

Andromeda Box™

Edge Brillo Starter Board

Quick Start Guide

1 Andromeda Box™ Edge Brillo Starter Board

1.1 Overview

The Andromeda Box™ Edge starter board serves as a development platform for IoT applications using Google's Brillo OS. This quick start guide provides instructions to set up the board and program flash with code image.

1.2 Package Contents

The package contains the starter board and a micro-USB power cable as shown in Figure 1.

Figure 1. Starter Board and Micro-USB Power Cable

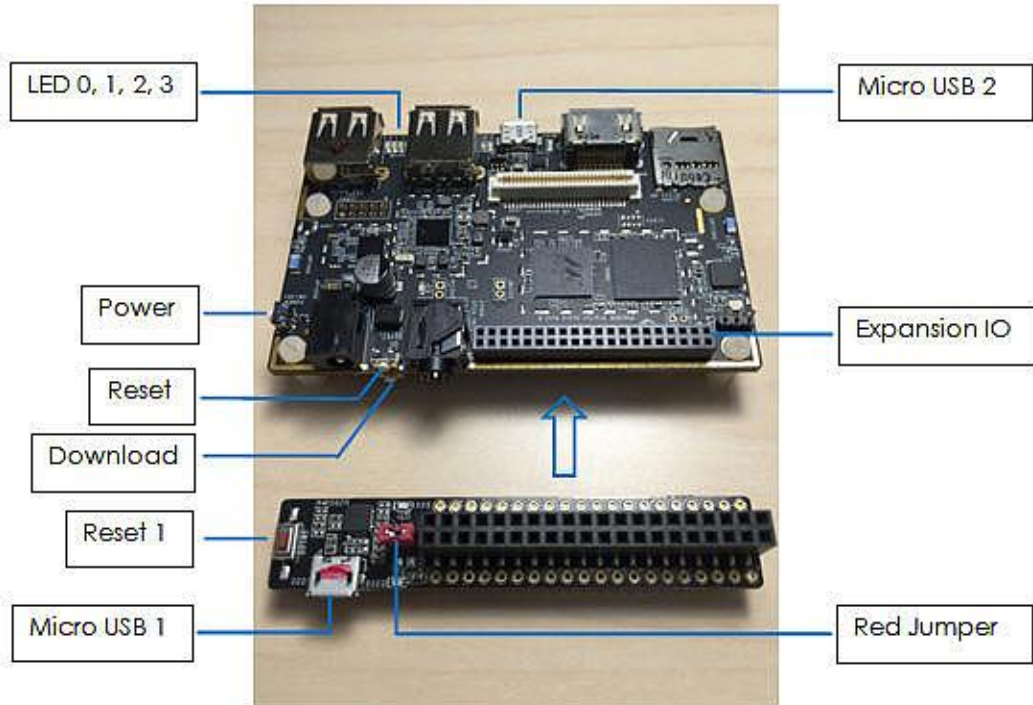


Note: Refer to Google's Brillo build guide to build and generate latest Brillo image, which resides in https://github.com/acorn-marvell/brillo_jap140_bin to "brillo source code root"/vendor/bsp/marvell

1.3 Board Setup

The starter board is made up of the main board and the expansion board sits on top as shown in Figure 2.

Figure 2. Starter Board with Expansion Board

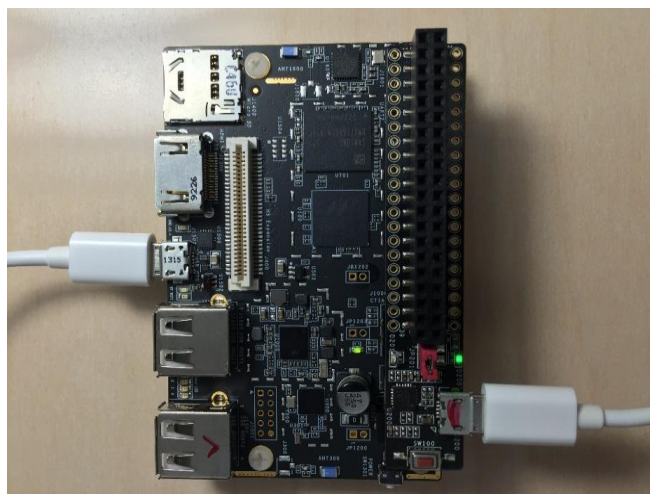


Step 1: Plug the expansion board onto the main board (the two boards come as stacked up out of the package).

