provides a solution for automatically running your applications at startup. Rather than copying your application files to '/Windows/Startup/' – which is in volatile memory – the executables should be copied to `/nandflash/startup/'. After Windows CE runs, SpringBoard automatically starts applications in this startup directory.

SpringBoard also provides a way to specify program arguments by supplying an XML configuration file. You will need to create a simple XML file called "startup.xml". This XML file should consist of an element list each with an application name and the desired arguments for that application. (See Figure 24.) This file must reside in the following location '/nandflash/startup/startup.xml'.



If the startup.xml file is not found or is not desired, SpringBoard will still automatically run all the applications placed in the aforementioned directory structure, only no arguments will be passed to those applications.

```
<program name="sample1.exe" arguments="/i 1019 /w JSmith" />
<program name="sample2.exe" arguments="-e 2000" />
<program name="sample3.exe" arguments="/help" />
</programs>
```



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BOOT SEQUENCE

Upon power-up, the SeaPAC R9-7R follows a specific boot sequence. The initial sequence is "firstboot". The firstboot process initializes the low level hardware and is responsible for loading the next sequence called "eboot". Eboot provides a configuration menu for setting connection types and start up memory locations. Connection types include Ethernet and USB. Memory location is NAND Flash. Ultimately, eboot attempts to load and execute the OS runtime image based on the configuration settings found here.

The SeaPAC R9-7R development board checks the raw data in the NAND Flash for a valid Eboot boot loader (eboot.nb0).

The SeaPAC R9-7R ships with a NAND Flash programmed with the OS binaries listed below:

- FIRSTBOOT.nb0
- Eboot.nb0
- NK.nb0

OS FILE RESTORATION

In the event that Sealevel produces updated OS file versions or a restore is desired, the OS files will need to be programmed to the NAND Flash. Please see the section labeled "Upgrading the OS runtime image on NAND Flash" below for more detail. The NAND Flash cannot be programmed until the existing OS runtime image has been removed. This can be accomplished through the debug port as described in the following section.

UPGRADING THE OS RUNTIME IMAGE ON NAND FLASH

Factory OS runtime images are stored in the "Boot Files" directory of the R9 Development installation (see Quick start guide). The OS runtime image present in the NAND Flash is programmed through the USB device port connection. Prior to programming an OS runtime, the existing image must be erased. The procedure to erase the NAND Flash is documented in the Debug Port section.

Once the NAND Flash has been erased, use a standard USB device cable and connect the Type B connector to the USB device port labeled Debug. Connect the Type A connector into the host PC. (See Figure 30.)

USB Device (Debug) Port



Figure 30. Type B USB Connector

In Microsoft Windows 7, the device is recognized as a GPS camera and will typically enumerate as a COM port. Verify the numeric assignment of the COM port in the device manager to determine the COM# associated with the device. If prompted with the Found New Hardware Wizard, install the driver using the following steps (Microsoft Windows XP dialog boxes are shown, other Microsoft Windows operating systems are similar). If your operating system prompts you to search Windows Update, choose "No, not this time". Then, in the Found New Hardware Wizard, choose "Install from a list or specific location" and click Next. (See Figure 31.)



Figure 31. Found New Hardware Wizard

Select "Search for the best driver in these locations" and check "Include this location in the search". Use the

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Browse button to navigate to the "UtilitiesSAM-BAXP driver" directory of the R9 Development installation and click "Next".

The driver should be installed, and will come in as "AT91 USB to Serial Converter." Click Finish to complete. (See Figure 32.)



Figure 32. Driver Installed

Determine COM port assignment using Device Manager > Ports. The USB function port should be listed. For Windows 7, it may be listed as a GPS camera, otherwise it should be "AT91 USB to Serial Converter." Take note of the COM port assignment, to modify the programming batch file used to program the new OS Runtime image. (See Figure 33.)



