PSOC™ Edge E84 Evaluation - Live Lab User Manual

About this document

Scope and purpose

This document is designed to help the users in evaluating the PSOC™ Edge E84 Evaluation Kit on the Infineon Live Lab.

Intended audience

This Live Lab User Manual is intended for the FAE (Filed Application Engineer)'s, Application Engineers, Embedded Software Developers.

Introduction

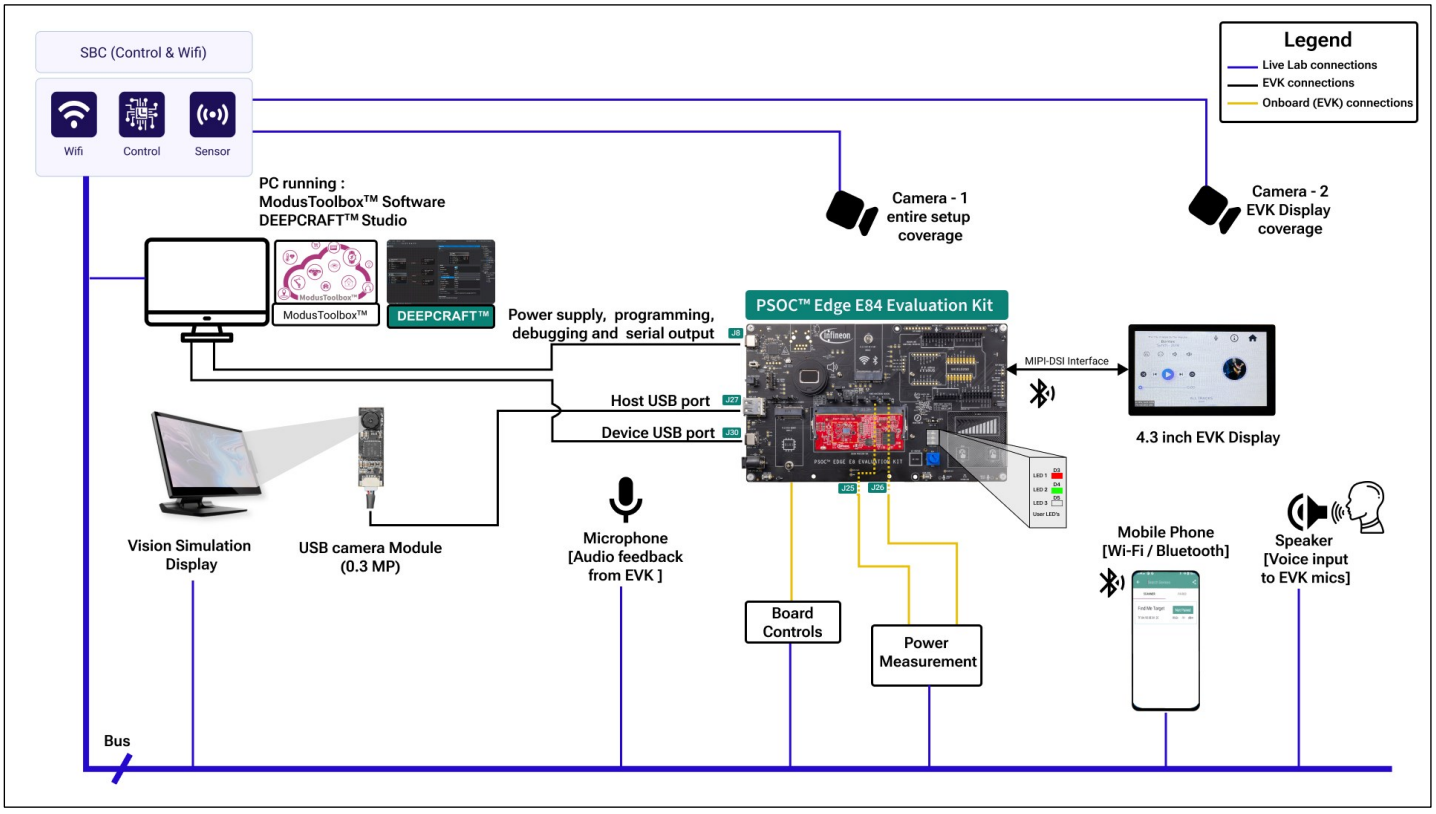
This document majorly talks about the available features, options on the Infineon Live Lab and how to make use of it for better evaluation. This also contains some useful information, tips and tricks, things to note and more.

Table of Contents

1. PSOC™ Edge E84 Evaluation - Lab User Manual

- PSOC™ Edge E84 is an ultra-low-power PSOC™ device specifically designed for ML, wearables, and IoT products like smart thermostats, smart locks, smart home appliances, and industrial HMI.
- The PSOC™ Edge E84 evaluation kit enables you to evaluate and develop your applications using the PSOC™ Edge E84 series MCU (called “PSOC™ E84”) and a multitude of on-board multimedia, Machine Learning (ML), and connectivity features like MIPI-DSI displays, audio interfaces, and AIROC™ Wi-Fi & Bluetooth® combo-based connectivity modules."

Introduction to Infineon Live Lab



The lab has been built with the following components to provide users with a complete evaluation experience of the PSOC™ Edge E84 Evaluation Kit (EVK):

- Two Live Camera Views: Covering different perspectives of the EVK setup:
  - **Camera 1:** Captures the entire kit, including the PSOC™ Edge E84 Evaluation Kit, EVK display, and the additional Vision simulation display. This simulation display is used to provide real-time webcam and media streams to support vision-related applications (e.g., vision face ID, hand gesture recognition).
  - **Camera 2:** Focuses on the 4.3 inch MIPI-DSI 800×480 Display that comes with the EVK.
- **Speaker:** Plays audio streamed from the browser. The audio is played near the EVK through the Infineon Live Lab speaker to support audio evaluation.

- **Microphone:** Captures audio from the Infineon Live Lab setup and sends it back to the user interface, serving as feedback to validate the audio played near the EVK.
- **Vision Simulation Display (Display 2):** An additional display provided to simulate vision-related media. The EVK camera captures this content and replays it on the EVK display (Display 1).
- **Mobile Phone:** Integrated into the setup for evaluating Wi-Fi and BLE-related applications on Infineon Live Lab.
- **PC:** A personal computer with a remote environment is provided, equipped with the following software tools to enable complete end-to-end application development:
  - ModusToolbox™ - extensible development ecosystem by Infineon
  - DEEPCRAFT™ Studio - a development platform for AI models
  - **Visual Studio Code** - a code editor
  - **Tera Term** - terminal emulator
  - **Audacity** - for audio recording & editing

- **Power Measurement:** The Infineon Live Lab setup can measure voltage, current, and power from the PSOC™ Edge MCU power monitoring headers: J25 (VBAT_MCU (3.3V default)) and J26 (VDD/VDDIO_1V8 (1.8V)) power rails.
- **Board Controls:** Covers all essential EVK controls, including board reset, user buttons, potentiometer, and configuration jumpers.

2. Application Demos

Out-of-box evaluation of ready to use end-application type demos. On first login, experience a pre-flashed application demo. Follow on-screen instructions to experience and interact with the application live. Navigate between the different applications provided.

1. Carousel (Home)
2. Music Player
3. Vision Hand Gesture
4. Vision Face ID
5. Video Player
6. Rock Paper Scissors Game

For example:

- View rich graphics demos on the attached graphical display.
- Perform voice commands remotely or using pre-recorded samples.
- Experience complete application demos like Music player and more.

1.1 Carousel

1.1.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU supports **interactive user interfaces and application management**.

1.1.2 Scope

This demo focuses on:

- Navigate across multiple application demos
- Multi-modal input (serial commands and voice control)
- UI rendering on the EVK display.

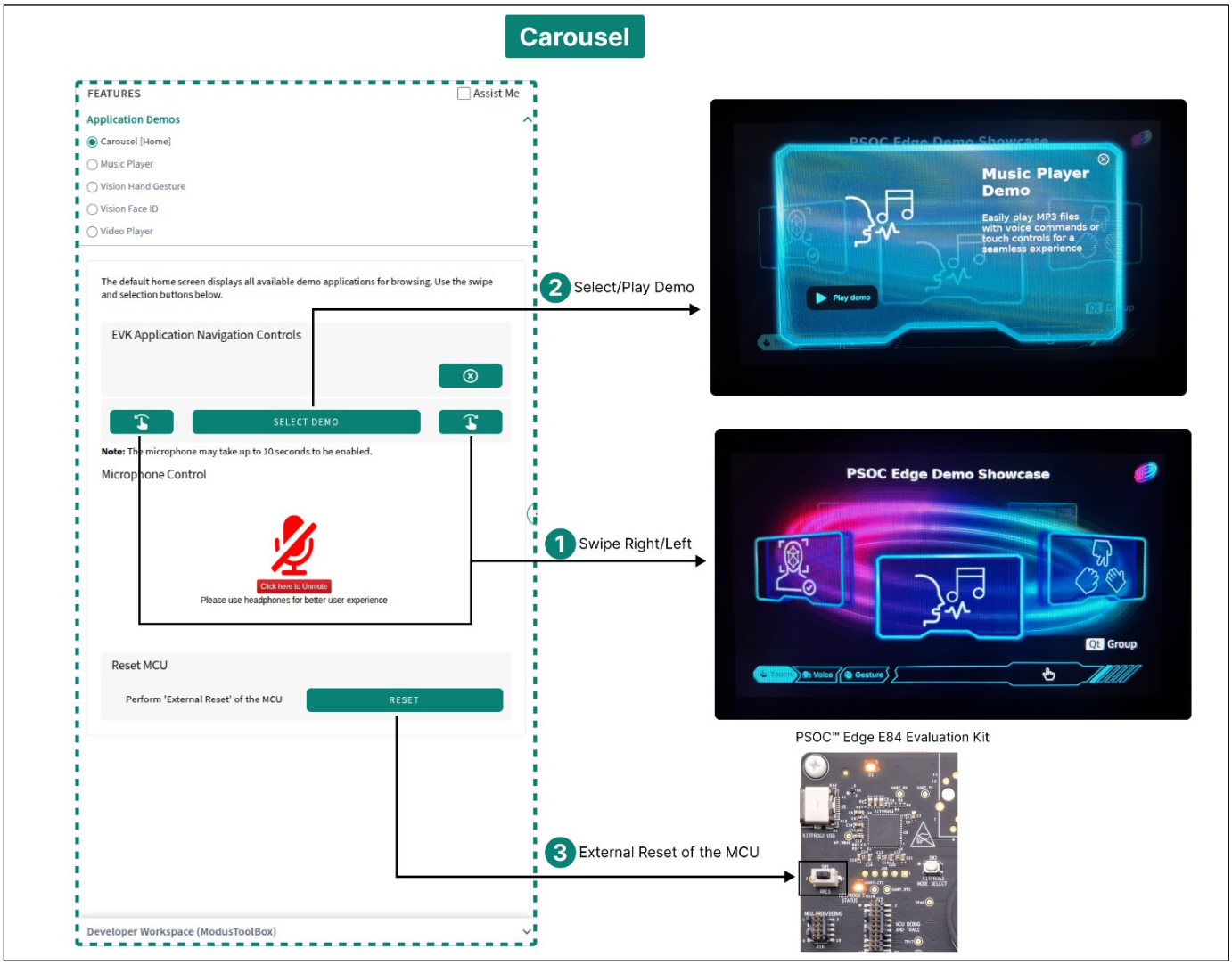
This demo does not cover - Advanced GPU performance benchmarking.

1.1.3 What Customers Will Learn

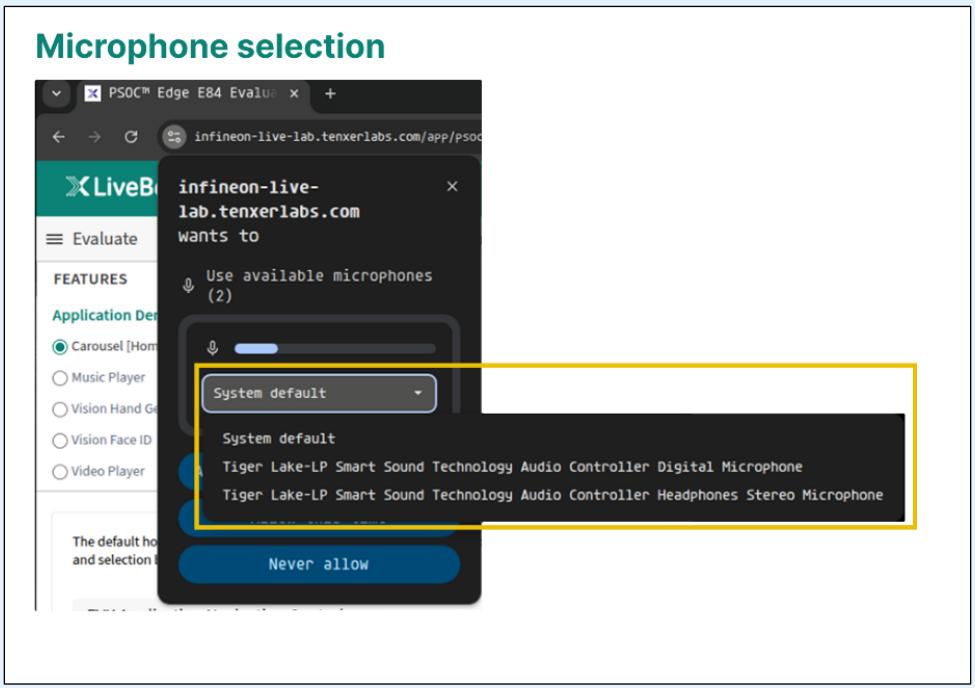
- How embedded systems implement **interactive HMI frameworks**
- How multiple applications are managed within a single system
- How user inputs translate into system-level actions

Table 1 Input-Output to monitor while evaluating Music Player

Input	Output
• **Serial Commands** (via integrated control buttons): Swipe Right, Swipe Left, Select Demo, Play Demo. • **Voice Commands** (using the microphone): Users can issue voice commands to select preferred applications from the set of OOB applications.	• EVK Display Livestream • Live Stream • Progress Log • Console Output.



Microphone Access Note:
User can select the microphone to use from this option in the browser.



1.2 Music Player

1.2.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU performs **on-device voice recognition and audio processing** using a complete edge-AI pipeline. It showcases wake-word detection, command recognition, and audio playback control without relying on cloud connectivity.

