U4998A-01

S E R V I C E   N O T E

Supersedes:
NONE

U4998A – HDMI Audio/Video Protocol Analyzer and
Generator 1.4

Serial Numbers: MY51070100 – MY51070113

Trawler/Greyhound BMC Programming

Parts Required:

P/N	Description	Qty.
NONE		

ADMINISTRATIVE INFORMATION

SERVICE NOTE CLASSIFICATION:	
MODIFICATION AVAILABLE	
ACTION CATEGORY:: AGREEABLE TIME	[[]] PERFORMANCE ENHANCEMENT X SERVICE / RELIABILITY ENHANCEMENT
LOCATION CATEGORY: [[]] CUSTOMER INSTALLABLE [[]] ON-SITE X SERVICE CENTER [[]] CHANNEL PARTNERS	AVAILABILITY: This will be there until all the modules in the below range have been updated with new BMC bits. Till product support life cycle.
AUTHOR: Rohit Joshi	PRODUCT LINE: PL1B
ADDITIONAL INFORMATION: Only for module numbers with serial numbers in the range MY51070100 - MY51070113	

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Agilent Technologies

Situation:
New BMC Bits to be programmed which has bug fixes for slot power issues

Solution/Action:
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Hardware Tools Required

Equipment/Part List

This section provides the list of equipment needed to program the BMC on the Trawler & Greyhound Main Board.

Turn-On/Pre-Test Test Station Equipment
- U4002A   2 Slot Chassis
- PC for programming

Turn-On Equipment
- TTL-232R-3V3   BMC dongle: Manufactured by FTDI - ftdichip.com (for programming BMC)

This is only applicable for the modules with the serial numbers in the range MY51070100 - MY51070113

Software Tools Required
Below are the software tools required program the main board BMC.

BMC Programming Tool:

This step is complete when the cable can be attached to a host Windows machine and present itself as an available COM port. You'll need to check the Windows Device Manager, look under Ports to see what COM port number has been assigned to the cable (USB Serial Port).

BMC SW Install

1. Copy the Folder "**BMC bits 4_15_2011 HDMI Only**" to C:\

    a. Located at *M(cosfs2\data\npi_test):\HDMI\U4998A\SW\BMC Bits\BMC HDMI ONLY*

2. Copy the two .bat files(*HDMI BMC 1.bat* and *HDMI BMC 2.bat*) inside the "*BMC bits 2_14_2011 HDMI Only*" folder to the desktop

3. You may need to edit the .bat files to reflect the correct COM Port that your PC is using. Check the COM port through the device manager by right clicking on *My Computer>Manage>Device Manager*. Then select *Ports*. You should see which COM port the programming cable is connected to.

    a. Right click on the file named *HDMI BMC 1.bat* and select edit.

    b. Change the COM port number (highlighted in red) on the line that reads:

    h8sprg -s com4:115200 -f 2948 -i install1.mot

4. Repeat step 3 (if needed) for the *HDMI BMC 2.bat* file.

Program the BMC via Serial Cable 3.3V:

1. Ensure the frame is Powered off.

2. Attach serial programming cable to serial interface header **J8** the black wire goes to <u>pin 1</u> (marked by the dot at the end of the silkscreen that reads "**BMC UART**")

3. Set switches **S3.1/2** and **S5.1/2** to the "*off*" position.

4. Set switches **S4.1** and **S4.2** to the "*on*" position.

5. Power on the blade.

6. Double click on the **HDMI BMC 1.bat** file located on the Desktop. Wait for it to complete.

7. Power off the blade.

8. Set switches **S4.1** and **S4.2** to the "*off*" position.

9. Power on the blade.

10. Wait for the front panel red LED to go off (about 10 seconds).

11. Power off the blade.

12. Set switches **S4.1** and **S4.2** to the "*on*" position

13. Power on the blade.

14. Double click on the **HDMI BMC 2.bat** file located on the desktop. Wait for it to complete. This will take longer than the first one.

15. Power off the blade.

16. Set switches **S4.1** and **S4.2** to the "*off*" position.

17. Power on the blade. The blade should eventually power up after proper negotiation with the shelf manager (maybe 10 seconds or so after chassis power-up). The yellow, green and blue power supply LEDs should turn on.

18. Power off the Frame.

Finishing Up:

1. Power off the frame and disconnect the dongles.

2. Ensure that **S3.1/2, S4.1/2** and **S5.1/2** are in the "*OFF*" position

3. Eject the card using the ejector lever and gently help it by using your free hand to push the card out in the back left corner.

4. Return the card to a static bag once cool.