Step 2: Connect the supplied micro USB cable from a power adapter to the expansion board through micro USB port 1, to power up the starter board.

Step 3: Connect another micro USB cable to the main board from a Linux host through micro USB port 2. See Figure 3.

Figure 3. Micro USB cables Attached to Ports 1 and 2



1.4 Flashing Board with Fastboot Tool

Step 1: Enter the starter board into fastboot mode.

- If the board is powered off, connect the power cable, press and release 'Power' button to turn on the board, then immediately press and hold 'Download' button until the user LED0 is on
- If the board is powered on, press and release 'Reset' button to reboot the board, then immediately press and hold 'Download' button until the user LED0 is on

Step 2: Run fastboot commands on the host

- to flash u-boot.bin:

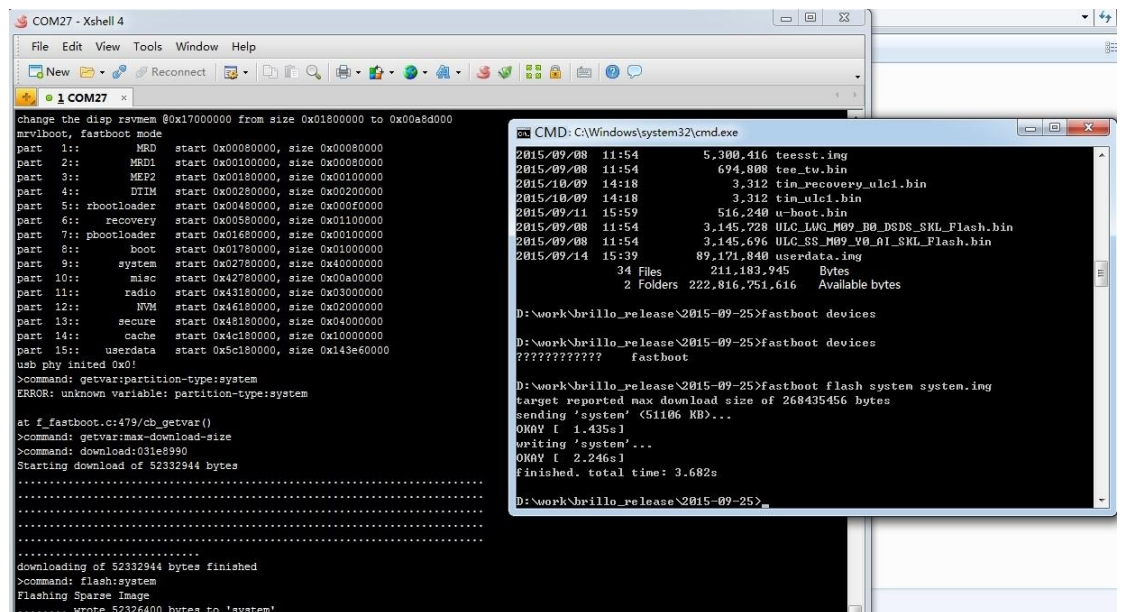
```
fastboot flash rbootloader u-boot.bin  
fastboot flash pbootloader u-boot.bin
```

- to flash boot.img:

```
fastboot flash boot boot.img
```

- to flash system.img:

```
fastboot flash system system.img
```



Step 3: Reset the starter board by pressing and releasing the "reset" button when flashing is complete

