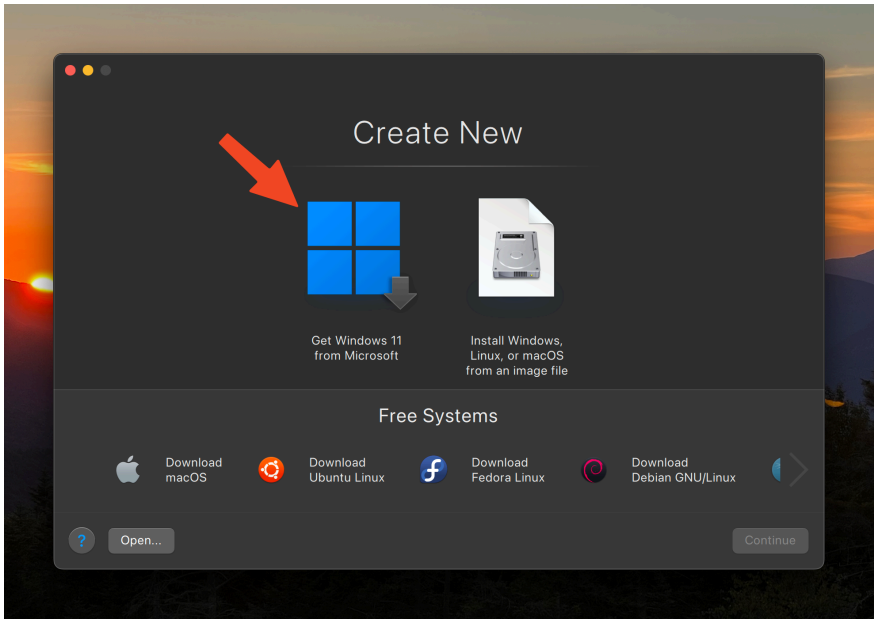
Using CodeWarrior 11.1 with an M-Series Mac

CodeWarrior is an x86 application, but it's possible to run on a Mac with an M-series processor (also known as Apple Silicon) using a virtual machine and the emulation layer built into Windows 11 for ARM. The IDE will run and build your project, but you will not be able to directly load your program onto the board. Instead, you'll run the JLink Remote Server on your Mac, and the IDE will connect to it. In order to do this, you'll need either the JLink EDU or JLink Mini EDU off-chip debugger. You will not be able to use the OSBDM/PE Micro interface, as there are currently no ARM drivers available.

1. Install Parallels on your Mac, and use its helper to Install Windows 11 for ARM

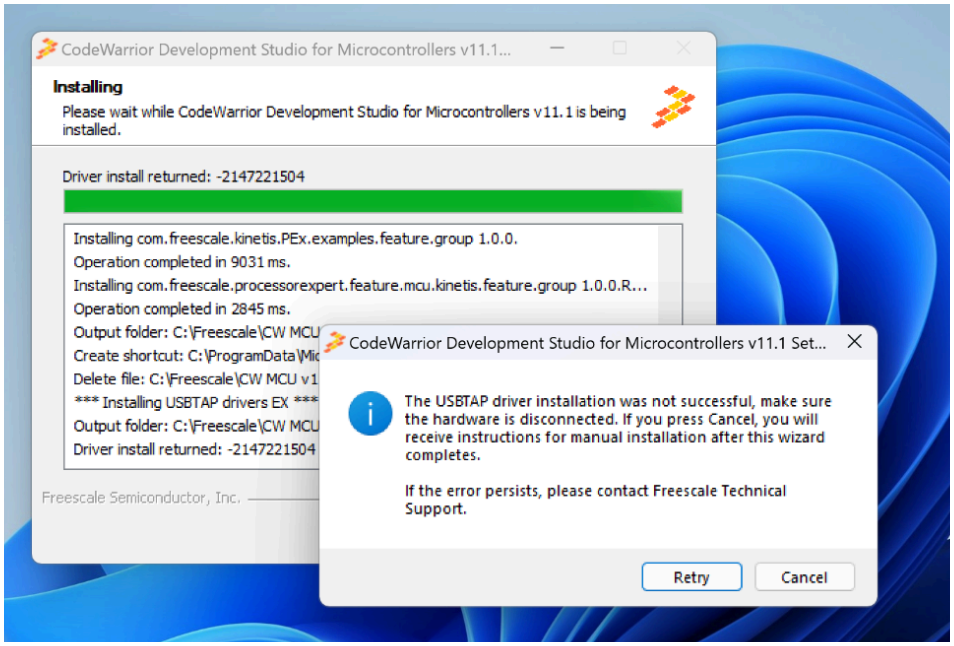


2. Download and install **on your Mac** the J-Link software for Mac ARM64
https://www.segger.com/downloads/jlink/#J-LinkSoftwareAndDocumentationPack

