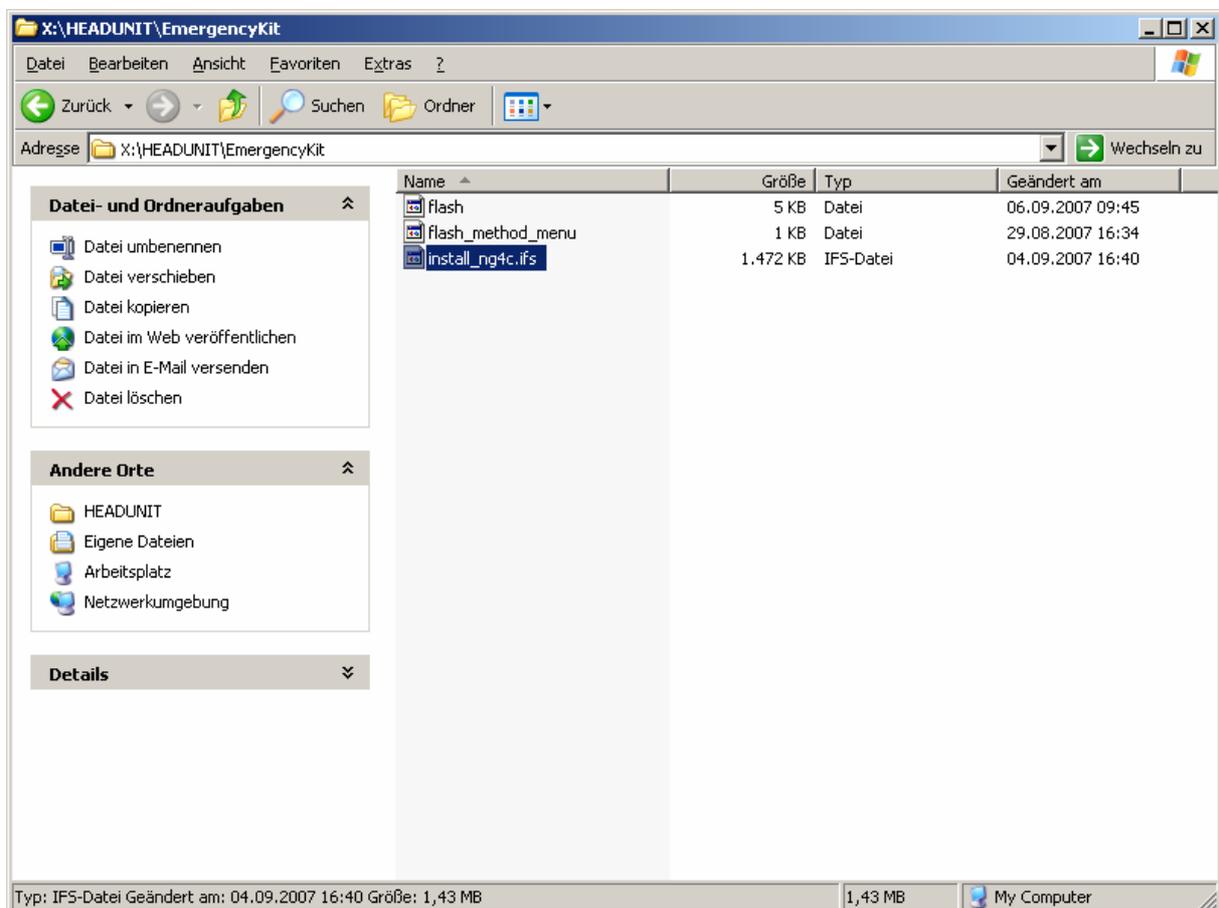


How To Reanimate Your NG4

If you killed your target so it never comes up now there's a way to bring it to life again without using a dash box. All you need is a current update CD and a TerraTerm - terminal session on your target via serial port. The only precondition is that you must have a working FPGA at the target. This tutorial shows you step by step how to reanimate your target with an update CD.