Figure 33. AT91 COM Port

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Sample scripts have been provided in the R9 Development installation to automate the process of writing a complete OS runtime to the device. The script is configured to target a device attached to COM49 by default. This can be modified simply by editing the comport variable in the "NAND Program.bat" batch file. Once the batch file has been updated to reflect your system configuration, simply double-click the batch file to begin the programming process. The process will take a few minutes. (See Figure 34).

C:\Windows\system32\cmd.exe	x
launching SAM-BA <com17> - this will take several minutes to complete</com17>	^
	-

Figure 34. Programming NAND (COM17)

Once programming has completed, cycle device power and the OS runtime should boot. (See Figure 35.)

C:\Windows\system32\cmd.exe	x
launching SAM-BA(COM17) — this will take several minutes to complete SAM-BA Complete Press any key to continue	* III
	+

Figure 35. Programming Complete

NOTE: As previously mentioned the process of programming the NAND Flash first erases all content from the NAND Flash. This includes the unique MAC address assigned to your device at the factory. The "finalize.exe" tool is provided in the "Boot Files" directory of the R9 Development installation. Finalize is a command line utility that accepts a MAC address in dashed notation (00-0A-0B-16-12-34). The application should be executed on the device – this can be accomplished with rapistart, telnet, or locally in the device's Command Prompt - after reprogramming the NAND Flash to reassign the MAC address. Once the application has been executed, the setting is applied upon device restart and persists.

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NETWORK CONFIGURATION

The Windows CE that runs on the SeaPAC R9-7R is initially configured obtain its IP address via DHCP. Settings may be required for DNS or WINS server IP addresses or if you want to set up a static IP address. We have included an application in the OS that enables device configuration through a simple XML file format. The configuration is stored in a file that is kept up-to-date on the NAND Flash of the device. Likewise, edits to this file can be read as requests to modify the device's configuration. The configuration file can be accessed through ActiveSync using the USB device port connection or through an FTP client if you already know the IP address of the device. This section defines the XML configuration structure and corresponding values applicable for each element of the structure. Throughout this section the following definitions apply:

Term	Definition	Example
[int]	A number	123
[String]	Series of printable characters	This is a test string!234567609
[Multi-line String]	strings separated by $r\n$	A\r\nNew\r\nMulti-liner
[Version]	A version number	1.2.3.4
[Boolean]	A binary state	True / False
[MACAddress]	A hardware identifier	00-0A-0B-16-11-1A
[IPAddress]	An IPv4 network address	192.168.0.100

The act of writing a new configuration file to the device will trigger a scan of that file (approximately every 5 seconds). If the file is invalid, it will be replaced with the current configuration. If a single element is invalid, that element and corresponding elements will be replaced with default values. To apply a new configuration, use the <Action> element with a value of "apply" as documented below.



Sample configuration.xml read from device.

<Configuration> -Structure

The configuration element is the root XML element. This element must be present or the configuration file will not be considered valid. Invalid configurations will be replaced with a default configuration.

<System> -Structure

The system element contains all of the system information elements. This element must be present or the configuration file will not be considered valid.

<OS> - Readonly [string] The OS element contains a string representation of the Operating System name. In the case of R9 products, this will be equivalent to "WinCE".

</version> - Readonly [version] The version element contains a dot-notation version string. This version is associated with the Operating System element.

<Runtime> - Readonly [string] This element contains a string representation of the specific OS Runtime Image.

<RuntimeVersion> - Readonly [version] This element contains a dot-notation version string. This version is associated with the OS Runtime Image.

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<Processor> - Readonly [string] This element contains a Processor Identification string.

<Name> - Read/Write [string] This element may contain the device name string. This identifier is used as the WinCE host name.

<Description> - Read/Write [string]
This element may contain the device description string. This element can be used to further identify a device.

<Owner> - Read/Write [string] This element may contain a string that can be used to identify a person or department responsible for maintaining a device.

<Company> - Read/Write [string] This element may contain a string that can be used to identify the Company to which the device Owner is associated.