1.2.2 Scope

This demo focuses on:

- Real-time audio capture, processing, and playback
- Wake-word detection (“Ok Infineon”) and voice command handling
- Audio enhancement (noise suppression and echo suppression)
- On-device inference using Cortex®-M55 and Ethos™-U55

This demo does not cover:

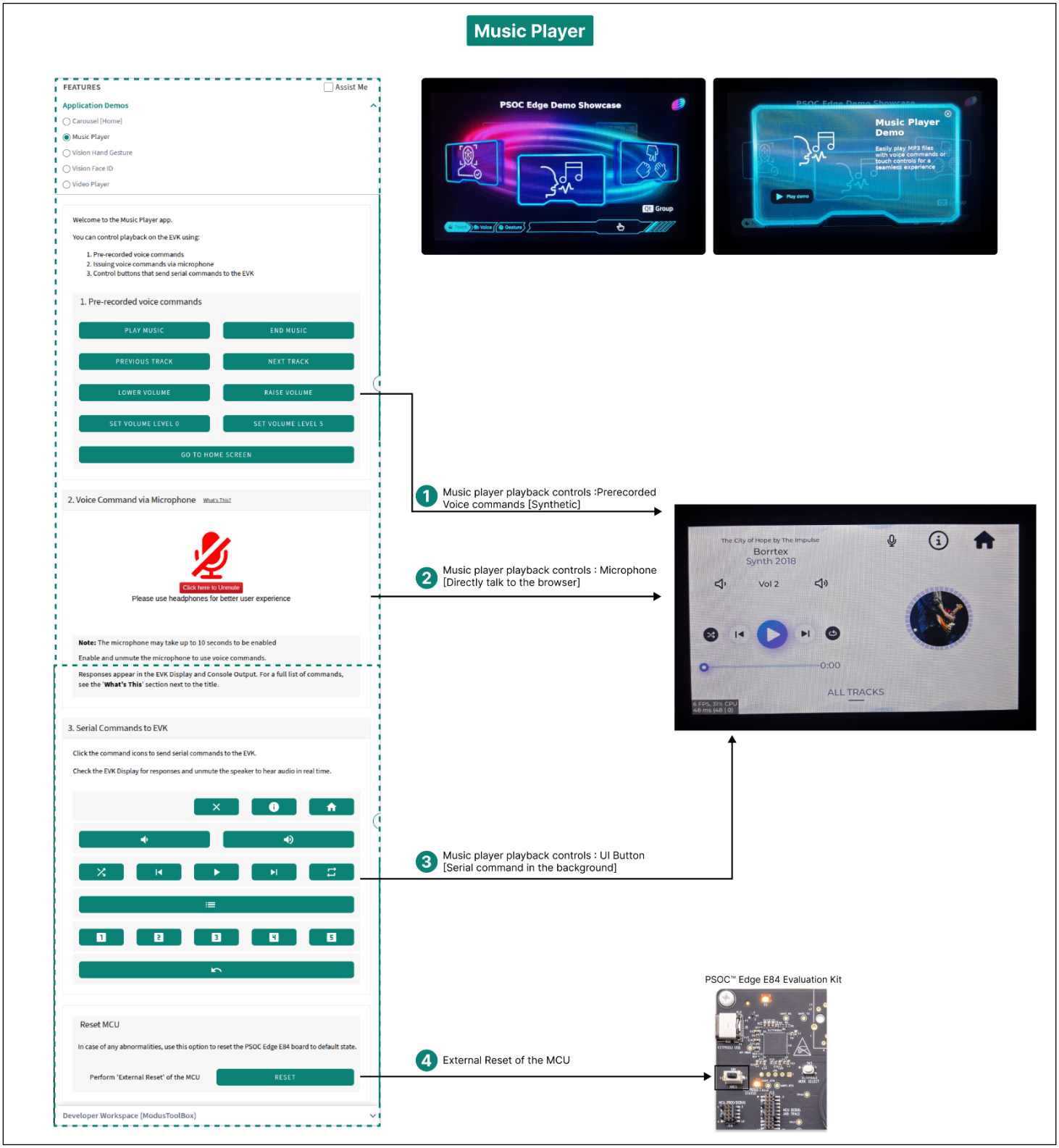
- Cloud-based voice processing or NLP systems
- Advanced speech analytics or accuracy benchmarking

1.2.3 What Customers Will Learn

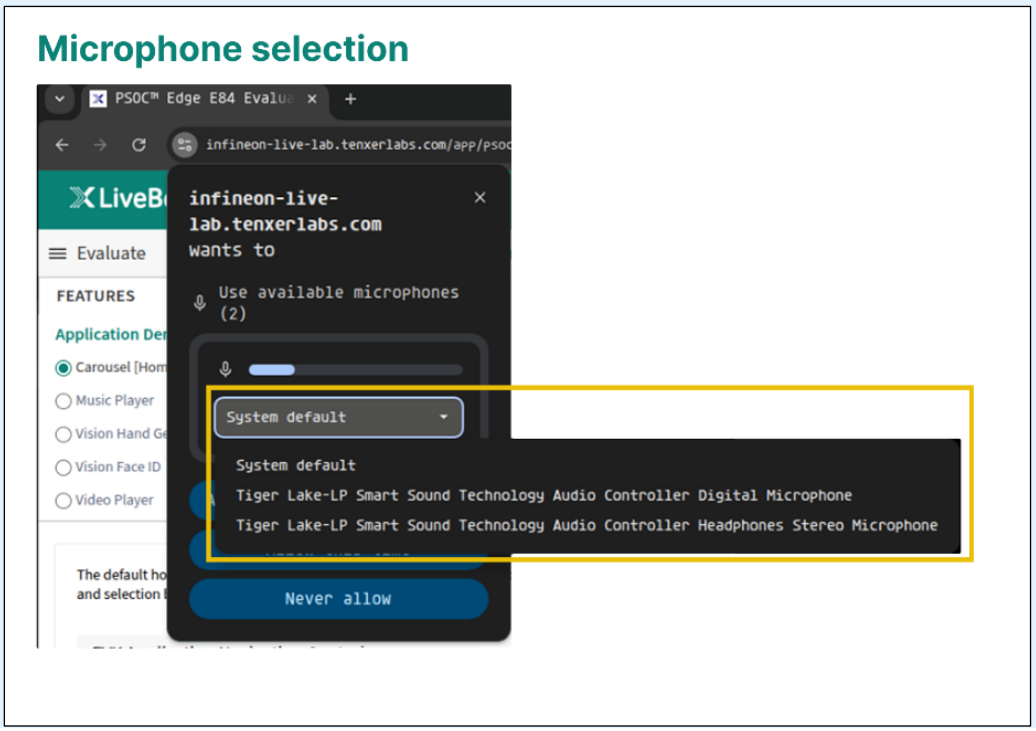
- How Embedded Systems **perform complete voice AI pipelines locally**.
- How **Ethos-U55 accelerated audio inference workloads**
- How low-latency voice control achieved without cloud dependency.
- How audio processing integrates with UI and system control.

Table 2 Input-Output to monitor while evaluating Music Player

Input	Output
• Pre-recorded voice commands • **Voice Commands** (using the microphone): Users can issue voice commands to perform the various action in the application. • **Serial Commands** (via integrated control buttons): Play, Pause, Volume Up, Volume Down, etc.	• EVK Display Livestream • Live Stream • Progress Log • Console Output.


Music Player
FEATURES
Assist Me
Application Demos
Carousel [Home]
Music Player
Vision Hand Gesture
Vision Face ID
Video Player
Welcome to the Music Player app.
You can control playback on the EVK using:
1. Pre-recorded voice commands
2. Issuing voice commands via microphone
3. Control buttons that send serial commands to the EVK
1. Pre-recorded voice commands
PLAY MUSIC
END MUSIC
PREVIOUS TRACK
NEXT TRACK
LOWER VOLUME
RAISE VOLUME
SET VOLUME LEVEL 0
SET VOLUME LEVEL 5
GO TO HOME SCREEN
2. Voice Command via Microphone
What's This?
Click here to Unmute
Please use headphones for better user experience
Note: The microphone may take up to 10 seconds to be enabled
Enable and unmute the microphone to use voice commands.
Responses appear in the EVK Display and Console Output. For a full list of commands, see the 'What's This' section next to the title.
3. Serial Commands to EVK
Click the command icons to send serial commands to the EVK.
Check the EVK Display for responses and unmute the speaker to hear audio in real time.
Reset MCU
In case of any abnormalities, use this option to reset the PSOC Edge E84 board to default state.
Perform 'External Reset' of the MCU
RESET
Developer Workspace (ModusToolBox)
PSOC Edge Demo Showcase
Music Player Demo
Easily play MP3 files with voice commands or touch controls for a seamless experience
Play demo
1 Music player playback controls :Prerecorded Voice commands [Synthetic]
2 Music player playback controls : Microphone [Directly talk to the browser]
3 Music player playback controls : UI Button [Serial command in the background]
4 External Reset of the MCU
The City of Hope by The Impulse
Borrtex
Synth 2018
Vol 2
0:00
ALL TRACKS
PSOC™ Edge E84 Evaluation Kit

Microphone Access Note:
User can select the microphone to use from this option in the browser.



1.3 Vision Hand Gesture

1.3.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU performs **real-time vision-based gesture detection** using on-device machine learning.

1.3.2 Scope

This demo focuses on:

- Real-time gesture classification using USB camera input
- Display of prediction results and confidence scores
- Graphics rendering using VGLite.
- Multi-core execution (CM33 + CM55) with XIP from external flash

This demo does not cover:

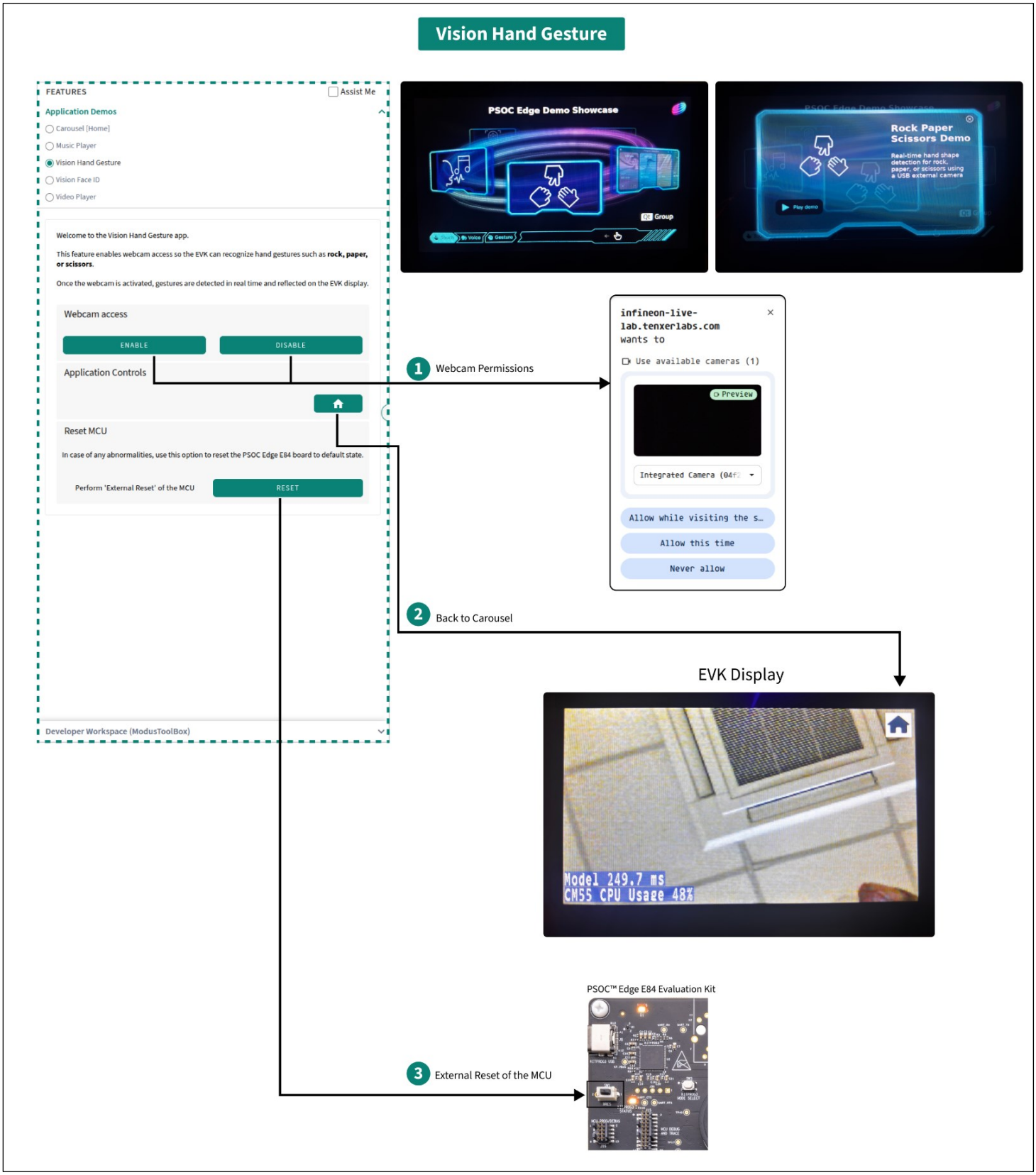
- Model training or dataset optimization
- Accuracy or performance benchmarking

1.3.3 What Customers Will Learn

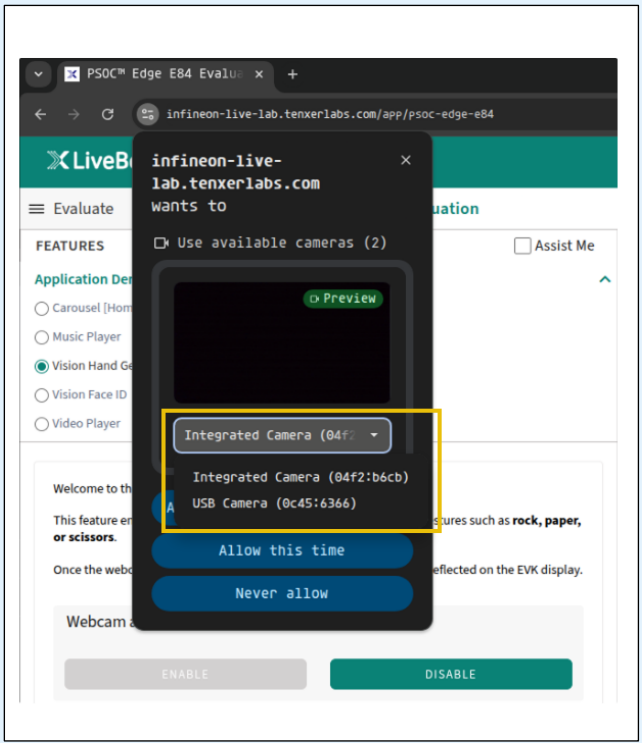
- How embedded ML inference pipelines operate in real time
- How **vision AI and graphics rendering run concurrently**
- How multi-core architecture enables efficient workload distribution
- How external flash (XIP) supports scalable application deployment

Table 3 Input-Output to monitor while evaluating Vision Hand Gesture application

Input	Output
• Web camera feed via browser • Back to Carousel button (using serial command to the EVK)	• EVK Display Livestream • Live Stream • Progress Log • Console Output.


