RealView® Developer Suite v2.2 SP1
Installation Guide for Windows, Sun Solaris, and Red Hat Linux

Release Information

The following changes have been made to this book.

Change History

Date	Issue	Change
September 2003	A	RVDS Release v2.0
January 2004	B	RVDS Release v2.1
December 2004	C	RVDS Release v2.2
May 2005	D	RVDS Release v2.2 SP1

Proprietary Notice

Confidentiality Status

This document is Non-Confidential. The right to use, copy and disclose this document may be subject to license restrictions in accordance with the terms of the agreement entered into by ARM and the party that ARM delivered this document to.

Product Status

The information in this document is final, that is for a developed product.

Web Address

`http://www.arm.com`

Contents

1 Supported platforms

RealView Developer Suite v2.2 SP1 is supported on:

- Microsoft Windows
- Sun Solaris
- Red Hat Enterprise Linux.

Note

RealView Developer Suite v2.2 SP1 uses FLEX*lm* license management software. To use floating licenses, TCP/IP software must be installed, configured, and running on every relevant computer. See the *ARM FLEXlm License Management Guide v3.2* for more information.

1.1 Microsoft Windows

RealView Developer Suite v2.2 SP1 is supported on Pentium IBM compatible machines running:

- Windows XP Professional
- Windows 2000, Service Pack 1 or later.

1.2 Sun Solaris

RealView Developer Suite v2.2 SP1 is supported on Sun SPARC compatible machines running:

- Sun Solaris 8
- Sun Solaris 9.

1.3 Red Hat Enterprise Linux

RealView Developer Suite v2.2 SP1 is supported on Pentium IBM compatible machines running:

- Red Hat Enterprise Linux WS version 3 for Intel x86 using Gnome Window Manager and bash Shell.

2 Installation options

This section describes the installation options.

If you choose a Custom installation, then you must include **RealView Developer Suite, 2.2.1 Utilities** in the list of components to install.

2.1 Typical installation

Table 1 lists the RealView Developer Suite v2.2 SP1 components that are installed during a Typical installation.

The disk space required for a Typical installation is approximately 416Mb.

Table 1 Components installed during a Typical installation

Component	Description
RealView Developer Suite, 2.2.1 Utilities	The utility software required by RealView Developer Suite v2.2 SP1, such as the FLEX*lm* license management software, and installer support.
RealView Developer Suite, 2.2.1 Documentation	The following documents: • *RealView Developer Suite Installation Guide* (this document) • *RealView Developer Suite Getting Started Guide* • *AXD and armsd Debuggers Guide* • *ADS Software Archive Installation Guide* • online help files for RealView ARMulator® ISS (RVISS), ARM® eXtended Debugger (AXD), and Remote_A.
RealView Debugger, 1.8.1	The RealView Debugger v1.8 SP1 application software, which includes support for the CEVA, Inc and LSI Logic DSPs.
RealView Debugger, 1.8.1 Documentation	The RealView Debugger v1.8 SP1 user documentation.
RealView Compilation Tools, 2.2	RealView Compilation Tools (RVCT) v2.2 tools and utilities.

Table 1 Components installed during a Typical installation (continued)

Component	Description
RealView Compilation Tools, 2.2 Documentation	The user documentation for RVCT v2.2.
RealView ARMulator ISS, 1.4.1	The RVISS v1.4.1 software.

Table 1 Components installed during a Typical installation (continued)

Component	Description
RealView ARMulator ISS, 1.4.1 Documentation	The RVISS v1.4.1 user documentation.
CodeWarrior IDE and Plugins, 1.0	For Windows installations only, the CodeWarrior for RVDS and ARMplugins v1.0.
ADS Debugger, 1.3.1 AXD and armsd for Windows	For Windows installations only, installs the following: • AXD v1.3.1 • ARM Symbolic Debugger (armsd) • Support for the following connections in RealView Debugger: — RealMonitor — Angel debug monitor (Remote_A) — Agilent Debug Interface (ADI). After installation, you must add the ADI DLL (`gateway.dll`) to the `ARM-A-RR` target list in RealView Debugger. For instructions on how to do this, see the description of working with RDI targets in the *RealView Debugger Target Configuration Guide*.

2.2 DSP support for RealView Debugger

The support for CEVA-Oak, CEVA-TeakLite, CEVA-Teak, ZSP400, and ZSP500 DSPs is installed with the **RealView Debugger, 1.8.1** component.

If you require support for the Neptune DSP (Motorola M56621) in RealView Debugger, then do the following:

1. Choose to do a Custom installation.
2. Include the **RealView Debugger, 1.8.1 Neptune DSP Support** option in the list of components you want to install.

You must obtain the appropriate DSP support license for your DSPs (see *Requesting a license for RealView Debugger extensions* on page 9).

2.3 Versatile Platform USB port connections

The Versatile Platform supports connections through:

- the JTAG connector (using the separate RealView ICE product for example)
- the USB port using the onboard RealView ICE Micro Edition vehicle.

If you require support for connecting to the USB port of the Versatile Platform from RealView Debugger, then do the following:

1. Choose to do a Custom installation.
2. Include the **RealView ICE Micro Edition v1.1, 1.1 USB Debug Port** option in the list of components you want to install.

2.4 ADS compatibility for RealView Debugger

If you already have ARM Developer Suite™ (ADS) v1.2 installed, and you want to install RealView Debugger, then do the following:

1. Choose to do a Custom installation.
2. Include the **RealView Debugger, 1.8.1 ADS Compatibility** option in the list of components you want to install.