<Address> - Read/Write [multi-line string] This element may contain a multi-line string (\r\n separated) to identify the location of the device Owner.

<Phone> - Read/Write [string] This element may contain a string representation of a telephone contact number for the device Owner.

<Extension> - Read/Write [string] This element may contain a string representation of a telephone extension for the device Owner.

<Ethernet> - Structure

The Ethernet element contains a list of Ethernet interfaces available to the device.

<Interface name=""> - Structure (Attribute Readonly [string])

The interface element is a container for the interface settings that are specific to the interface identifiable as "name". The name attribute is readonly and is used to uniquely distinguish Interface settings for the case where there are multiple Ethernet interfaces available.

<DHCP> - Read/Write [Boolean]
This element contains a Boolean value indicating whether DHCP Address resolution is enabled or disabled.
Valid values are True or False.

<MAC> - Readonly [MACAddress]

This element contains a dash delimited string containing the unique MAC address of this interface. The first 3 octets identify the device as a Sealevel product (00-0A-0B). The fourth octet can be used to determine the product family (16). And the last two octets will be unique for each device (11-1A).

</PAddress> - Read/Write [IPAddress] This element may contain the current DHCP acquired IP Address or the current static IP address depending on the state of the DHCP element. Assigning a value to this element when DHCP is enabled has no effect.

<Subnet> - Read/Write [IPAddress] This element may contain the current DHCP acquired Subnet Mask or the current static Subnet Mask depending on the state of the DHCP element. Assigning a value to this element when DHCP is enabled has no effect.

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<Gateway> - Read/Write [IPAddress]

This element may contain the current DHCP acquired Gateway address or the current static Gateway address depending on the state of the DHCP element. Assigning a value to this element when DHCP is enabled has no effect.

<Wifi enabled=""> - Structure (Attribute Readonly)

The Wifi element is a container for wireless bridge settings if such a bridge is present. The "enabled" attribute will reflect whether the Interface is able to communicate with an approved wireless bridging module.

<SSID> - Read/Write [string] This element contains the SSID string to be used when forming the wireless connection.

<*Mode>* - Read/Write [string: Adhoc, Infrastructure] This element contains the overall Wireless configuration mode.

<Channel> - Read/Write [int: 1,11] This element contains the wireless channel offset to use in Adhoc mode.

<Security> - Read/Write [string: None, WepOpen64, WepOpen128, WepShared64, WepShared128, WpaTkip, Wpa2Aes, Wpa2Tkip] This element contains the security method for use in establishing the wireless connection.

<Key encoding=""> Writeonly [string] (Attribute [string: Hex, Ascii, Pass]) This key is used to set the wireless connection passphrase or value. Depending on the wireless configuration, the "encoding" attribute will need to be set accordingly. For security purposes this value cannot be read once it has been set.

<Action> - Writeonly [string]

This element may be used to trigger predetermined device behavior. For example, setting a value of "apply" to this element will result in the specified configuration being applied to the hardware and trigger a device restart so the settings will take effect.

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Specifications

DIMENSIONS

8"W x 5.5"H x 1.75"L



For CAD drawing with dimensions, see Appendix D.

POWER

5 VDC Input 7.5 W Max

Connector:	5 VDC / GND
Manufacturer:	Molex
Part Number:	39-29-9029
Description:	Mini-Fit Jr.Header, Snap-In Plastic Peg PCB Lock, 2 Circuits
Mates with:	Molex 39-01-2020, 39-01-3022 Male locking connector

Power can also be conveniently supplied via COM A connector (see Serial Communications section for details).



Use appropriately classified Limited Power Source, or LPS. Follow local wiring codes and regulations that may apply.