Vision Hand Gesture
FEATURES
Assist Me
Application Demos
Carousel [Home]
Music Player
Vision Hand Gesture
Vision Face ID
Video Player
Welcome to the Vision Hand Gesture app.
This feature enables webcam access so the EVK can recognize hand gestures such as rock, paper, or scissors.
Once the webcam is activated, gestures are detected in real time and reflected on the EVK display.
Webcam access
ENABLE
DISABLE
Application Controls
Reset MCU
In case of any abnormalities, use this option to reset the PSOC Edge E84 board to default state.
Perform 'External Reset' of the MCU
RESET
Developer Workspace (ModusToolBox)
PSOC Edge Demo Showcase
Rock Paper Scissors Demo
Real-time hand shape detection for rock, paper, or scissors using a USB external camera
Play demo
1 Webcam Permissions
infineon-live-lab.tenxerlabs.com wants to
Use available cameras (1)
Preview
Integrated Camera
Allow while visiting the s...
Allow this time
Never allow
2 Back to Carousel
EVK Display
Model 249.7 ms
CM55 CPU Usage 48%
PSOC™ Edge E84 Evaluation Kit
3 External Reset of the MCU

Webcam Access Note:
Users can select the camera device to use while evaluation from this option in the browser.



1.4 Vision Face ID

1.4.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU enables **real-time face detection, enrolment, and recognition** using embedded machine learning.

1.4.2 Scope

This demo focuses on:

- Face detection with bounding box visualization
- User enrolment and recognition workflows
- Real-time inference (~30 FPS reference implementation)
- Display of identity results and prediction scores

This demo does not cover:

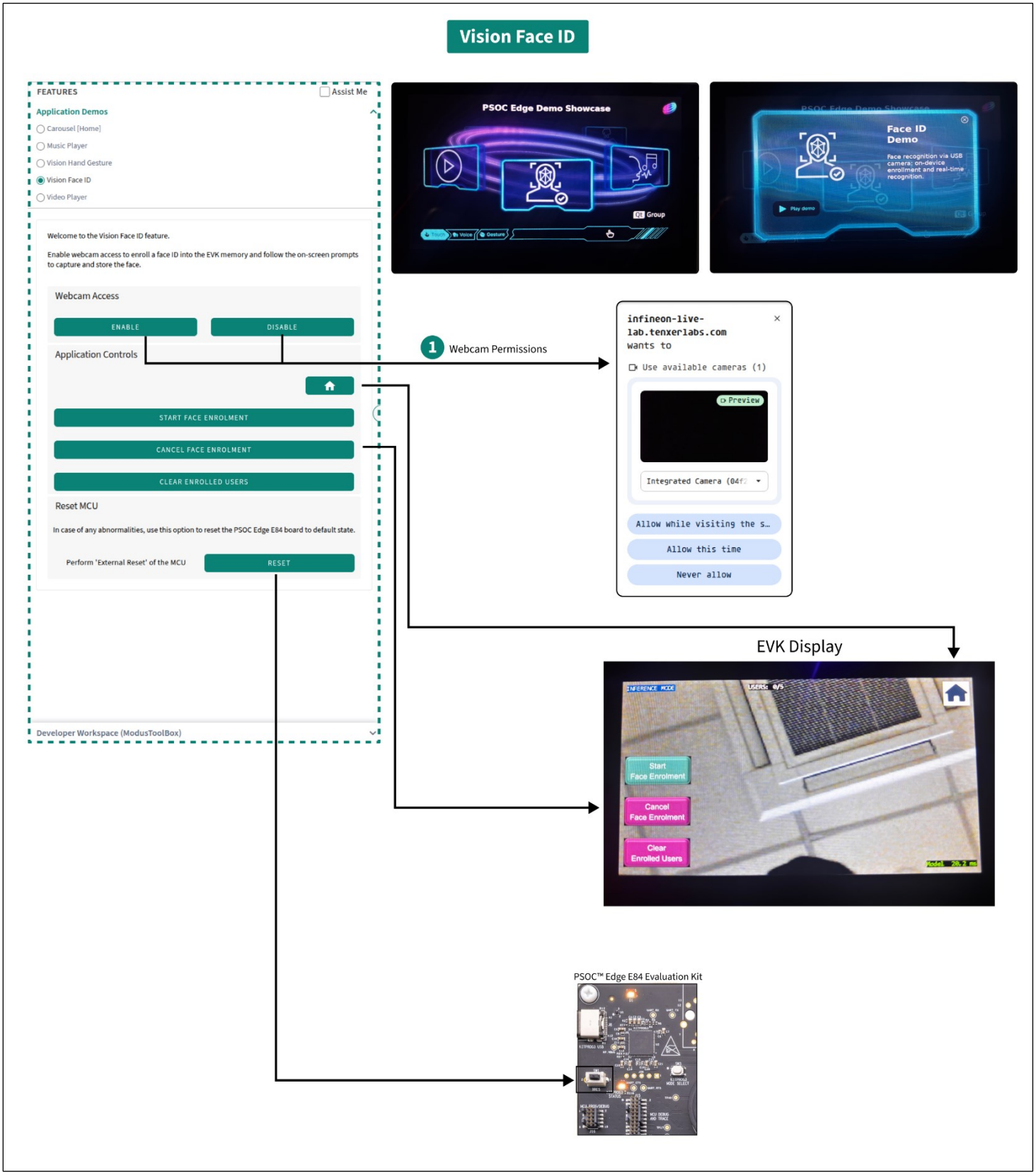
- Biometric certification or security validation
- Large-scale identity database handling

1.4.3 What Customers Will Learn

- How embedded systems support **stateful ML workflows**
- How real-time vision applications are implemented on-device
- How ML inference integrates with display and user interaction
- How the platform enables practical **face recognition use cases**

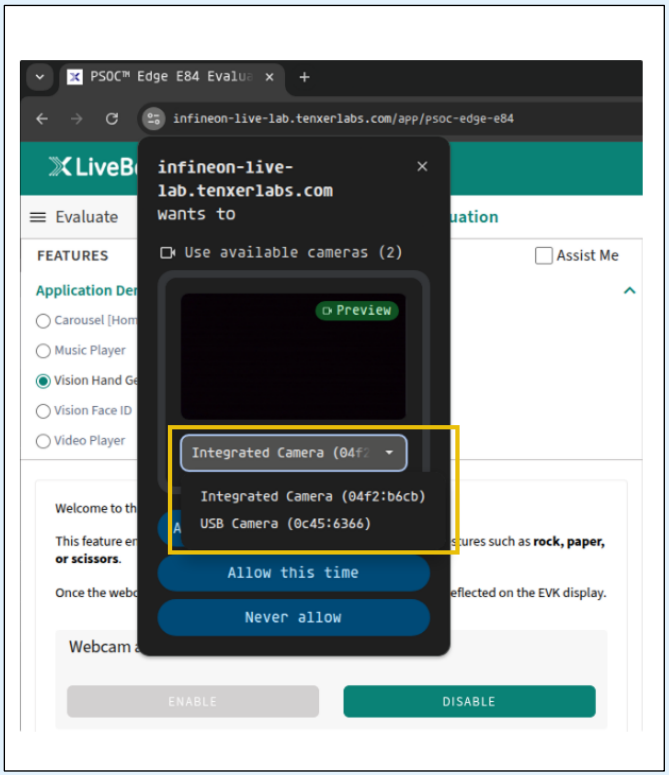
Table 4 Input-Output to monitor while evaluating Music Player

Input	Output
• Web camera feed via browser • **Face ID application controls:** Start Face Enrolment, Cancel Face Enrolment and Clear Enrolled Users	• EVK Display Livestream • Live Stream • Progress Log • Console Output.


Vision Face ID
FEATURES
Assist Me
Application Demos
Carousel [Home]
Music Player
Vision Hand Gesture
Vision Face ID
Video Player
Welcome to the Vision Face ID feature.
Enable webcam access to enroll a face ID into the EVK memory and follow the on-screen prompts to capture and store the face.
Webcam Access
ENABLE
DISABLE
Application Controls
START FACE ENROLMENT
CANCEL FACE ENROLMENT
CLEAR ENROLLED USERS
Reset MCU
In case of any abnormalities, use this option to reset the PSOC Edge E84 board to default state.
Perform 'External Reset' of the MCU
RESET
Developer Workspace (ModusToolBox)
PSOC Edge Demo Showcase
Face ID Demo
Face recognition via USB camera: on-device enrollment and real-time recognition.
1 Webcam Permissions
infineon-live-lab.tenxerlabs.com wants to
Use available cameras (1)
Preview
Integrated Camera (04f2
Allow while visiting the s…
Allow this time
Never allow
EVK Display
INFERENCE MODE
USERS: 0/5
Start Face Enrolment
Cancel Face Enrolment
Clear Enrolled Users
PSOC™ Edge E84 Evaluation Kit

Webcam Access Note:

Users can select the camera device to use while evaluation from this option in the browser.



1.5 Video Player

1.5.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU handles multimedia data processing and graphics rendering for display applications.

1.5.2 Scope

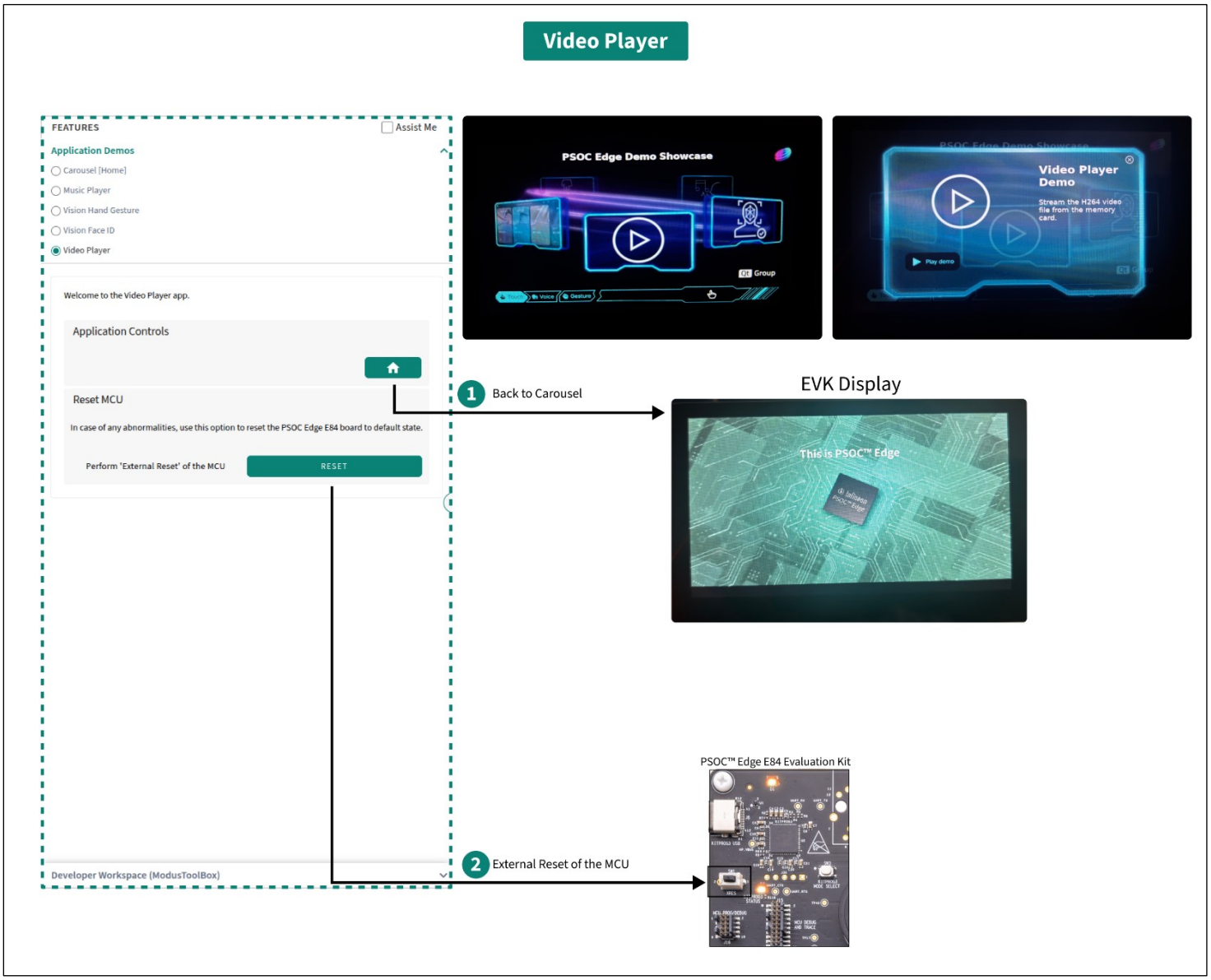
- Video playback from SD card storage
- Display rendering on MIPI-DSI interface
- Data flow from external memory to display pipeline

1.5.3 What customer will learn

- How the platform handles multimedia data streaming
- How graphics and display subsystems support rich UI experiences
- How memory interfaces enable efficient content delivery
- How the EVK supports graphics-intensive embedded applications

Table 5 Input-Output to monitor while evaluating Music Player

Input	Output
• Back to Carousel button (using serial command to the EVK)	• EVK Display Livestream • Live Stream • Progress Log



1.6 Rock Paper Scissors Game

1.6.1 Purpose of the Demo

This demonstration allows users to evaluate how the PSOC™ Edge E84 MCU integrates **machine learning, multi-core processing, and application logic** into a complete interactive system.