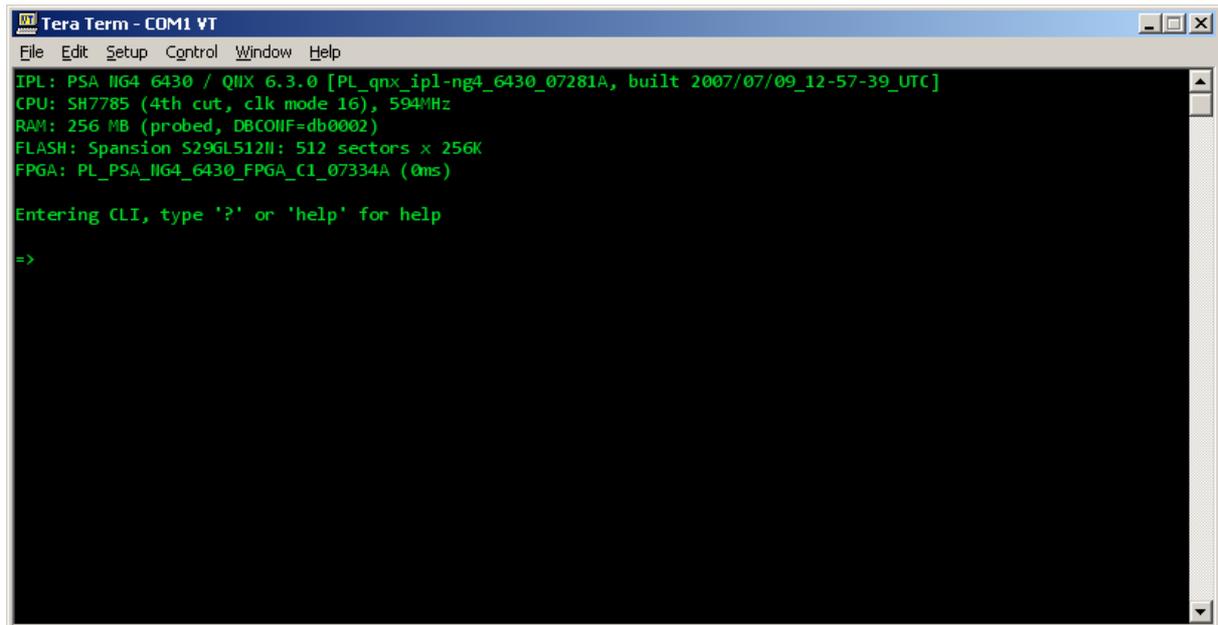
1st

Copy “\HEADUNIT\EmergencyKit\install_ng4c.ifs” from the CD to your local harddisc.

