

Quick Start Guide

EV6550DHAT Raspberry Pi HAT for CMX655D

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2 Introduction

Thank you for your interest in the EV6550DHAT Raspberry Pi HAT for demonstration of the CMX655D. This quick start guide will help you get started with the EV6550DHAT. The CMX655D Datasheet, Raspberry Pi online documentation and the EV6550DHAT User Manual provide full details on these solutions but this “quick start” guide offers help in getting the EV6550DHAT up and running as quickly and conveniently as possible.

This guide walks the user through the following steps:

- Downloading necessary files
- Mounting the EV6550DHAT to the Raspberry Pi
- Installing necessary software files
- Executing the EV6550DHAT GUI

3 History

Version	Changes	Date
1	Initial release	November 2019

4 EV6550DHAT Set up and Operation

4.1 Download of Documents and Software

- Ensure that the Raspberry Pi board supports the 40W GPIO connector (Raspberry Pi 2 and later support this connector). The board should have the latest version of Raspbian installed, at the time of release this is “Buster”.
- Go to the CML website (cmlmicro.com) and download the supplied software package and load it onto a USB memory stick.
- Unpack the EV6550DHAT.
- Locate the four metal stand-offs and matching screws and affix them to the EV6550DHAT via the four mounting holes. It is possible to use four additional screws to fix the HAT to the Raspberry Pi if required, however the 40W connector offers enough stability for initial exploration.
- Mount the EV6550DHAT onto the Raspberry Pi ensuring that the 40W connector lines up with the 40 pins.
- If not already connected, attach a HDMI cable, USB keyboard, USB mouse and 5V supply to the micro USB socket on the Raspberry Pi.

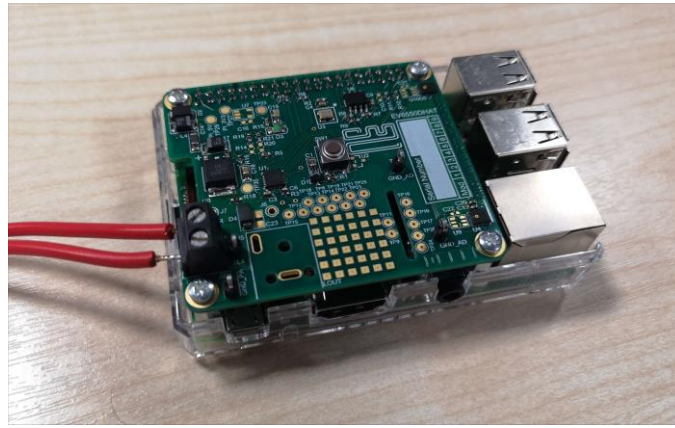


Figure 1: Mounted EV6550DHAT

4.2 Software Setup

- Enable the 5V USB power supply, the Raspberry Pi and EV6550DHAT will power and boot up together.
- Wait until the Raspberry Pi has booted up and is displaying the Raspbian desktop and the green ACT LED has stopped flashing.
- Insert the preloaded USB memory stick into a spare USB port and, via the desktop, locate the EV6550DHAT software package. Save it to desktop initially - It may be relocated later if necessary.
- Open the software package and grant full permissions to the supplied RunGui.sh, BuildGui.sh and HATGui files by right clicking with the mouse on each file separately and setting Permissions-Execute to "Anyone".
- Finally, locate the RunGUI.sh shell file and left click to execute. The EV6550DHAT GUI executable should appear. The simplest test possible is to left click on the the "PlaySample" button. The sample file (16kbps) will play by default. Then listen.
- Further details of the GUI operation and editing of the supplied 'C' source code are provided in the EV6550DHAT User Manual that may also be found on the CML website.

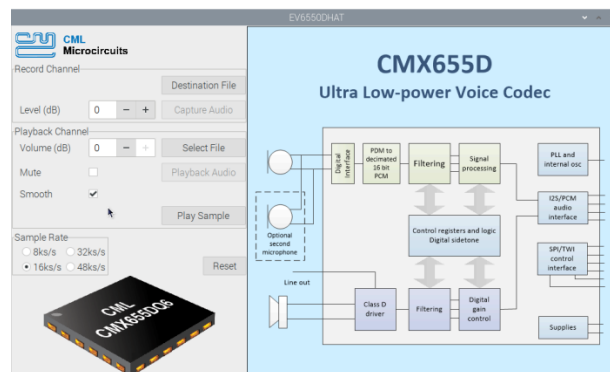


Figure 2: EV6550DHAT GUI Interface

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