1.6.2 Scope

This demo focuses on:

- Gesture detection using DEEPCRAFT™ ML models
- Multi-mode gameplay (Single, Dual, AI Bot)
- Multi-core execution:
    - CM33 Secure (boot and protection)
    - CM33 Non-Secure (application control)
    - CM55 (ML inference)
- Execution from external QSPI flash (XIP mode)

This demo does not cover:

- AI strategy optimization
- Advanced gaming frameworks

1.6.3 What Customers Will Learn

- How secure and non-secure domains operate in embedded systems
- How ML inference integrates with real-time application logic
- How multi-core architectures enable complex workloads
- How the platform supports **complete end-to-end applications**

This Out-Of-Box application demo lets you play the Rock Paper Scissors game using hand gestures detected through your webcam. It supported three modes:

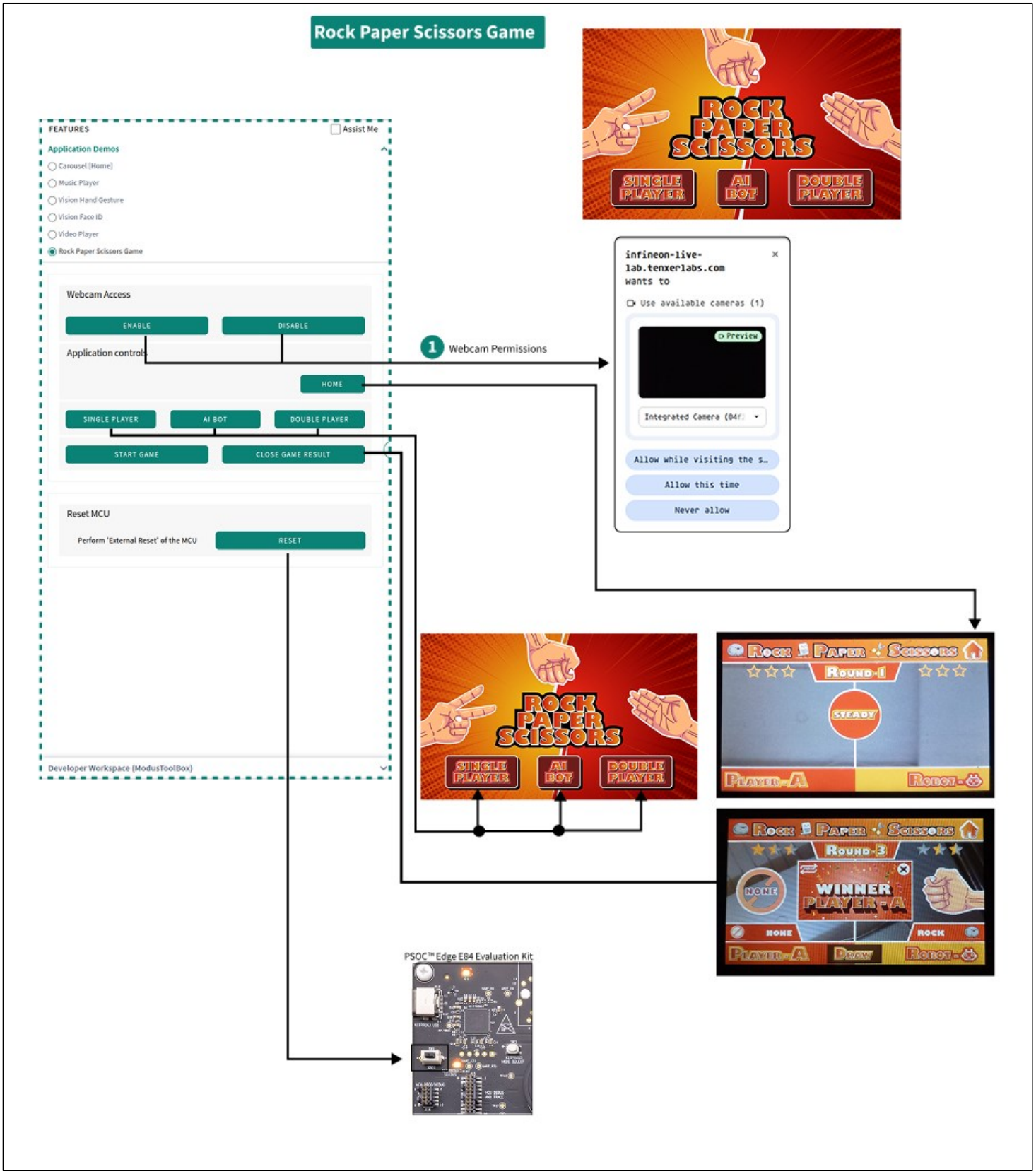
1. **Single Player:** A single player competes against the robot; the robot's gesture is random.
2. **AI Bot:** - A single player competes against the AI Bot.
3. **Dual Player:** Two Players compete against each other.

The webcam detects gestures such as Rock, Paper and Scissors and displays the result on the Vision Simulation Display and the EVK display. The EVK USB Camera is positioned to capture and mirror your hand gestures from the webcam feed in real time.

This application runs with 3 rounds of game ending with score card. User can turn ON the webcam of their system and start playing the game.

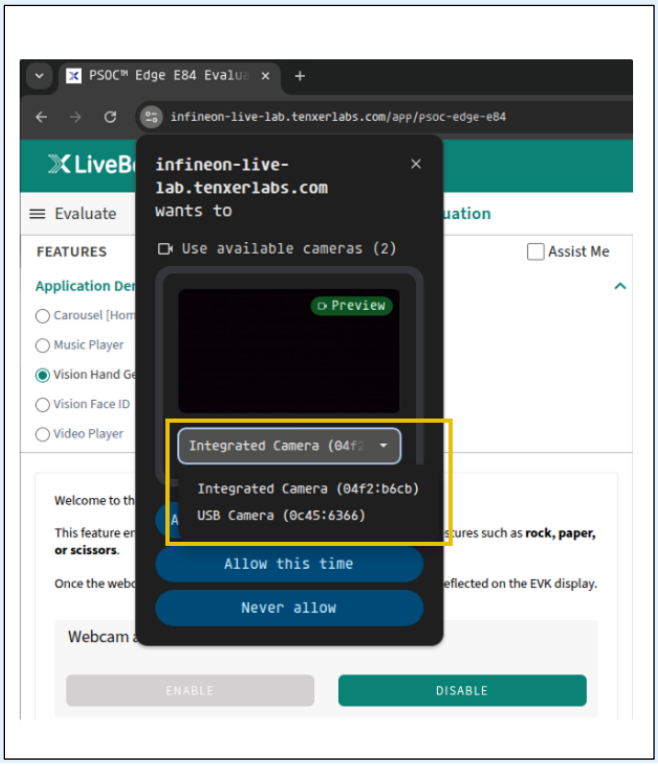
Table 6 Input-Output to monitor while evaluating Music Player

Input	Output
• Web camera feed via browser • **Game Controls:** Single User, AI Bot, Double User, Start Game and Close Game Results	• EVK Display Livestream • Live Stream • Progress Log • Console Output.


Rock Paper Scissors Game
FEATURES
Assist Me
Application Demos
Carousel (Home)
Music Player
Vision Hand Gesture
Vision Face ID
Video Player
Rock Paper Scissors Game
Webcam Access
ENABLE
DISABLE
Application controls
HOME
SINGLE PLAYER
AI BOT
DOUBLE PLAYER
START GAME
CLOSE GAME RESULT
Reset MCU
Perform 'External Reset' of the MCU
RESET
Developer Workspace (ModusToolBox)
1 Webcam Permissions
infineon-live-lab.tenxerlabs.com wants to
Use available cameras (1)
Preview
Allow while visiting the s...
Allow this time
Never allow
ROCK PAPER SCISSORS
SINGLE PLAYER
AI BOT
DOUBLE PLAYER
ROUND-1
STEADY
PLAYER - A
ROBOT
ROUND-3
WINNER PLAYER - A
NONE
ROCK
DRAW
PSOC™ Edge E84 Evaluation Kit

Webcam Access Note:

Users can select the camera device to use while evaluation from this option in the browser.



3. Developer Workspace (ModusToolbox™)

3.1 Purpose

Provides a complete remote embedded development environment — from writing code in ModusToolbox™ to flashing and validating firmware on the real EVK hardware. Enables end-to-end development, real-time observation, and power analysis without owning the kit.

3.2 Scope

Tools Available (Remote PC)

- **ModusToolbox™:** Full IDE, PDL, board support packages, code examples library
- **DEEPCRAFT™ Studio:** AI model training and deployment platform
- **Visual Studio Code:** Code editor with ModusToolbox™ extension
- **Tera Term:** Serial terminal for UART output (see Tera Term Configuration Guide)
- **Audacity:** Audio recording and editing for audio application testing

Board Controls

- **USER BTN1 (SW2) / USER BTN2 (SW4):** Configurable single-click user buttons
- **External Reset (XRES):** MCU hard reset
- **Boot Switch:** Selects boot mode (ON = download mode)
- **D2-D3 Short Button:** ON/OFF toggle for D2-D3 connection
- **Potentiometer:** Analog input from 0 V to 1.8 V (ADC evaluation)
- **Power Cycle:** Remote power cycle of the EVK

Power Measurement

- **1V8 MCU Rail (J26):** Plots live voltage, current, and power from VDD_1V8 / VDDIO_1V8
- **3V3 MCU Rail (J25):** Plots live voltage, current, and power from VBAT_MCU (3.3 V)
- Graphs are downloadable as .PNG or .CSV for offline analysis
- PLAY/PAUSE graph option to freeze and review real-time traces

Mobile Streaming Access

A mobile phone is integrated into the Live Lab setup to evaluate Wi-Fi and Bluetooth® (BLE) application scenarios. The Mobile Stream container provides a live view from the mobile device, enabling users to observe wireless connectivity behavior in real time alongside console output. If the mobile stream fails to load, right-click the frame and select Reload Frame.

File Upload / Import

External data files (e.g., custom audio samples, ML datasets) can be uploaded from the local system into the remote development environment. Uploaded files are placed in
C:\|Users\|DELL\|AppData\|Local\|Programs\|Imagimob Studio\|USER_UPLOADED_FILE\|

This demo does not cover:

- Advanced debugging (trace-level, ETM)
- CI/CD or large-scale automation workflows

3.3 What Customers Will Learn

- How to perform **end-to-end embedded development remotely**
- How to validate firmware behaviour on real hardware
- How to correlate:
    - Application workload
    - System response
    - Power consumption
- How the platform supports **rapid prototyping and evaluation**

Section - 1

Developer Workspace

FEATURES

Assist Me

Application Demos

Developer Workspace (ModusToolbox™)

Board Controls What's This?

Developer Workspace(ModusToolbox™) Overview

- **End-to-End Application Development:** Develop, flash, and test applications seamlessly from writing code in ModusToolbox™ to flashing firmware on the EVK.
- **Lab Testing Features:** Access and control components such as User-Button 1, User-Button 2, Reset, Boot Switch, Potentiometer and more.
- **Code Examples Library:** Explore ready-to-use ModusToolbox™ examples across categories such as Peripherals, Bluetooth, Wi-Fi, Low Power, Machine Learning and more.
- **Remote Development Environment:** Equipped with essential tools such as ModusToolbox™, DEEPCRAFT™ Studio, Visual Studio Code, Tera Term and Audacity.

1. Refer to this document to get help with Tera Term configuration: Tera Term Configuration Guide.
2. Refer to this document to get help with Wi-Fi configuration : Wi-Fi Configuration Guide.