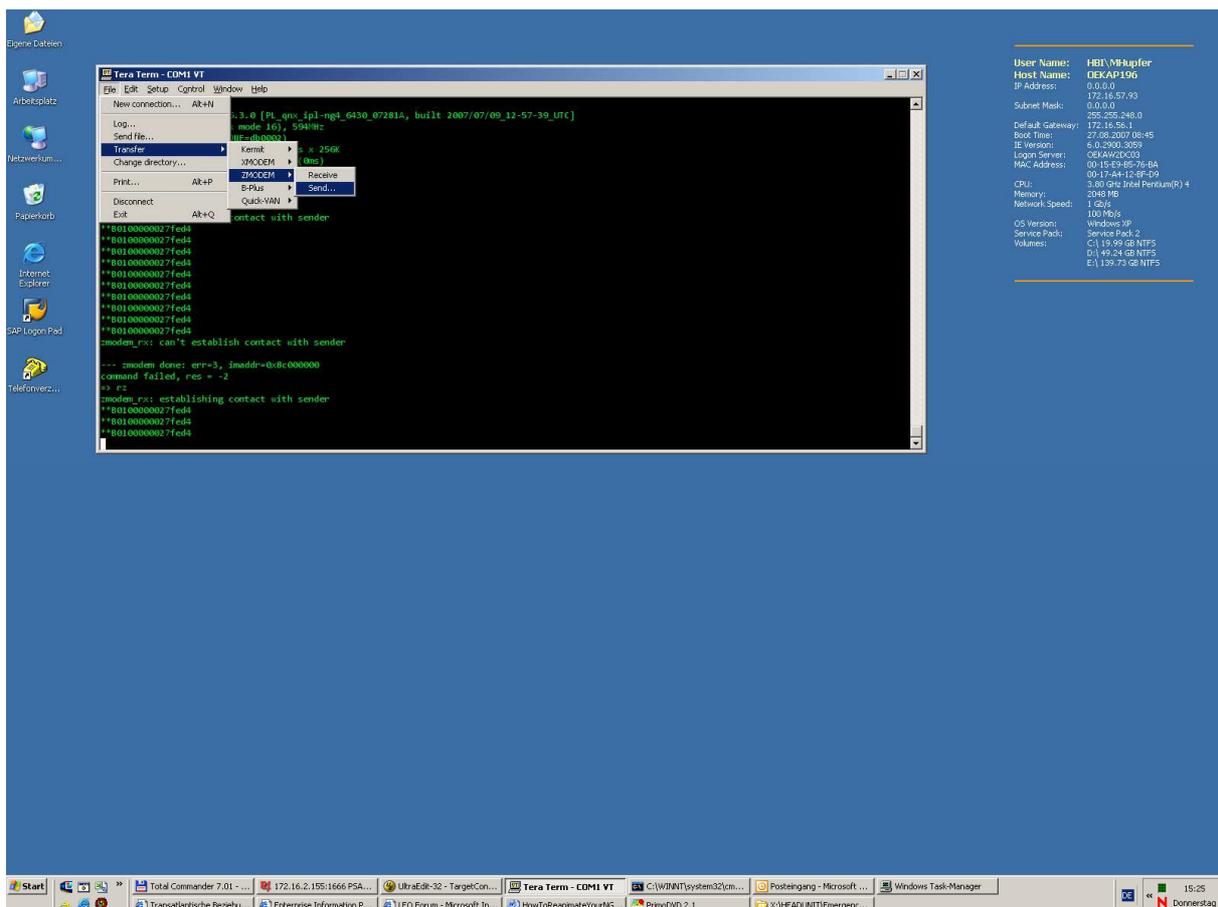


2nd

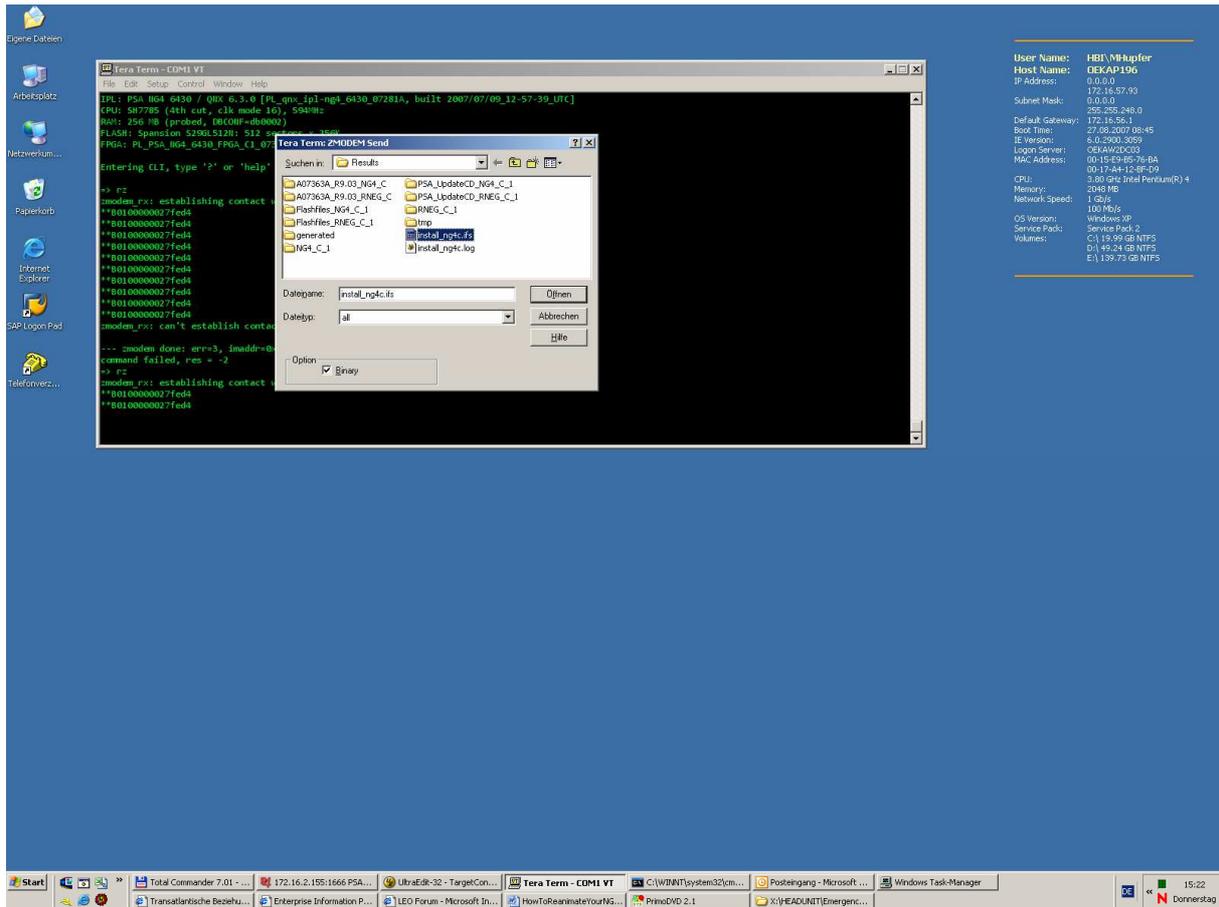
Start your target and break the boot process. Therefore press the reset button on your serial console adapter while you hold ALT-B in the console output window. After a little moment release ALT-B. The prompt should look like that:



