NVIDIA DRIVE AGX Orin Developer Kit

Hardware Quick Start Guide
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Introduction

Before You Begin

This hardware quick start guide provides the basic steps needed to get your NVIDIA DRIVE AGX Orin™ Developer Kit (hereinafter referred to simply as developer kit) up and running.

The developer kit ships with the NVIDIA DRIVE AGX Orin Developer System (referred to hereinafter as the developer system) with the NVIDIA DRIVE® OS pre-installed.

For more details beyond the high-level view of the developer system and steps on how to bring it up, refer to the NVIDIA DRIVE AGX Orin Developer Kit Mechanical and Installation Guide along with other documentation located at the NVIDIA DRIVE AGX Orin Documentation page.

Other related up-to-date information is available as follows:

- Regulatory and compliance related documentation.
- A list of hardware accessories, which may be purchased separately.
- Details regarding configuration of your development environment.

Developers are required to join as an NVIDIA Developer and be part of the NVIDIA DRIVE AGX SDK Developer Program to obtain access to up-to-date information.

Note: Files marked with a lock icon require membership to the NVIDIA DRIVE AGX™ SDK Developer Program.
NVIDIA DRIVE AGX Orin Developer Kit Hardware

Developer Kit Components

This section describes the developer kit hardware components.

Table 1 lists the hardware components and accessories associated with the developer kit and Figure 1 contains a pictorial description of the various developer kit components.

Table 1. NVIDIA DRIVE AGX Orin Developer Kit Hardware List

<table>
<thead>
<tr>
<th>Item</th>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Developer System</td>
<td>NVIDIA DRIVE AGX Orin Developer System</td>
</tr>
<tr>
<td>2</td>
<td>AC Power</td>
<td>Main AC Power Cable (See Note)</td>
</tr>
<tr>
<td>3</td>
<td>Micro USB</td>
<td>USB Type A to Micro USB Cable</td>
</tr>
<tr>
<td>4</td>
<td>Type A-to-C USB Cable</td>
<td>USB Type A to USB Type C Cable</td>
</tr>
<tr>
<td>5</td>
<td>Type C-to-C USB Cable</td>
<td>USB Type C to USB Type C Cable</td>
</tr>
<tr>
<td>6</td>
<td>Camera Splitter Cable</td>
<td>Quad GMSL FAKRA Camera Splitter Cable</td>
</tr>
<tr>
<td>7</td>
<td>Dual HMT-D Splitter</td>
<td>Dual HMT-D Splitter Cable</td>
</tr>
<tr>
<td>8</td>
<td>Quad HMT-D Splitter</td>
<td>Quad HMT-D Splitter Cable</td>
</tr>
<tr>
<td>9</td>
<td>NIC Adapter</td>
<td>1 GbE NIC Adapter</td>
</tr>
</tbody>
</table>

Note: The AC power cable is included in a select number of Developer Kit versions.
Figure 1. NVIDIA DRIVE AGX Orin Developer Kit Components

Disclaimer: The line-art images shown here are for illustration purposes only. Your Developer Kit accessories may differ due to product enhancements, modifications, and substitutions.
Developer System Connectors

The figures in this section illustrate the broad range of connectors supported by the NVIDIA DRIVE AGX Orin developer system.

Figure 2. Rear Panel Connectors

CAUTION: To prevent overheating, it is important to take airflow into consideration when mounting the Developer Kit. Make sure that there is enough clearance on all sides. Cool air intake must be provided on the front panel, which has the fan and hot air exhaust should be allowed to flow out from the rear panel. Refer to the NVIDIA DRIVE AGX Orin Developer Kit Mechanical and Installation Guide for details.
Accessories

NVIDIA makes available, for separate purchase, an optional vehicle accessory kit to install the developer system in a vehicle. Please contact your NVIDIA representative for details on how to purchase the accessory kit.

Table 2 lists additional hardware components that are required for the development system.

Table 2. Additional Hardware Required

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>VESA® DisplayPort™ Display with DisplayPort Cable</td>
</tr>
<tr>
<td>2</td>
<td>Ubuntu Host PC for Cross-Compiling, Flashing, and Console Access</td>
</tr>
<tr>
<td>3</td>
<td>Ethernet Cable for Internet and Networking Access</td>
</tr>
</tbody>
</table>

Developer Kit Versions

NVIDIA DRIVE AGX Orin Developer Kit is available in different versions:

- Production versions: -100, -200, -300, and
- Sample versions: -A00, -B00, -C00, and -D00.

Product certification information is available in the list of documentation located at: NVIDIA DRIVE AGX Orin Documentation.

Certified Production Versions:

- 940-63710-0010-100 comes with no AC Power Cable.
- 940-63710-0010-200 comes with North America, Japan, Philippines, Taiwan, and China AC Power Cables.
  IEC plug types B and I are used in North America, Taiwan, Japan, Philippines, and China.
- 940-63710-0010-300 comes with most European Union, United Kingdom, South Korea, Singapore, Serbia, and Malaysia AC Power Cables.
  IEC plug types F and G are used in most European regions, United Kingdom, and South Korea.

Sample Versions:

- 940-63710-0010-A00
- 940-63710-0010-B00
- 940-63710-0010-C00
- 940-63710-0010-D00

All sample versions come with a North America AC Power Cable.
Getting Started

To use your NVIDIA DRIVE AGX Developer System for the first time, you will need the following:

- Main AC Power Cable
- USB Type-A to Micro-USB Cable
- USB Type-A to USB Type-C Cable OR USB Type-C to USB Type-C Cable
- Ethernet Cable (optional)
- DisplayPort Cable (optional)
- Ubuntu 18.04 or 20.04 Host PC

Use the following steps to get your Developer System up and running:

1. Connect the Main AC Power Cable to the Developer System, where applicable.
2. Connect the Micro-USB Cable from the Ubuntu Host PC to the LEFT Micro-USB port on the Developer System.
3. Connect the USB Type-A-to-USB Type-C Cable (or USB Type-C-to-USB Type-C Cable depending on your Host PC) from the Ubuntu Host PC to the LEFT USB Type-C port on the Developer System (for flashing). Do NOT connect the RIGHT USB Type-C port.
4. Connect a DisplayPort Monitor to the DisplayPort labeled "Display" (optional).
5. Connect an Ethernet Cable to the networking port labeled "1GbE" on the bottom/middle of the Developer System, next to the USB Type-C ports (optional).
6. Connect a Terminal Emulator from the Ubuntu Host PC to the Developer system (putty or minicom recommended) before turning on power, to complete the setup of the Developer System. Refer to the "Terminal Emulation" section in the DRIVE OS 6.0 Linux Developer for more information.
7. Press the Main Power Switch to the ON position.
8. Accept the End User License Agreement (EULA) and set up account username(s) and password(s) in the Terminal Emulator window that was opened in Step 6.
9. Select the SSH Profile and other setup options.

After completing these prompts, the platform boots to the Ubuntu Desktop on the display and the UART console login prompt.

To configure your development environment, visit the NVIDIA DRIVE AGX Orin Setup page for more detailed information.
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