

Getting Started

Setting up Development Environment

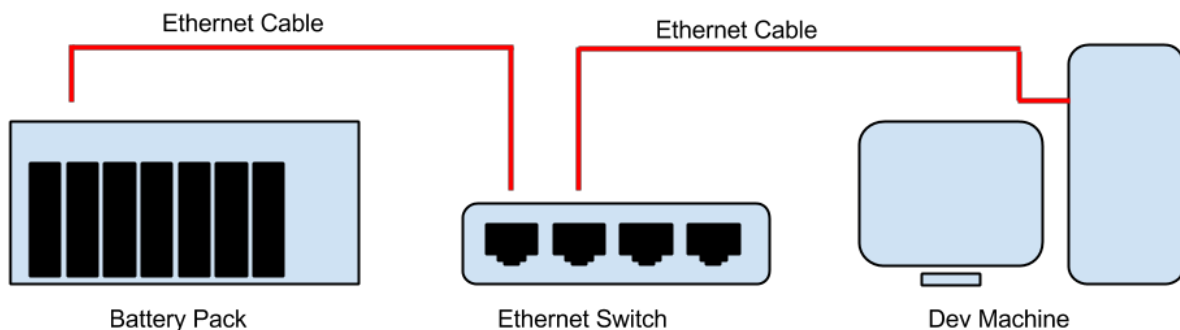
A linux machine is required to access the PacMan. The machine must also have internet access and be capable of ssh and git. This machine will be referred to as the dev machine.

Accessing the PacMan

There are two ways to access the PacMan (Pack Manager Board). One is through ssh over the ethernet and the other is through direct serial terminal access.

Connecting through SSH

First, make sure that the PacMan board and computer are powered up and running. Connect the pack and the dev machine with ethernet cables using an ethernet switch.



PacMan is configured to have the IP address of 192.168.1.51. Therefore, to access the board, `ssh root@192.168.1.51`

Password is '12345'. IP address of PacMan should not change. In case you cannot connect to through ethernet, try connecting through serial.

Connecting through serial

To connect through serial, you will need to disassemble the pack. Thus, this method is not recommended unless all other attempts to connect to the pac man does not work. The PacMan's terminal can be accessed through ttyS0. Connect a DB9 header cable to the board's COM1 header. Then connect the other end of the cable to the dev machine.

To connect, type

```
sudo screen /dev/ttyS1 115200
```

Username is 'root' and the password is '12345'.