Power cycle the board

USER BTN1 Single Clic SW2

USER BTN2 Single Clic SW4

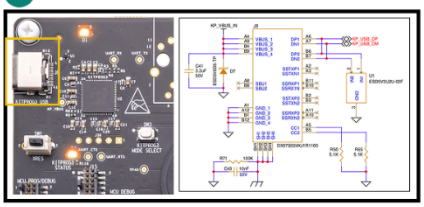
'External Reset' of the MCU RESET

Boot Switch ON

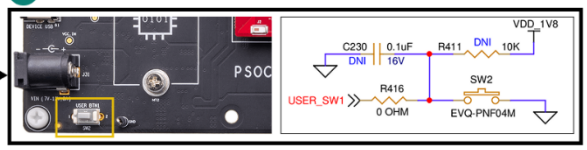
D2-D3 short button OFF

Potentiometer 0V 0V 1.8V

1 EVK Power

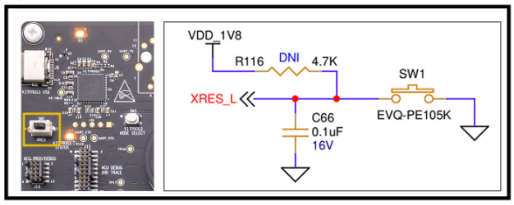


2 User Button - 1

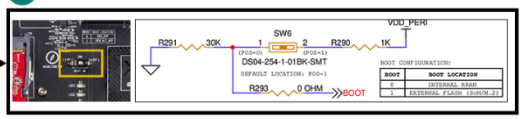


3 User Button - 2

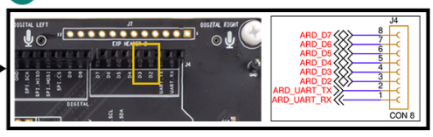
4 External Reset of the MCU



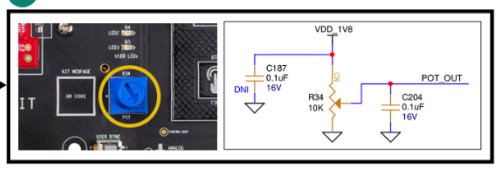
5 Boot Switch

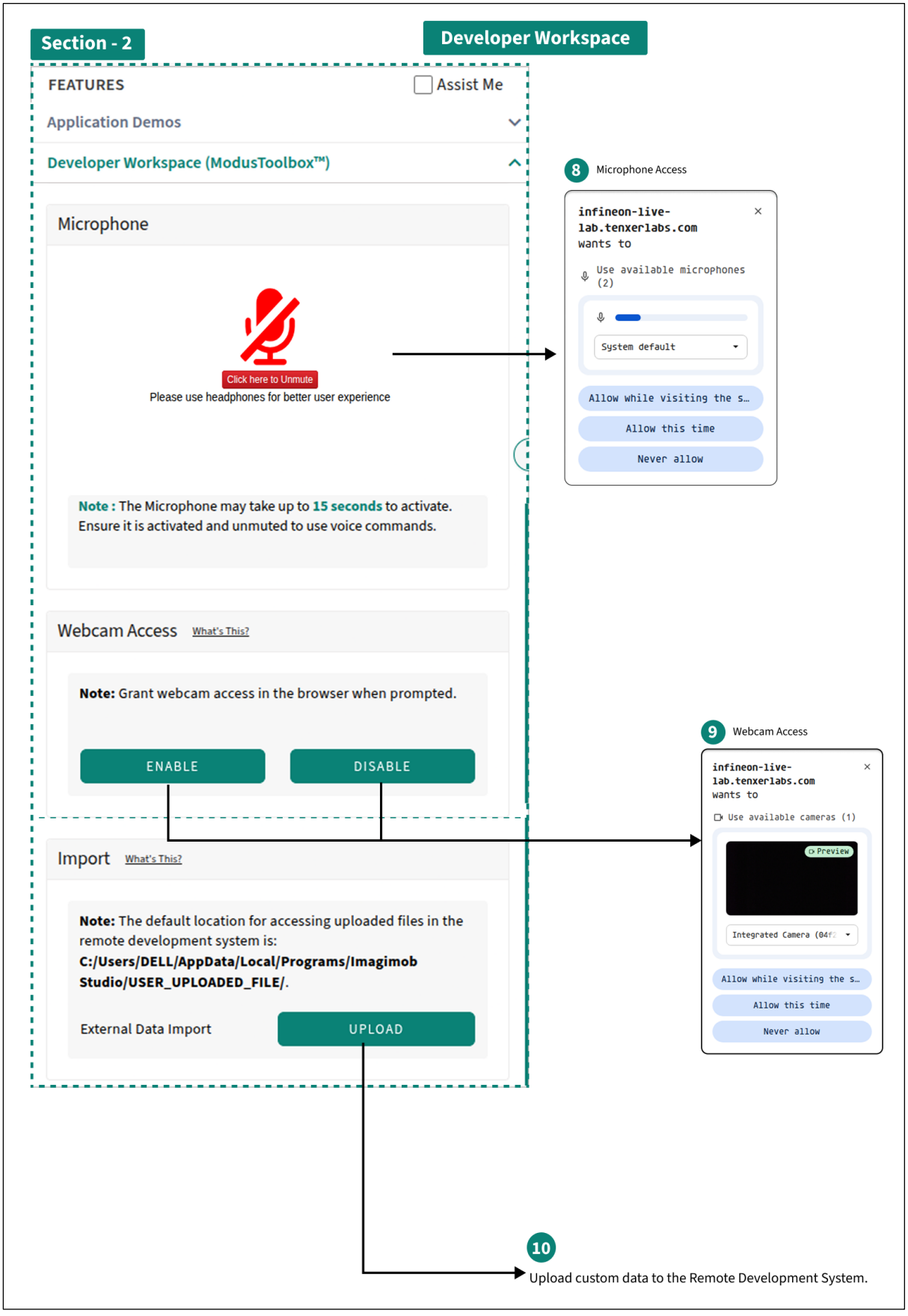


6 D2-D3 Connection



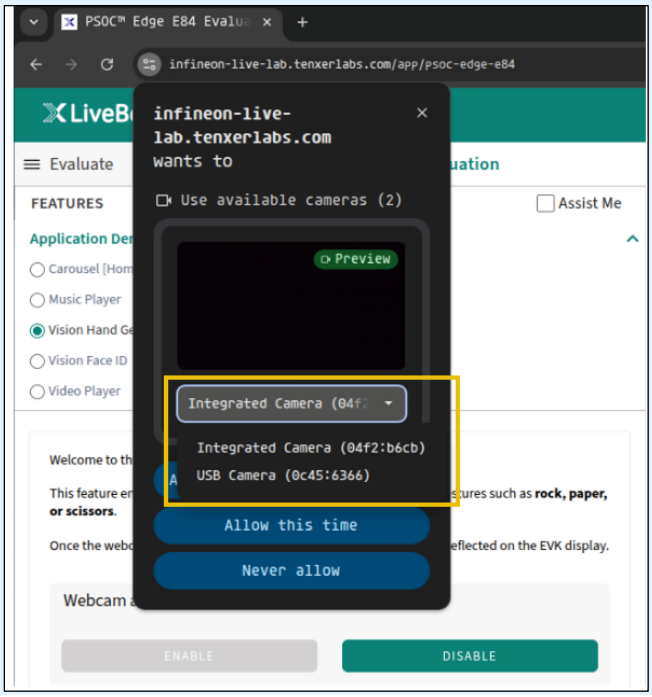
7 Potentiometer




Section - 2
Developer Workspace
FEATURES
Assist Me
Application Demos
Developer Workspace (ModusToolbox™)
Microphone
Click here to Unmute
Please use headphones for better user experience
Note : The Microphone may take up to 15 seconds to activate. Ensure it is activated and unmuted to use voice commands.
Webcam Access What's This?
Note: Grant webcam access in the browser when prompted.
ENABLE
DISABLE
Import What's This?
Note: The default location for accessing uploaded files in the remote development system is: C:/Users/DELL/AppData/Local/Programs/Imagimob Studio/USER_UPLOADED_FILE/.
External Data Import
UPLOAD
8 Microphone Access
infineon-live-lab.tenxerlabs.com wants to
Use available microphones (2)
System default
Allow while visiting the s…
Allow this time
Never allow
9 Webcam Access
infineon-live-lab.tenxerlabs.com wants to
Use available cameras (1)
Preview
Integrated Camera (04f2
Allow while visiting the s…
Allow this time
Never allow
10
Upload custom data to the Remote Development System.

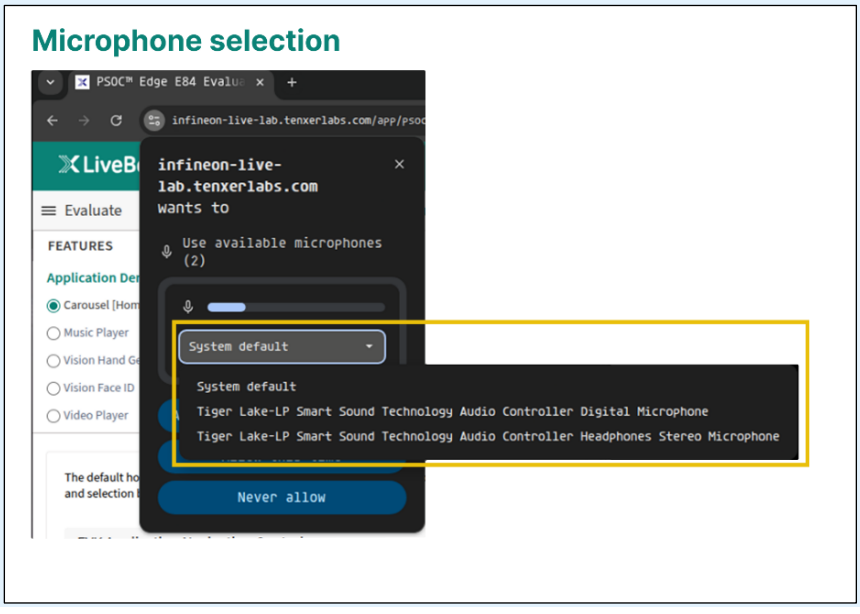
Webcam Access Note:

Users can select the camera device to use while evaluation from this option in the browser.

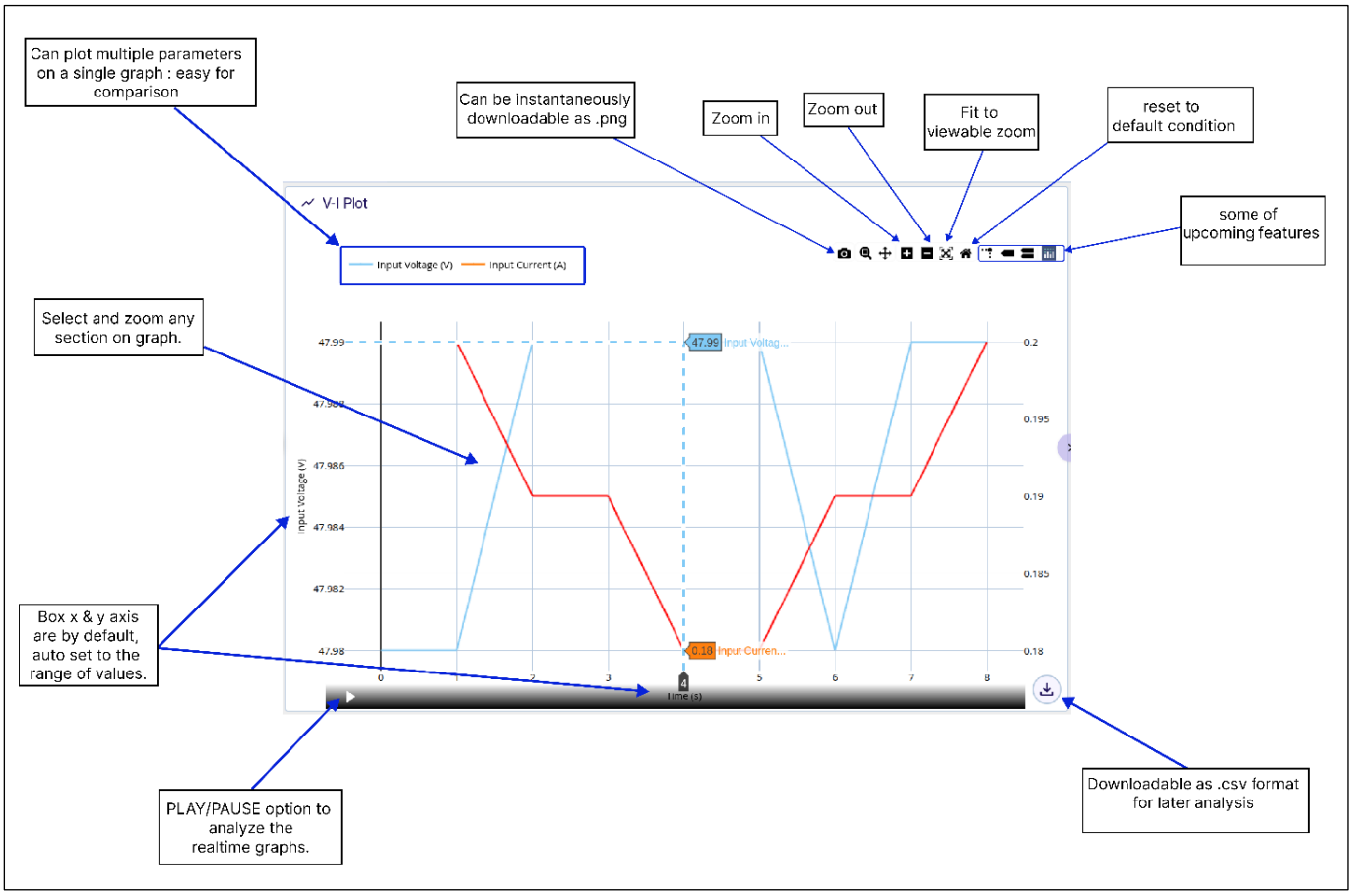


Microphone Access Note:

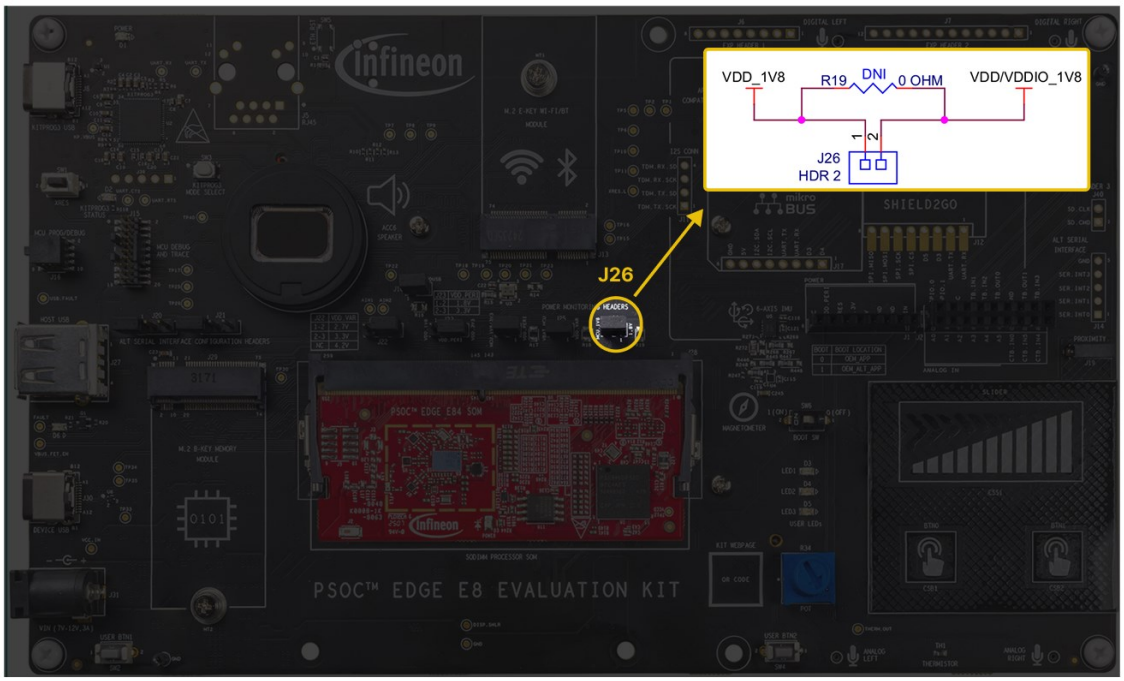
User can select the microphone to use from this option in the browser.



3.4 Graph Plots

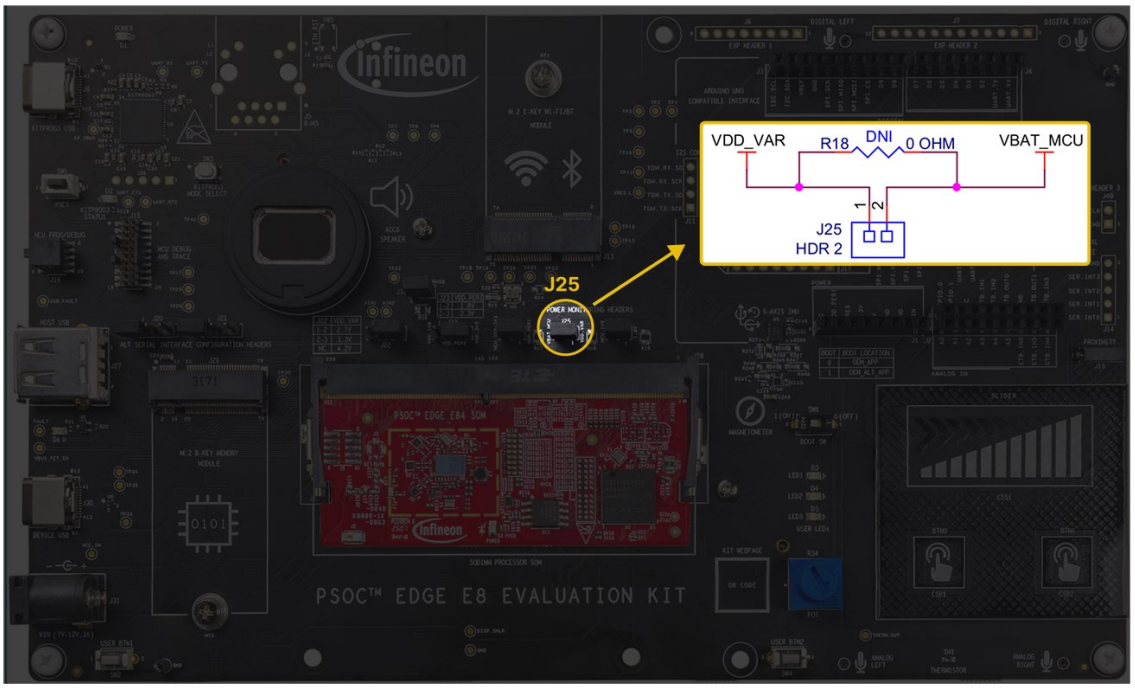


- **1V8 MCU Power Rail Graph:** This graph plots the live voltage, current and power graphs from the J26 terminal on the EVK.



- **MCU Current is measured between J26 pin No 1 & 2.**
- **Voltage(VDD_1V8), Current & power graph can be observed in this container.**

- **3V3 MCU Power Rail Graph:** This graph plots the live voltage, current and power graphs from the J25 terminal on the EVK.