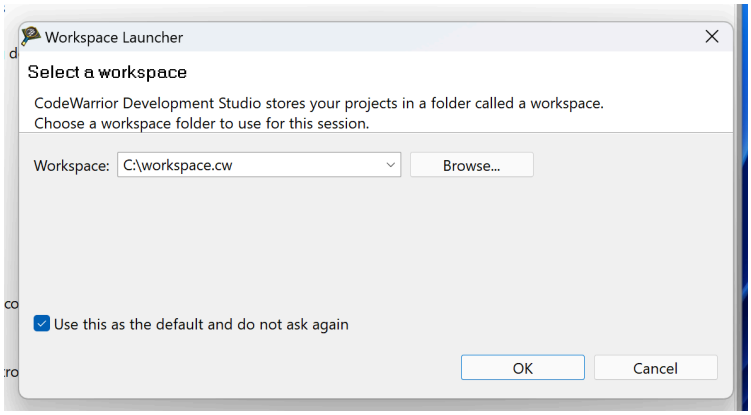
DO NOT INSTALL THE J-LINK SOFTWARE ON YOUR WINDOWS VIRTUAL MACHINE.

3. Download the CodeWarrior software version as indicated on the course web site, and run the installer on your Windows 11 for ARM VM.

Important: because x86 drivers will NOT work on an ARM system, the installer will give you an error about being unable to install the USBTAP drivers. Click "Cancel," and the install **will** complete. You do not need the USBTAP drivers to use CodeWarrior in this class.



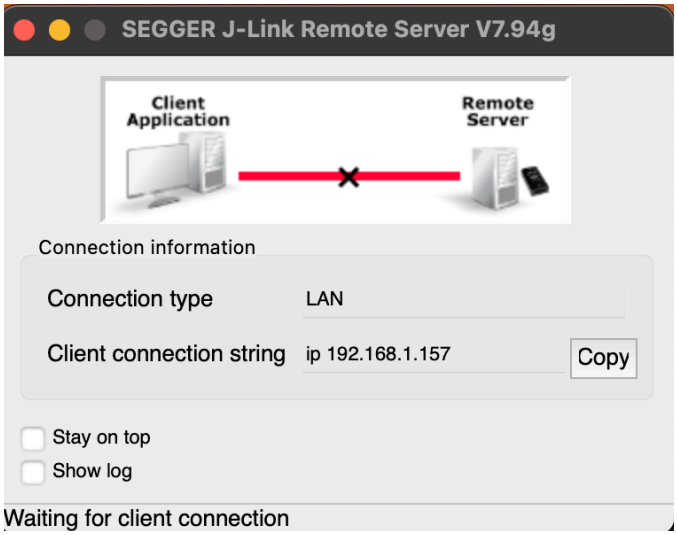
4. When opening CodeWarrior for the first time, you **must** change the workspace to a new folder, such as c:\workspace.cw. Parallels hosts user home directories on your Mac and uses a network share to make it available to Windows. Some of the toolchain doesn't understand these UNC paths. You can also turn this feature off in Parallels, but it is useful to be able to share files between your Mac and Windows environments.



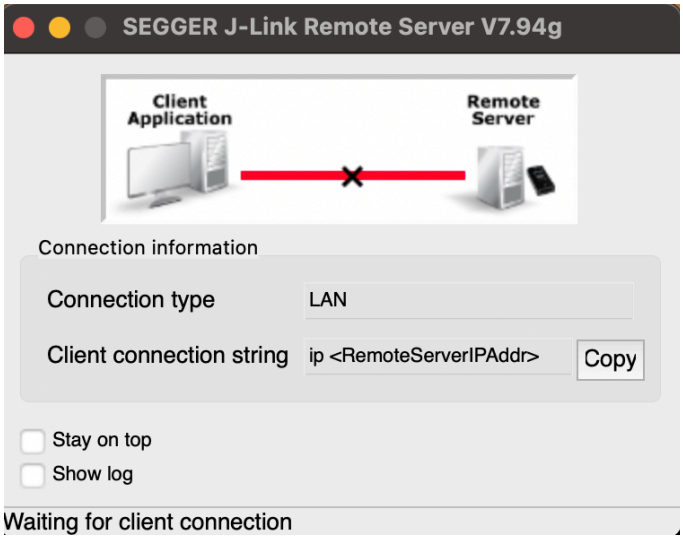
5. On the course web site, follow the instructions in the document linked from "Follow these directions on how to build a new project using CodeWarrior."

6. When you're ready to run a project on your board, connect the JLink USB device. Parallels may prompt you to ask where to connect the device, **connect it to your Mac**!