This option enables you to create RealView Debugger projects that use your ADS build tools. Having created a RealView Debugger project for ADS, the next time you open that project, RealView Debugger gives you the option to upgrade it to use the RealView Compilation Tools v2.2 build tools.

2.5 SDT compatibility for RealView Debugger

If you require ARM Software Developer Toolkit (SDT) support in RealView Debugger, then do the following:

1. Choose to do a Custom installation.
2. Include the **RealView Debugger, 1.8.1 SDT Compatibility** option in the list of components you want to install.

3 Installing RealView Developer Suite on Windows

To install RealView Developer Suite v2.2 SP1:

1. Read the release notes for important information about this release.
2. Decide what type of installation you require. See *Installation options* on page 2 for details.
3. Insert the CD into the CD-ROM drive. The ARM Installer starts automatically. If it does not start, run the program `setup.exe` in the top-level directory of the CD-ROM.
4. Follow the prompts to install RealView Developer Suite.

   Note

   On the screen that summarizes the components you have chosen to install, there is an **Advanced...** button. This enables you to choose whether or not the installer updates the SYSTEM or USER environment variables in the Windows registry. By default, the installer updates the Windows registry with the SYSTEM environment variables. You can also set up or modify the environment variables after the installation is complete by using the `armenv` tool (see the *RealView Developer Suite Getting Started Guide* for more details).

5. When the software installation is complete, the ARM License Wizard is launched. If you already have a network FLEX*lm* license server set up and running, or if you want to defer installing a license to a later time, click **Cancel**. Otherwise, follow the prompts to install your license file, or go to the ARM licensing web site to obtain a license.

3.1 Uninstalling RealView Developer Suite

Ensure that no RealView Developer Suite component is running before you uninstall.

To uninstall RealView Developer Suite:

1. Select **Start** →**Programs** →**ARM** →**Uninstallation Wizard** to launch the ARM Uninstaller.
2. Follow the prompts to uninstall RealView Developer Suite.

   Note

   On the screen that summarizes the components you have chosen to uninstall, there is an **Advanced...** button. This enables you to choose whether or not the uninstaller updates the SYSTEM or USER environment variables in the Windows registry. By default, the uninstaller uses the settings you chose during installation. Alternatively, you can use the `armenv` tool to remove the environment variables after the uninstallation is complete (see the *RealView Developer Suite Getting Started Guide* for more details).

4 Installing RealView Developer Suite on Sun Solaris or Red Hat Linux

To install RealView Developer Suite v2.2 SP1:

1. Read the release notes for important information about this release.
2. Decide what type of installation you require. See *Installation options* on page 2 for details.
3. Insert the CD into the CD-ROM drive.
4. If the CD does not automount, log in as root and mount it by typing:
   - On Sun Solaris:

     `mount -F hsfs -r` *`device mount-dir`*

     where *`device`* is the path of your CD-ROM device, for example `/dev/dsk/c0t2d0s2`, and *`mount-dir`* is the path to an existing directory where the CD-ROM is to be mounted, for example, `/mnt`
   - On Red Hat Linux:

     `mount` *`device mount-dir`*

     where *`device`* is the path of your CD-ROM device, for example `/dev/cdrom`, and *`mount-dir`* is the path to an existing directory where the CD-ROM is to be mounted, for example, `/mnt/cdrom`
5. Move to the top-level CD-ROM directory. For example:

   `cd /mnt/cdrom`
6. Execute the install script for your platform, either:
   - `setupsolaris.bin`
   - `setuplinux.bin`
7. Follow the installation prompts to install RealView Developer Suite.
8. The installer generates a script file that sets up the environment variables for RVDS v2.2 SP1, for both sh and csh shells:
   - For a Typical installation, the script files are:

     `install_directory``/RVDS22env.sh`

     `install_directory``/RVDS22env.csh`
   - For a Custom installation, a shell-independent script file is generated:

     `install_directory``/RVDS22env_`*`date`*`.sh`

   Use the `source` command with the appropriate shell script to add the new environment to the current shell. You can also generate these shell script files using the `armenv` tool. See the *RealView Developer Suite Getting Started Guide* for more details.

4.1 After installation on Sun Solaris

After installing RealView Developer Suite on Sun Solaris, you must modify the X-Windows configuration file (`.Xdefaults`) located in your `$HOME` directory. The file must contain the following line:

```
Dtwm*secondariesOnTop: True
```

The case is important so enter the line exactly as shown. If the `.Xdefaults` file does not exist then you must create it.

4.2 Uninstalling RealView Developer Suite

Ensure that no RealView Developer Suite component is running before you uninstall.

To uninstall RealView Developer Suite:

1. Change directory to the base installation directory for the installer. For example, if you installed in the default location, this will be:

   `~/ARM/Utilities/Installer/`*`version_number`*`/`*`build_number`*`/`
2. Execute the uninstall script for your platform, either:
   - `setupsolaris.bin -uninstall`
   - `setuplinux.bin -uninstall`
3. Follow the prompts to uninstall RealView Developer Suite.
4. You must now run the `armenv` with the `-u` argument tool to remove the environment variables (see the *RealView Developer Suite Getting Started Guide* for more details).

5 Requesting a license for RealView Debugger extensions

Licenses for the following extensions can be purchased separately:

- multiprocessor debug support
- CEVA-Oak and CEVA-TeakLite DSP debug support
- CEVA-Teak DSP debug support
- ZSP400 and ZSP500 DSP debug support
- Neptune (Motorola M56621) DSP debug support.

Contact ARM Limited to order these extensions.

See the *ARM FLEXlm License Management Guide v3.2* for details on the FLEX*lm* license management system.