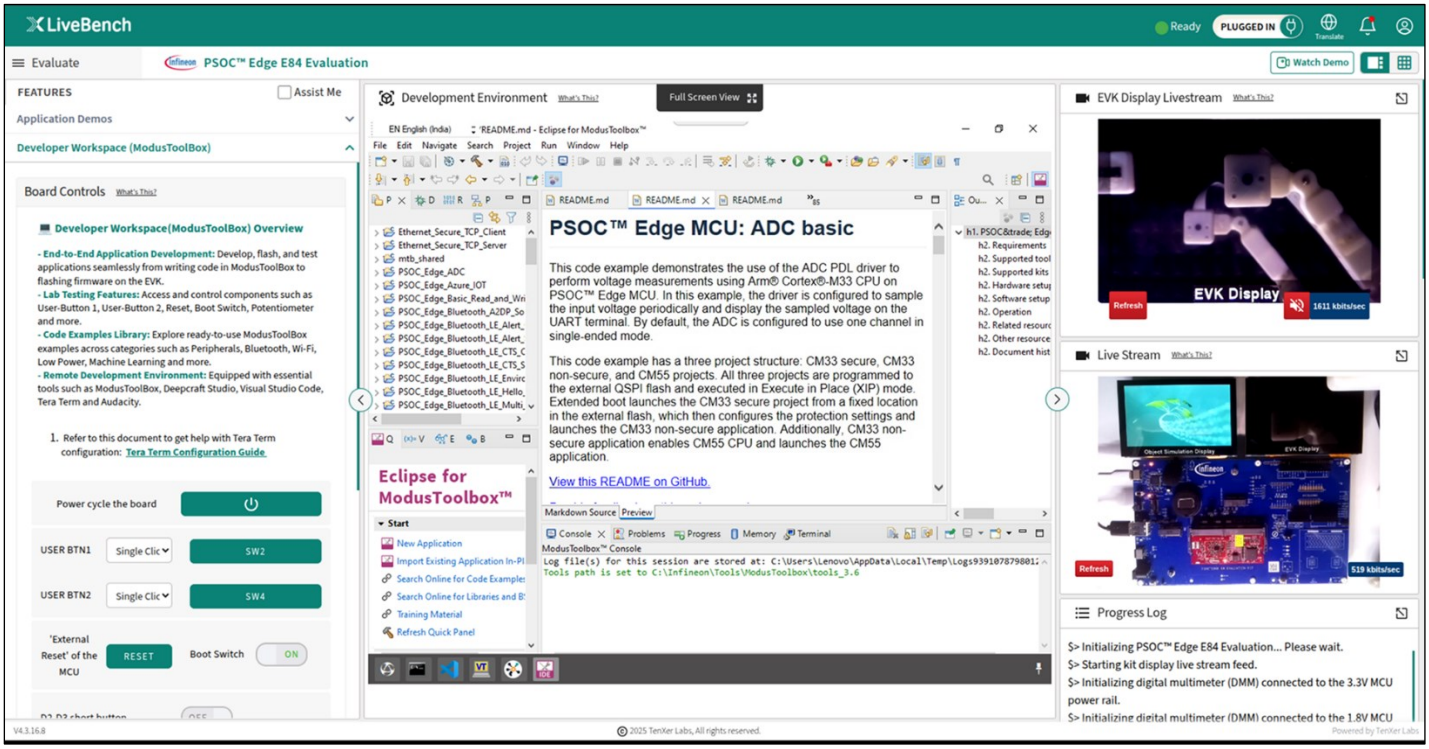


- **MCU Current is measured between J25 pin No 1 & 2.**
- **Voltage(VBAT_MCU), Current & power graph can be observed in this container.**

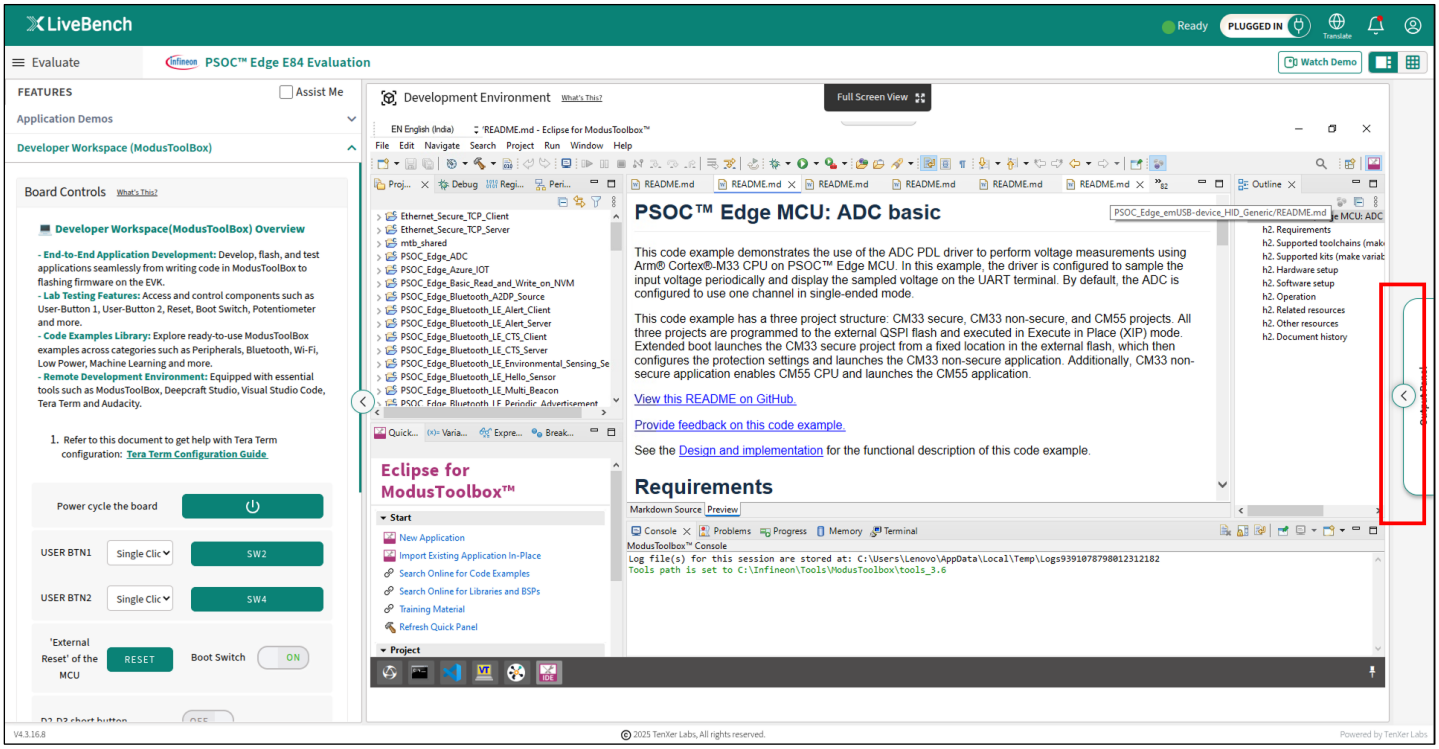
3.5 Tips and Tricks in Developer Workspace

3.5.1 Get help with Collapsible Input-Output.

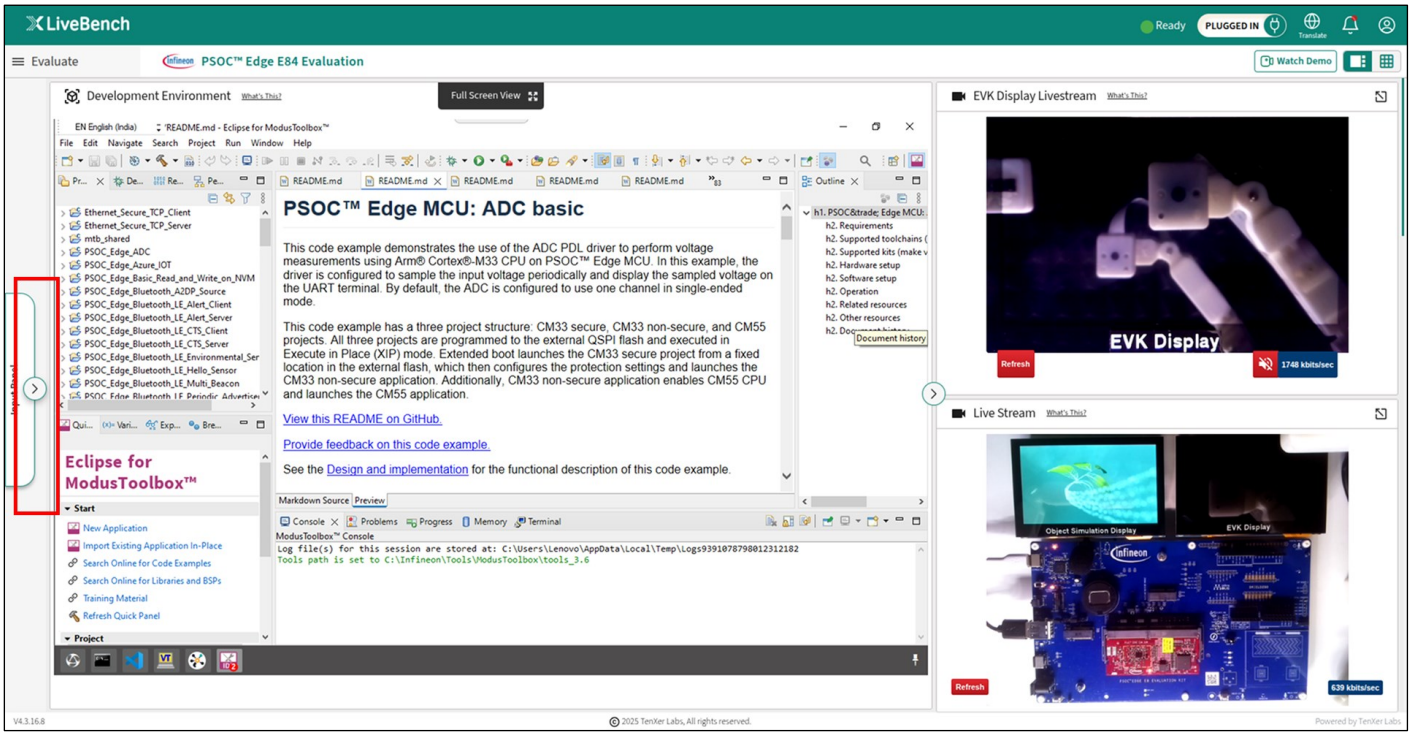
Step-1: Switch to Developer workspace feature.



- **Step-2:** Collapse the **Output Section** to focus on understanding the **Input Section**, and review the provided lab features.



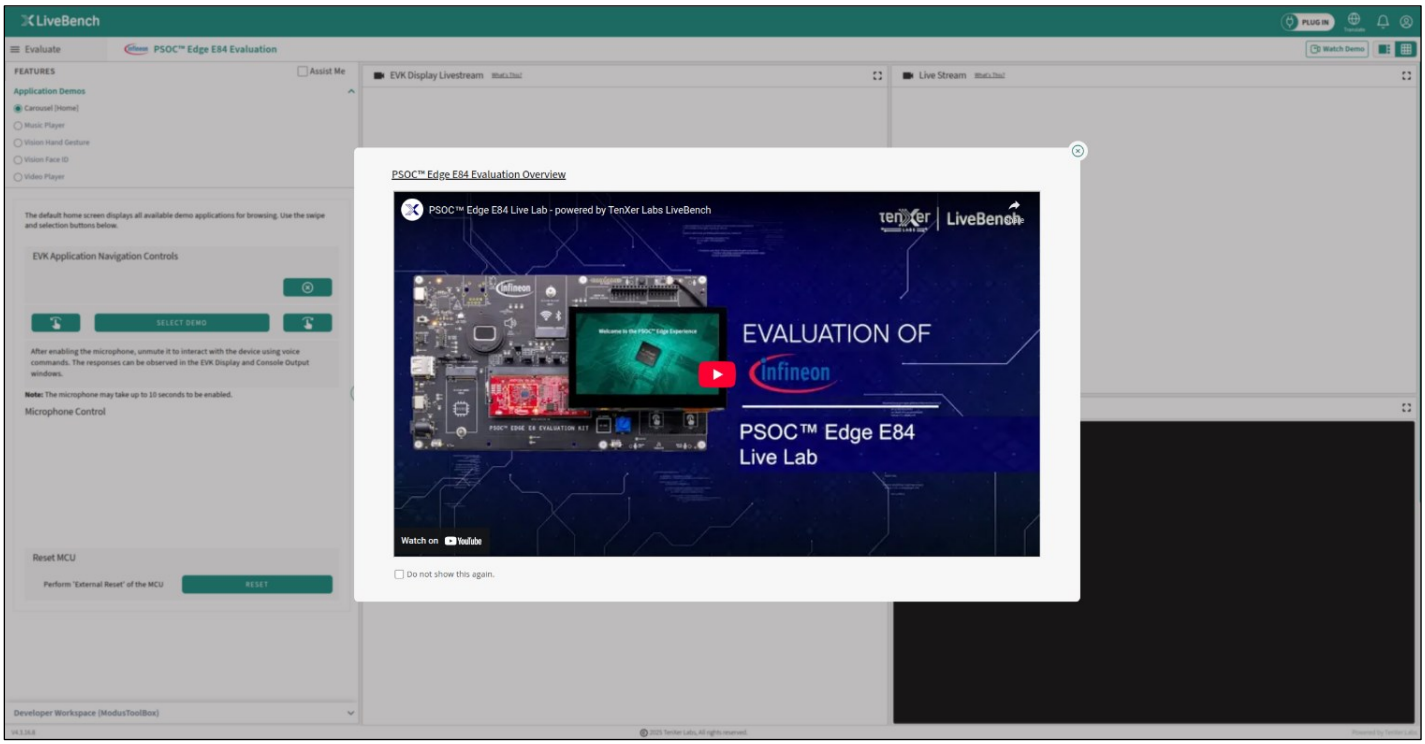
- **Step-3:** Collapse the **Input Section** to focus more on understanding the **Output Section**, and observe the output parameters.



