



J4, J5, J6, J21, and J33 are located on the bottom side.

What's in the Box?

The development kit includes the following components:

- Vector single board computer (1.33 GHz) with 1 GB SODIMM
- Three CompactFlash (CF) cards loaded with Windows® Embedded Standard (WES), Windows Embedded CE, and Wind River Linux.
- 10.4-inch SVGA TFT LCD with touch screen and backlight inverter
- 12 VDC adapter with power connector and AC cord
- Serial port adapter cable (for J27)
- VGA adapter cable (for J13)
- Stylus and screen cleaning cloth



Warning: This development kit is based on an alpha version Vector that has been reworked. Do not remove or modify this rework.

Preparing the Development Kit

Your development kit has been designed to work out of the box. When handling the system, use a wrist strap and/or ESD mat. Follow these steps to prepare it for use:

1. Insert one of the CF cards into the CF slot J29.
2. Connect a USB keyboard and USB mouse.
3. Connect the 12 VDC adapter to power input header J10, and then connect the adapter to AC power.

Operating System Details

Windows Embedded Standard 2009

- The system boots to the WES desktop.
- To recalibrate the touch screen, double-click the AR1010 Calibrate icon on the desktop. Follow the on-screen instructions.
- The WES OS includes an on-screen keyboard. To access this keyboard, click Start → All Programs → Accessories → Accessibility → On-Screen Keyboard.
- Shut down the system before disconnecting power. To shut down, click Start → Turn Off Computer → Turn Off.
- This release does not support specialized GPIO/Keypad interface, CAN bus, or USB Client.

Windows Embedded CE 6.0

- The system boots to the Windows Embedded CE desktop.
- To recalibrate the touch screen, double-click the My Device icon on the desktop. Double-click Control Panel.Ink, and then Stylus. In the Calibration tab, click Recalibrate. Follow the on-screen instructions.
- The Windows Embedded CE OS supports an LVDS display and a VGA display simultaneously in clone mode. To use the VGA output, connect your VGA monitor to J13 using the VGA adapter cable. Ensure that pin 1 of the socket aligns with pin 1 of the mating header.
- You can turn off the development kit at any time. Avoid doing so while files are being written to disk.
- This release does not support specialized GPIO/Keypad interface, USB Client, or SATA interface.

Wind River Linux 3.0

- This release is based on Linux 2.6.27.35.
- The default kernel console is connected to the LCD and USB keyboard (tty1).
- You can log in from the console or remotely using SSH. The root password is “IsiTech”.
- When logging in using SSH, use the IP address displayed on the console during boot.
- To start an X Window session, run “startx”.
- Shut down the system before disconnecting power. To shut down, enter “poweroff” at a shell prompt.
- This release supports CompactFlash, Mini PCIe, Ethernet, LVDS display, USB host ports, CAN bus, and Real Time Clock.

Everyware™ Software Framework

The Vector is available with the Everyware Software Framework (ESF). Information about ESF is available at:

<http://esf.eurotech.com/>

Technical Support

The Eurotech support site includes errata reports, the latest releases of documents, and developer’s forums. These resources are available to registered developers at:

<http://support.eurotech-inc.com/>

Features

USB Host Ports

The Vector provides four USB host ports. The two ports on J22 are general-purpose USB host ports, while the two ports on J18 are designed to support higher-current, plug-in USB modules.

Ethernet

Network settings are configured to operate with a DHCP server. To connect to your network, connect your network cable to the Ethernet socket J12.

Next Steps

For additional information about the Vector, download the Vector User Manual (Eurotech document #110124-7000) from the support site or contact your local sales representative.

Contact Us

EUROTECH

Toll-free +1 888.941.2224
Tel. +1 301.490.4007
Fax +1 301.490.4582
E-mail: sales.us@eurotech.com
E-mail: support.us@eurotech.com
Web: www.eurotech-inc.com