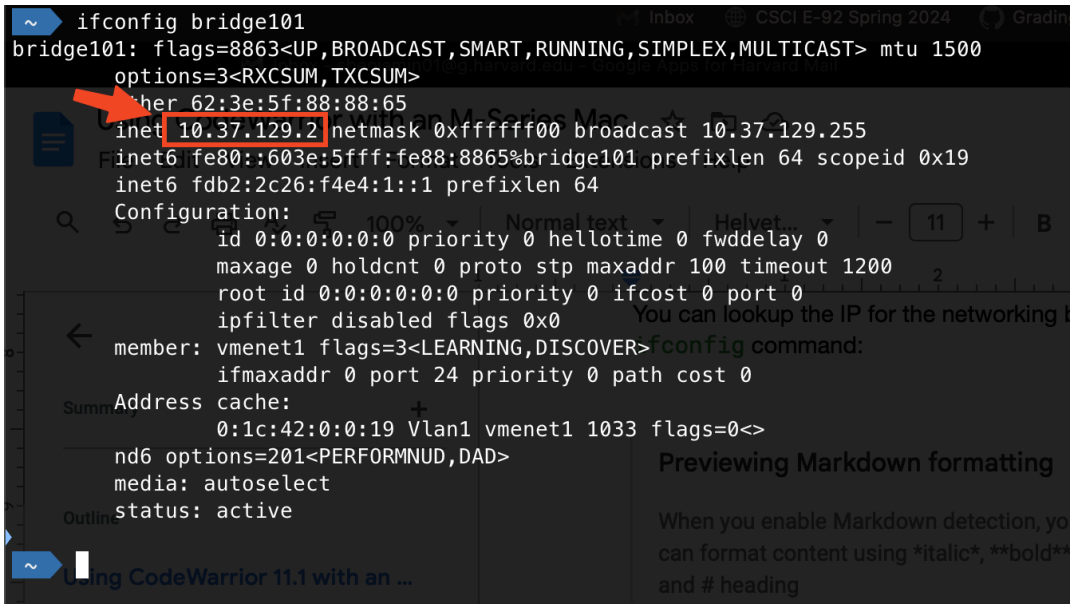
7. Launch the JLink Remote Server on your Mac, and make note of the reported IP (below it's 192.168.1.157):



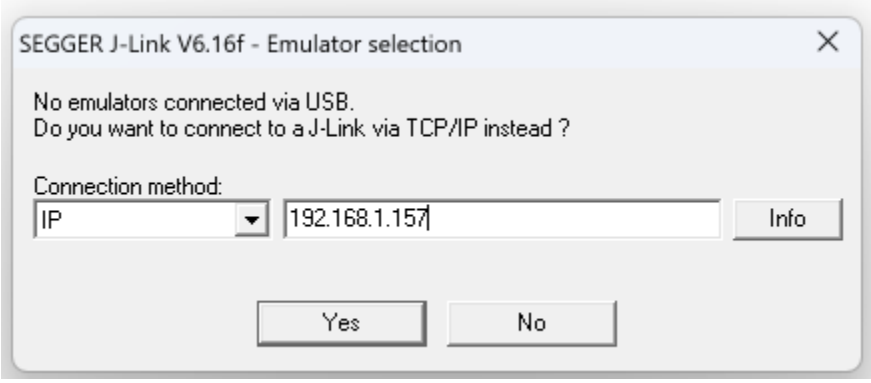
If your J-Link Remote Server application doesn't show an IP address, like the below:



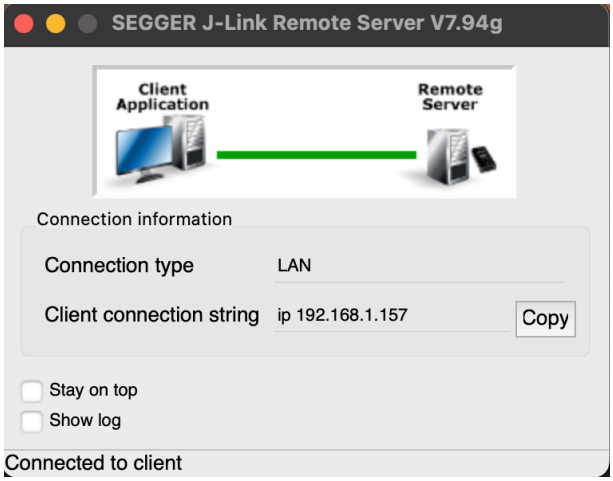
You can lookup the IP for the networking bridge that Parallels uses on your Mac, by using the `ifconfig` command from a terminal window **on your Mac**:



8. In CodeWarrior, launch the “RAM Segger J-Link Trace” debugger. It will inform you that there is no J-Link USB device connected, and offer an IP connection instead. Enter the IP shown by the Remote Server from step 7.



The Remote Server window will turn green:



The debugger will connect, and you'll be able to run your application by clicking the green triangle "play" button in the toolbar.