4. UI Navigations and Other Options

4.1 Lab Evaluation Overview Video

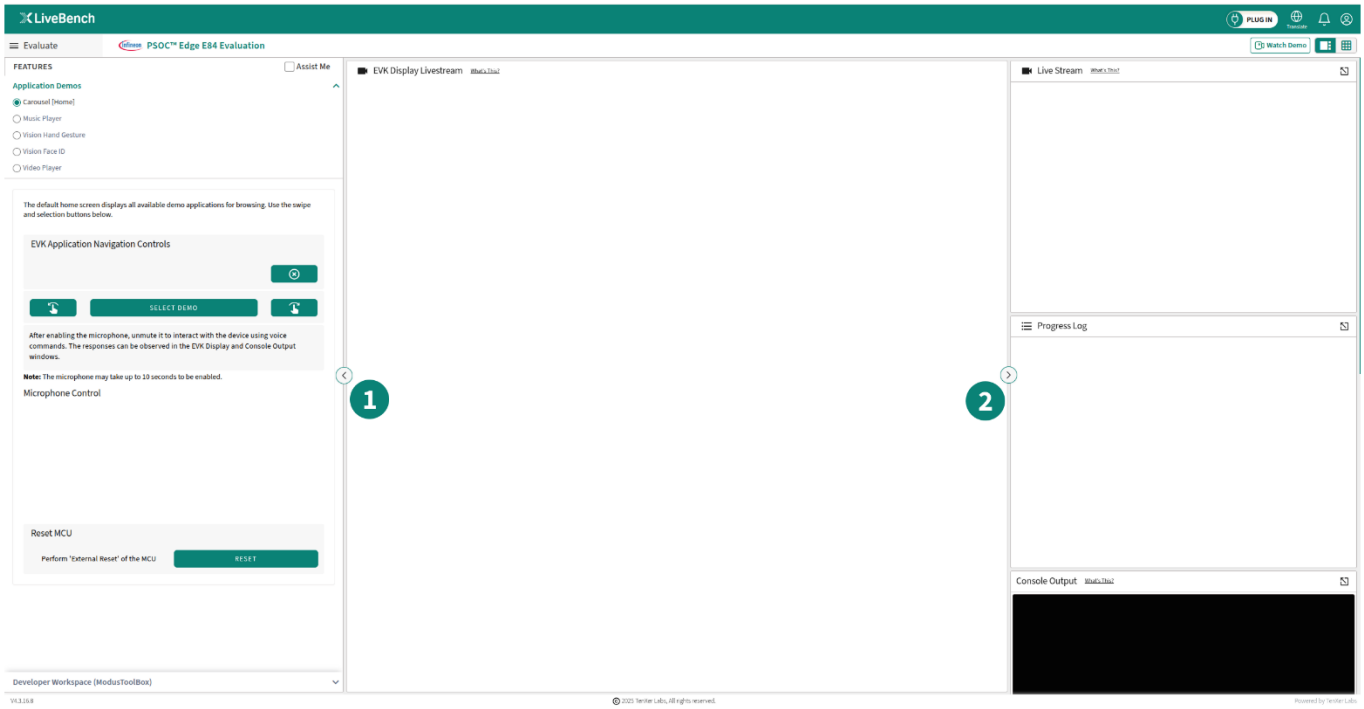
This is the introduction video of the Infineon Live Lab, designed to guide you through the complete evaluation process. It demonstrates the key features and explains how the lab has been structured to support end-to-end application development and evaluation. Refer to this for a concise yet informative walkthrough, giving users a clear understanding of the components, tools, and interactions available within the lab setup.



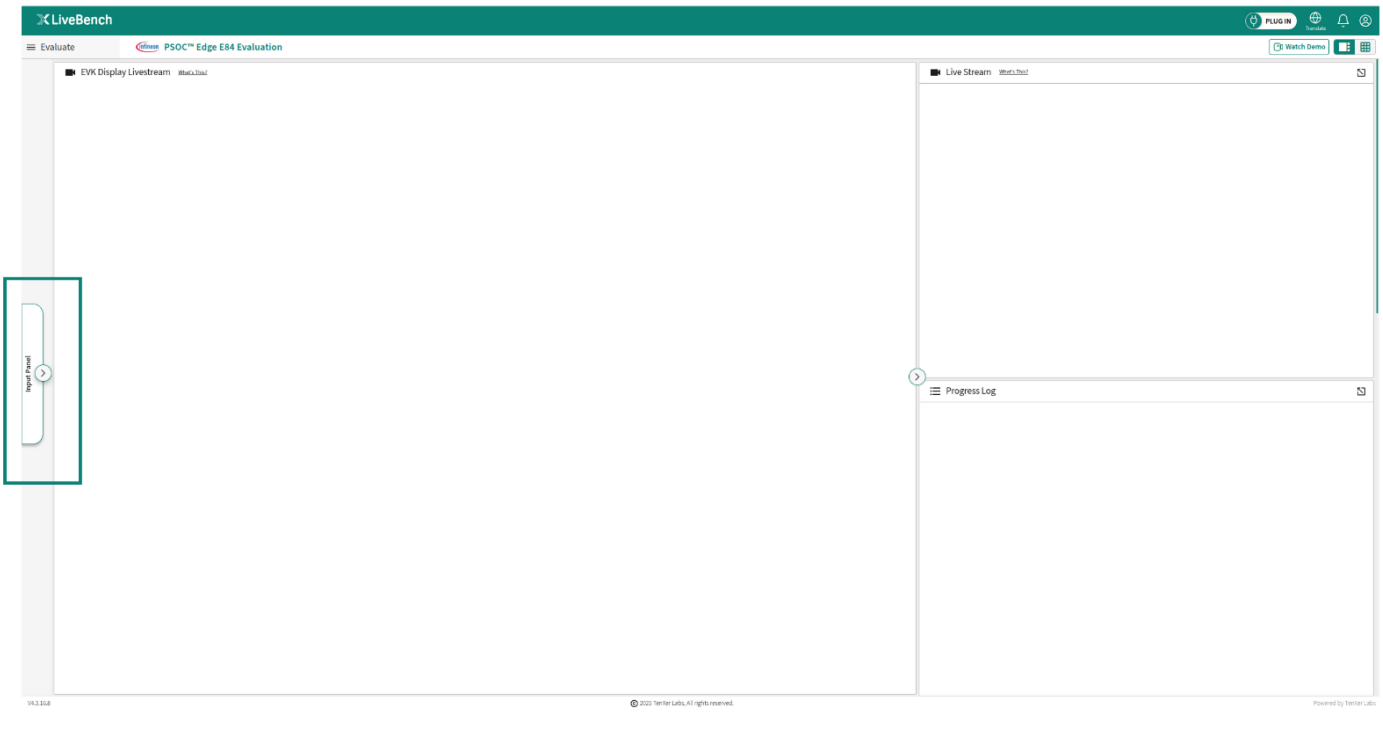
4.2 Collapsible Input /Output Element

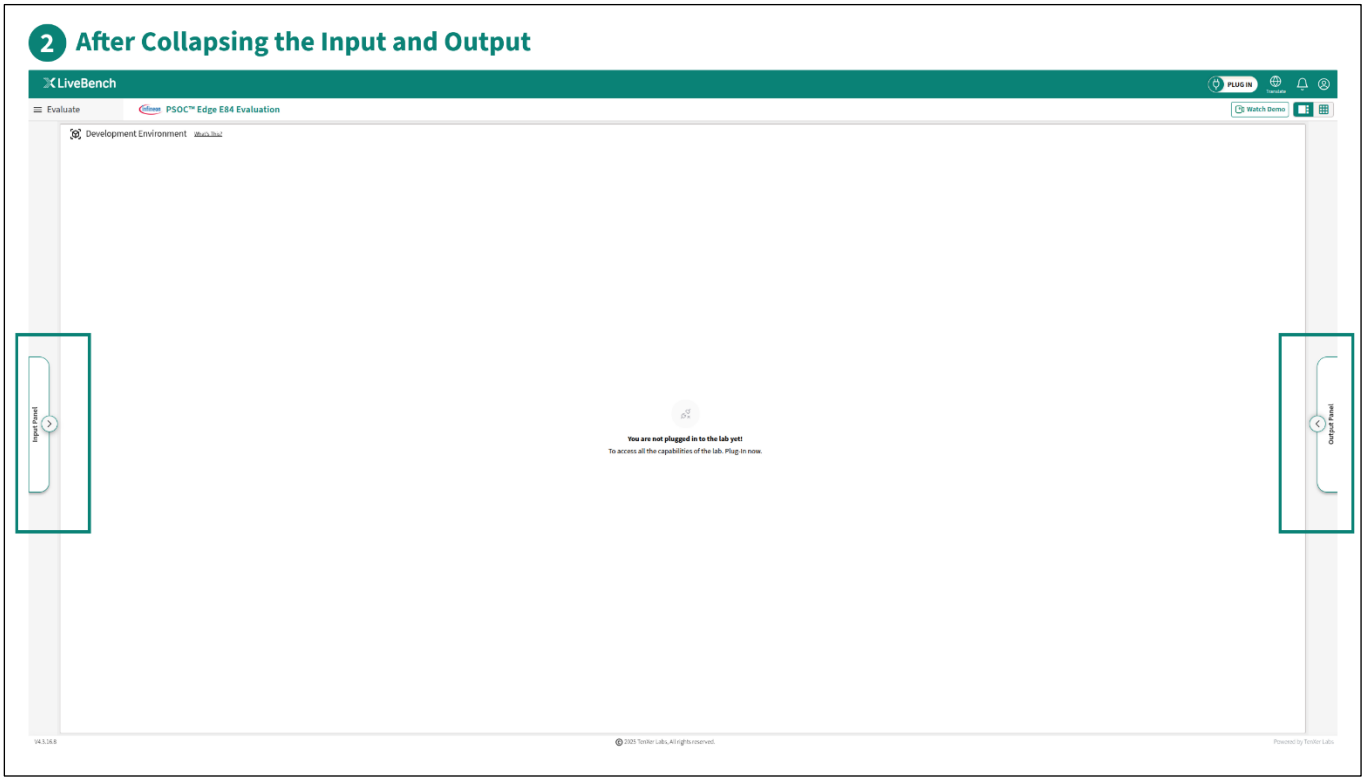
The input and output sections can be collapsed either individually or together, allowing users to maximize the available workspace during evaluation. This feature is particularly useful when full PC access is provided, as it creates additional staging space to support seamless end-to-end development within the Infineon Live Lab environment.

Default Staging View



1 After Collapsing the Input



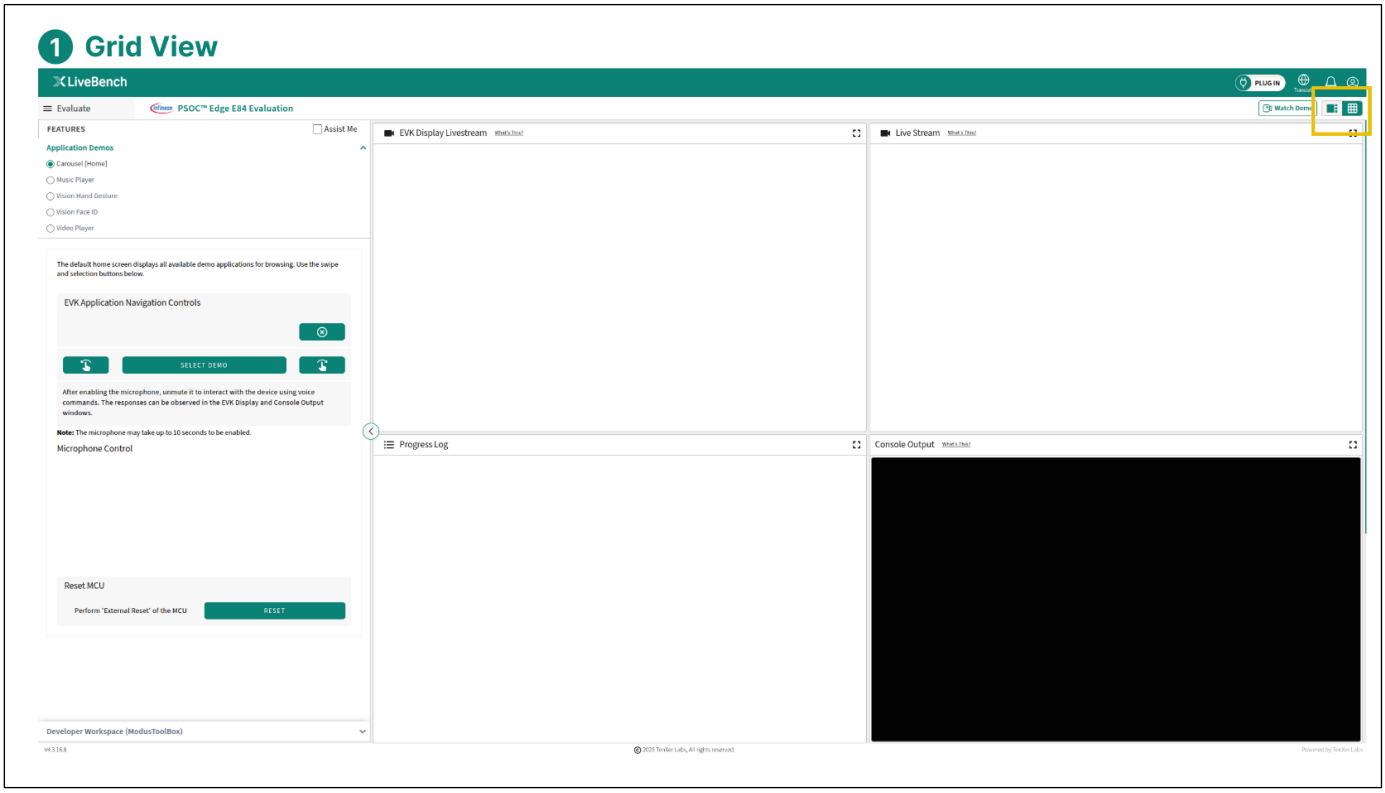


4.3 Views

The Infineon Live Lab offers two viewing modes that organize the output containers based on the user's selection:

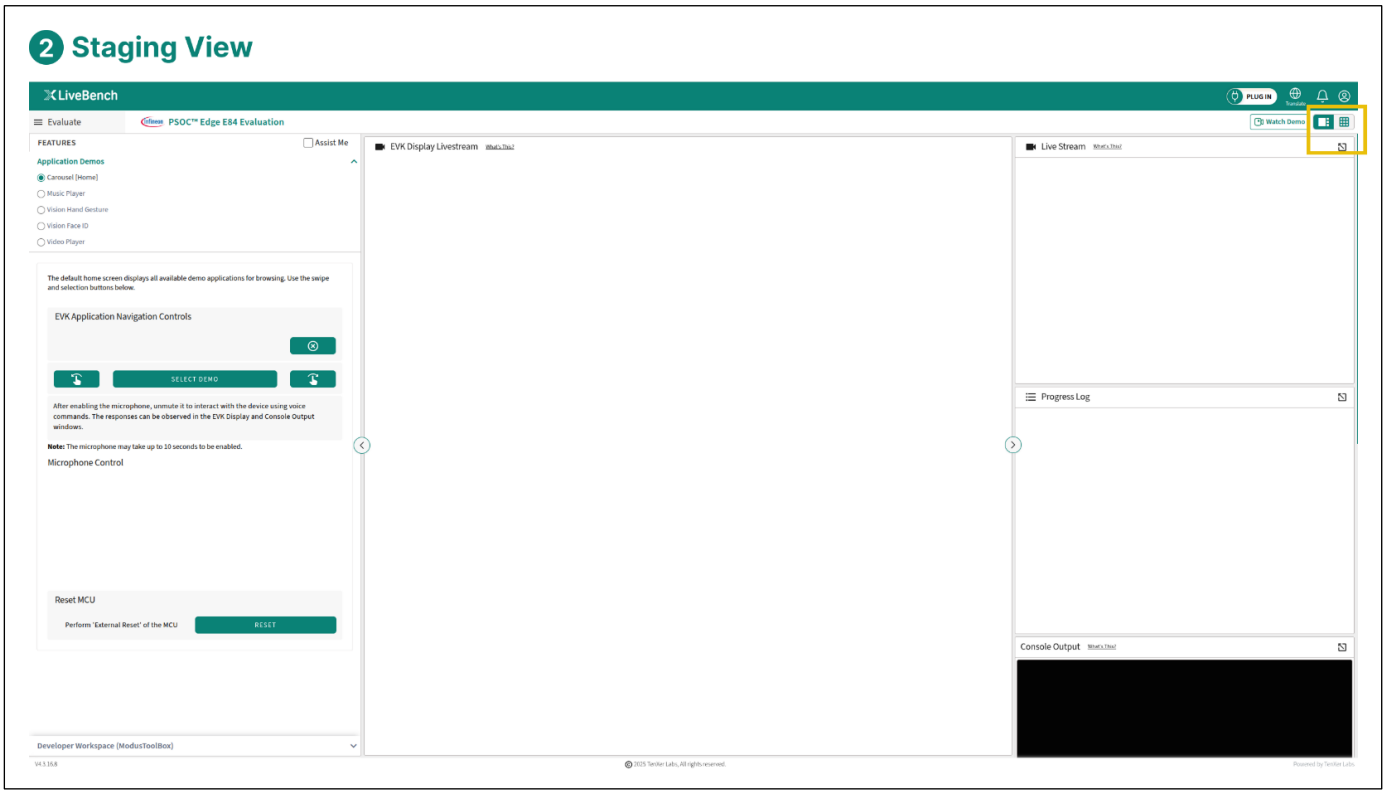
Grid View :

Arranges the output containers in a compact layout, allowing users to view the maximum number of tiles at once (up to four containers per page).