POWER ADAPTER

100-240VAC 50/60Hz input 5 VDC 2.5 A LPS output 0° to 40° C operating temperature range Molex 39-01-2020 locking connector



ENVIRONMENTAL SPECIFICATIONS

Specification	Operating	Storage
Temperature Range	-30°C to 70° C	-40° to 80° C
Humidity Range	10 to 90% R.H. Non-Condensing	10 to 90% R.H. Non-Condensing

CERTIFICATIONS / APPROVALS

- NEMA 4X, IP65 protection on front panel
- FCC Part15 Subpart B/ICES 003 Class A
- ETL 4000758 (conforms to EN/UL 61010-1 & CSA C22.2 No 61010-1)
- CE marking
 - o Low Voltage Directive (2006/95/EC) EN 61010-1
 - o EMC Directive (2004/108/EC) EN 55022, EN 55024
 - o RoHS Directive (2011/65/EU)

PRODUCT MARKING



MANUFACTURING

All Sealevel Systems printed circuit boards are built to UL 94V0 rating and are 100% electrically tested. These printed circuit boards are solder mask over bare copper or solder mask over tin nickel.

Appendix A – Resources

BOOKS

Professional Microsoft Windows Embedded CE 6.0, Wrox, Phung. <u>http://it-ebooks.info/book/1461/</u>

Programming Windows Embedded CE 6.0 Developer Reference, Microsoft Press, Boling. <u>https://www.microsoft.com/learning/en-us/book.aspx?id=11064Web Sites</u>

WEBSITES

Atmel SAM-BA In-System Programmer (ISP) http://www.atmel.com/tools/atmelsam-bain-systemprogrammer.aspx

FileZilla Open-Source FTP Client http://www.filezilla-project.org

Microsoft Windows Embedded Home Page http://www.microsoft.com/windowsembedded/en-us/windows-embedded.aspx

Microsoft Windows Embedded CE 6.0 Online Documentation https://msdn.microsoft.com/en-us/library/ee504812(v=winembedded.60).aspx

Microsoft ActiveSync Download <u>http://www.microsoft.com/windowsmobile/en-us/help/synchronize/ActiveSync-download.mspx</u>

Microsoft Mobile Device Center 6.1 https://support.microsoft.com/en-us/kb/931937

Microsoft .NET Compact Framework https://msdn.microsoft.com/en-us/library/ms376787.aspx

PuTTy Telnet/SSH Client Application http://en.wikipedia.org/wiki/PuTTy

Appendix B – Application Debugging over Ethernet

Applications can be debugged over an Ethernet connection in place of USB by configuring Visual Studio to directly connect to your device. For this method to work properly, the Ethernet connection to the device must be properly configured to allow normal TCP/IP communications and you must know the IP address of the device you wish to execute the application on. For further information about configuring the Ethernet of the device see the Network Configuration section.

To configure Visual Studio to use your device for debugging over Ethernet, click the "Device Options" button on the Device toolbar. See below.

Windows CE Device	- 📴 🗾 42 - 21 📮
	Device Options

On the "Device Options" dialog, select the "Windows CE" platform and click the "Properties..." button. See below.

Options		? ×
Environment Performance Tools Projects and Solutions Source Control Text Editor Database Tools Debugging Device Tools General Devices Form Factors HTML Designer Office Tools Text Templating Windows Forms Designer Workflow Designer	Show devices for platform: Windows CE Devices: Windows CE Device Default device: Windows CE Device	Save As Rename Delete Properties
	[OK Cancel

On the "Windows CE Device" properties dialog click the "Configure..." button. See below.

Windows CE Device Properties	? ×
Default output location on device	
Program Files Folder	-
	1
Transport:	
TCP Connect Transport	Configure
Ter connect mansport	conngure
Bootstrapper:	
ActiveSync Startup Provider	Configure
Detect when device is disconnected	
V Detect when device is disconnected	
	OK Cancel

Now click the "Use specific IP address" radio button and type the IP address of the device in the text box. See below.

Configure TCP/IP Transport	<u> २</u>
Use fixed port number:	5655
Device IP address	
Obtain an IP address automatically using ActiveSync	
Our Se specific IP address:	
192.168.42.90	•
	OK Cancel

Click the "OK" button on all of the dialog windows and you should now be able to connect to the device through Ethernet for debugging. The application debugging guide can be continued as normal.