Then type “rz”, press “Enter” and quick choose “Transfer->ZModem->Send” from the file menu.



Choose the previous copied install_ng4c.ifs in the file dialog and press ok.



Now the ifs will be transferred into the memory of your target and, after completion, booted. This is a good point in time to insert the CD in the drive of your NG4.

3rd

The NG4 reboots and checks different media for update data: mass storage devices, SD-card und finally the CD drive. If the folders “sh4” or “HEADUNIT/EmergencyKit” are found and one of the folders contains a file named “flash” it is executed. If the folder additionally contains “flash_method_menu”, you can choose the update method from a small menu. Otherwise “flash” is called with the parameter “update”.

```
Tera Term - COM1 VT
File Edit Setup Control Window Help
sdc_monitor_thread: ctrl:2001 stat:514 ien:0 flag:140000 ifcs:3000
== Interrupt thread starting ...
== [DIT] attached IRQ #8
== interrupt thread: entering handler loop ...
== [DIT] entering pulse handler loop ...
waiting 10 seconds
Devices: cam0 cd0 console fs0 fs0p0 fs0p1 fs0p2 fs0p3 fs0p4 fs0p5 hd0 hd0t77 hd0t78 hd0t79 io-usb mem null pci pipe sem ser1 ser2 shmem slog sysregs text
_zero
checking hd0
mount: Can't mount /fs/umasshd0 (type dos)
mount: Possible reason: Resource busy
Unable to access /fs/umasshd0
checking hd0t77
mount: Can't mount /fs/umasshd0t77 (type dos)
mount: Possible reason: Resource busy
Unable to access /fs/umasshd0t77
checking hd0t78
mount: Can't mount /fs/umasshd0t78 (type dos)
mount: Possible reason: Resource busy
Unable to access /fs/umasshd0t78
checking hd0t79
mount: Can't mount /fs/umasshd0t79 (type dos)
mount: Possible reason: Resource busy
Unable to access /fs/umasshd0t79
checking cd0
flashing from /dev/cd0
Choose an update method
1) full
2) update
#? 2
-----
FLASH SCRIPT HG4_C
VERSION: A07363A_R9.03
-----
processing update ...
flashing FPGA
Label: PL_qnx_flashit_06514A QNX: RL_qnx_os_6305P2_PSP10_USB_AGTDK_06505A Built: 2006/12/21_13-14-44_UTC
/dev/fs0
-----
Flash size: 0x08000000 [= 512 x 0x40000]
Base addr: 0x00040000
File size: 0x000b63fc (746492)
End addr: 0x000f63fc
*** erasing: 0x00040000 .. 0x000f63fb [000ffff] ...
*** programming: 0x00040000 .. 0x000f63fb .....
*** verifying: 0x00040000 .. 0x000f63fb .....
flashing EmergencyFPGA
Label: PL_qnx_flashit_06514A QNX: RL_qnx_os_6305P2_PSP10_USB_AGTDK_06505A Built: 2006/12/21_13-14-44_UTC
/dev/fs0
-----
Flash size: 0x08000000 [= 512 x 0x40000]
Base addr: 0x00100000
File size: 0x000b63fc (746492)
End addr: 0x001b63fc
*** erasing: 0x00100000 .. 0x001b63fb [001bffff] ...
```

4th

Restart the target and **enjoy!** If you have any questions, contact PSA software integration department. If you're kind they'll help you.