

PROPELLER 1-2-3 FPGA – A9

REV A (WINDOWS-BASED)

FPGA

Programming a new image:

1. Ensure board is powered OFF by pressing the **Power** button till all lights are turned off.
2. Ensure switch is in the **PGM** position.
3. Ensure the **JUMPER** is shorting the first 2 pin from the left.
4. Press **Power** button to turn ON board.
5. Launch a command prompt window with cmd.
6. Go to path containing the new files (PX.exe, PNut_vXX.exe etc.)
7. Before programming, check & look for which COM port is the FPGA connected to on your PC in Device Manager.
8. Type the following command:

```
px Prop123_A9_Prop2_vXX.rbf /P /YY
```

where:

XX is the image version

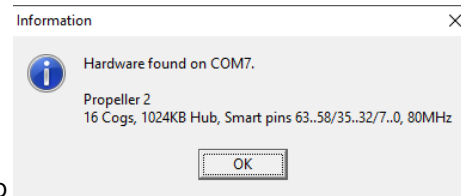
YY is the COM port number

Loading a new P-II code:

1. Ensure board is powered OFF by pressing the **Power** button till all lights are turned off.
2. Ensure switch is in the **RUN** position.
3. Ensure the **JUMPER** is shorting the first 2 pin from the left.
4. Press **Power** button to turn ON the board.
5. Wait till the LED (**RED 0 to 7**) are turn off except for **RED 0**.
6. Launch PNut_vXX.exe where XX is the version number (use the latest version).

7. Pressing Ctrl+G will show you the hardware info

8. Load a .spin2 file & press F11 (Compile Current + Load PASM Application).



PROPELLER I

Accessing the Propeller I:

1. Ensure board is powered OFF by pressing the **Power** button till all lights are turned off.
2. Ensure switch is in the **PGM** position.
3. Ensure the **JUMPER** is shorting the last 2 pin from the left.
4. Press **Power** button to turn ON board.
5. Launch Propeller Tools. You should be able to connect to the Propeller I by pressing F7.