Appendix C – Installation



Use appropriately classified Limited Power Source, or LPS. Follow local wiring codes and regulations that may apply.

PANEL CUT OUT

The process of cutting the opening for the display must be undertaken with care, and by personnel qualified and experienced in panel construction.



INSTALLATION INSTRUCTIONS

Follow the instructions below to ensure proper NEMA 4 / IP65 sealing:

• Place the SeaPAC R9-7R in position; the ten studs go through the ten holes on the panel mounting plate (see figures below)

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• Place the supplied 6/32" KEP nuts on each of the ten mounting studs. Fasten only hand tight.



• After the unit is properly positioned, tighten the nuts to 0.56 Nm (5 in lb) of torque in the sequence pictured below. Do not overtighten.



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Appendix E – How to Get Assistance

When calling for technical assistance, please have the device installed and ready to run diagnostics. If possible, have your user manual and current settings ready.

The Sealevel website is an excellent resource located at www.sealevel.com. The most current software updates and user manuals are available via our homepage by clicking on the 'Drivers' or 'Manuals' links located under 'Technical Support.' Manuals and software can also be downloaded from the product page for your device.

The FAQ section of our website answers many common questions. Refer to this helpful resource by visiting www.sealevel.com/faq.asp.

TECHNICAL SUPPORT

Monday - Friday 8:00 am to 5:00 pm EST Phone: +1 (864) 843-4343 Email: support@sealevel.com

RETURN AUTHORIZATION MUST BE OBTAINED FROM SEALEVEL SYSTEMS BEFORE RETURNED MERCHANDISE WILL BE ACCEPTED. AUTHORIZATION CAN BE OBTAINED BY CALLING SEALEVEL SYSTEMS AND REQUESTING A RETURN MERCHANDISE AUTHORIZATION (RMA) NUMBER.

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Warranty

Sealevel's commitment to providing the best I/O solutions is reflected in the Lifetime Warranty that is standard on all Sealevel manufactured I/O products. Relio[™] industrial computers are warranted for a period of two years and the R9 family is warranted for a five year period from date of purchase. We are able to offer this warranty due to our control of manufacturing quality and the historically high reliability of our products in the field. Sealevel products are designed and manufactured at its Liberty, South Carolina facility, allowing direct control over product development, production, burn-in and testing. Sealevel achieved ISO-9001:2000 certification in 2002.

Warranty Policy

Sealevel Systems, Inc. (hereafter "Sealevel") warrants that the Product shall conform to and perform in accordance with published technical specifications and shall be free of defects in materials and workmanship for the warranty period. In the event of failure, Sealevel will repair or replace the product at Sealevel's sole discretion. Failures resulting from misapplication or misuse of the Product, failure to adhere to any specifications or instructions, or failure resulting from neglect, abuse, accidents, or acts of nature are not covered under this warranty.

Warranty service may be obtained by delivering the Product to Sealevel and providing proof of purchase. Customer agrees to insure the Product or assume the risk of loss or damage in transit, to prepay shipping charges to Sealevel, and to use the original shipping container or equivalent. Warranty is valid only for original purchaser and is not transferable.

This warranty applies to Sealevel manufactured Product. Product purchased through Sealevel but manufactured by a third party will retain the original manufacturer's warranty.

NON-WARRANTY REPAIR/RETEST

Products returned due to damage or misuse and Products retested with no problem found are subject to repair/retest charges. A purchase order or credit card number and authorization must be provided in order to obtain an RMA (Return Merchandise Authorization) number prior to returning Product.

HOW TO OBTAIN AN RMA (RETURN MERCHANDISE AUTHORIZATION)

If you need to return a product for warranty or non-warranty repair, you must first obtain an RMA number. Please contact Sealevel Systems, Inc. Technical Support for assistance:

AvailableMonday - Friday, 8:00AM to 5:00PM ESTPhone864-843-4343Emailsupport@sealevel.com