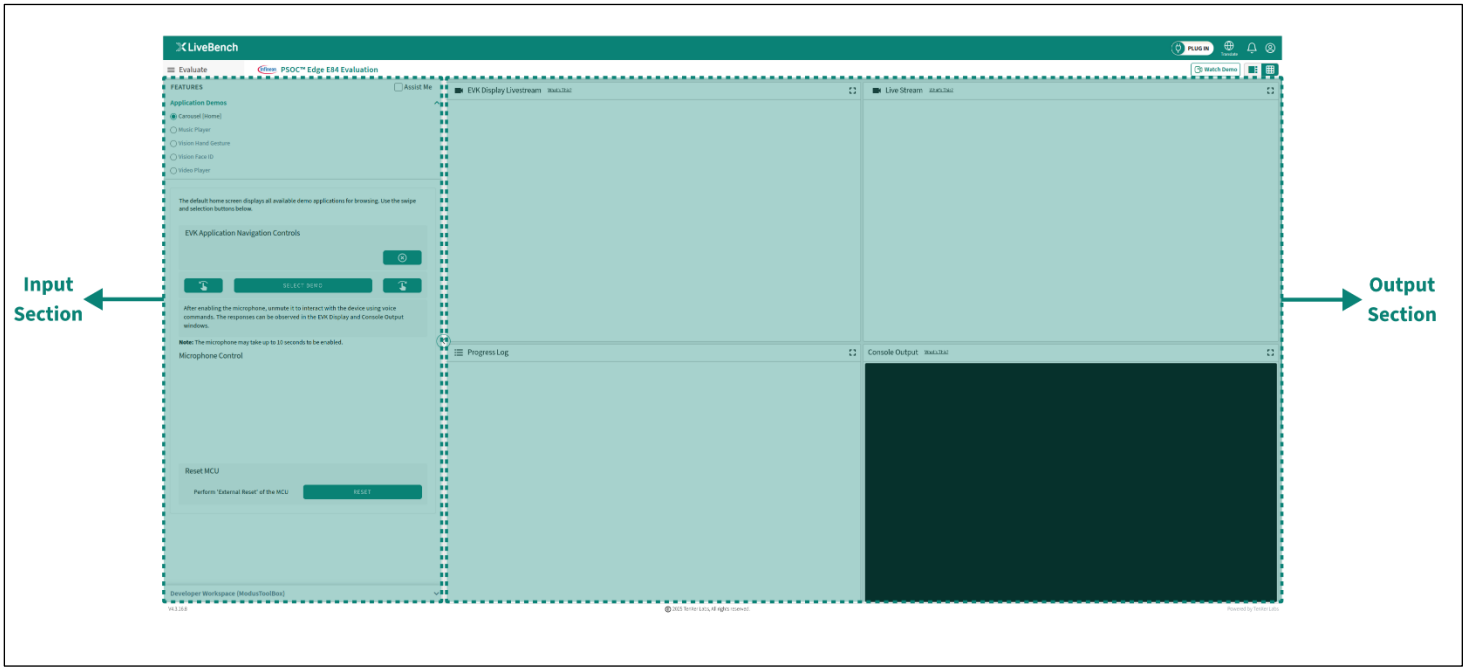
Staging View :

Highlights a selected output tile by displaying it at the center of the screen, while still showing other output containers around it. This provides users with a focused view of the priority window while maintaining visibility of additional outputs.



4.4 User Interface

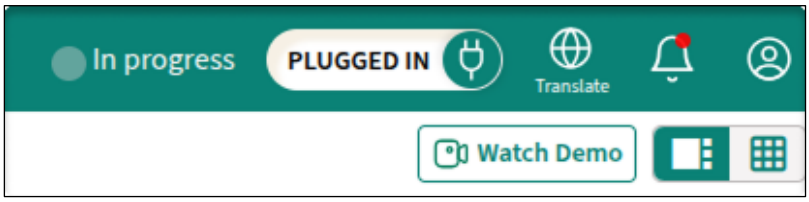
- **Input Section:** This is the section where you can apply stimulus to the hardware setup connected in the Infineon Live Lab. This section also has controls to the EVK in the form of buttons, sliders, Switch, etc.
- **Output Section:** This section by name itself says, it's an output captured from the EVK and on the Infineon Live Lab activities. It covers all the outputs starting from serial output from EVK up to the live video feed capturing the live-video of the lab.



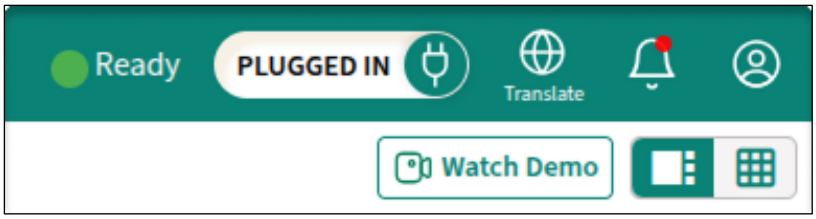
4.5 Connection States

Infineon Live Lab operates in two primary connection states:

- **In Progress:** This state indicates that certain actions are currently being executed. Avoid performing any overriding operations during this time, as it may result in the loss of data or results being generated in the current session.



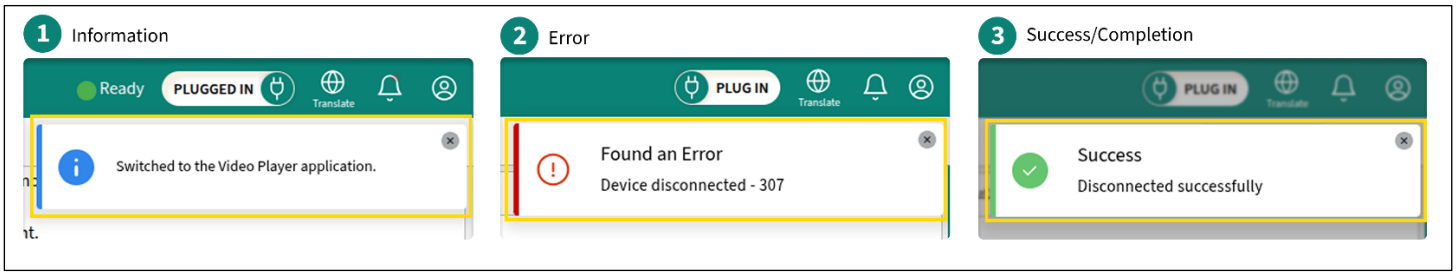
- **Ready:** This state indicates that the Infineon Live Lab is fully initialized and ready for use.



Note:
*When connecting the Lab for the first time, please wait until the status changes to **Ready**. During the initial plug-in, all hardware peripherals and instruments associated with the Lab are automatically initialized.*

4.6 Notifications

The Infineon Live Lab features a comprehensive notification alert system that keeps users informed about the current status and activities within the Lab. The notifications are categorized as follows:

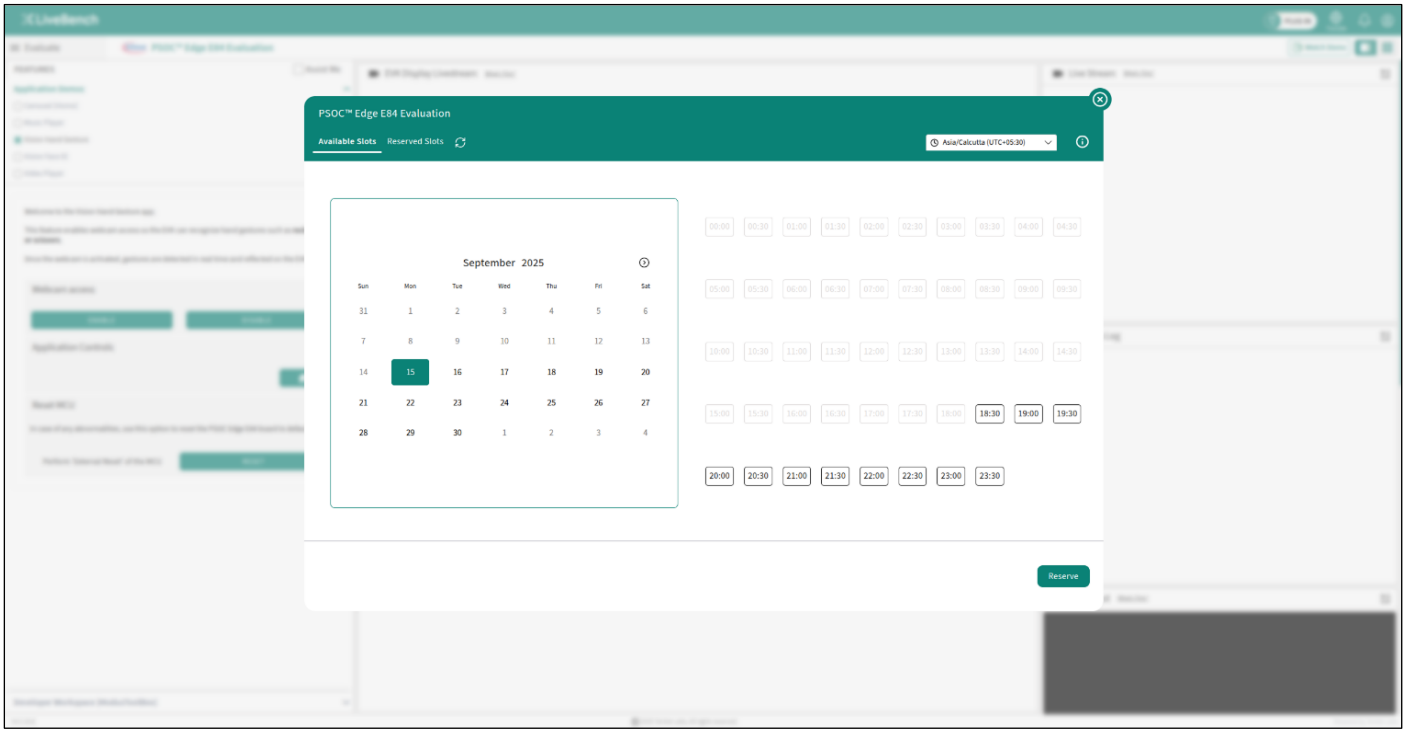


- **Information:** Provides important updates or guidance during different stages of the evaluation process.
  Example: When switching between application demos, a notification will indicate that the transition has occurred.
- **Error:** Indicates a critical issue within the Lab, such as a disconnection or malfunction, that interrupts the ongoing session.
  Example : When there is an interruption in the connected internet, will result in error notification.
- **Success/Completion:** Confirms the successful execution or completion of a specific activity within the Live Lab.
  Example: Notifications appear when the Live Lab is connected or disconnected successfully.

4.7 User Session Management

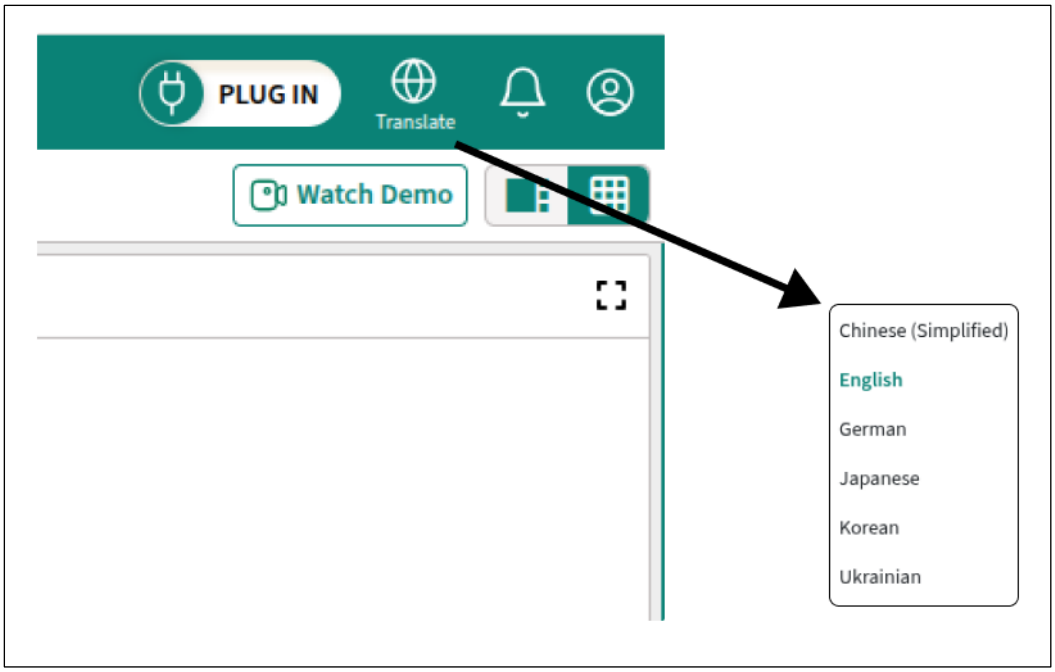
4.7.1 Reservation System

By selecting the Reserve for Later option, users can book design slots at their convenience. Once reserved, these slots allow users to access the Infineon Live Lab during their scheduled time and begin evaluation seamlessly within the allocated session.



4.8 Language

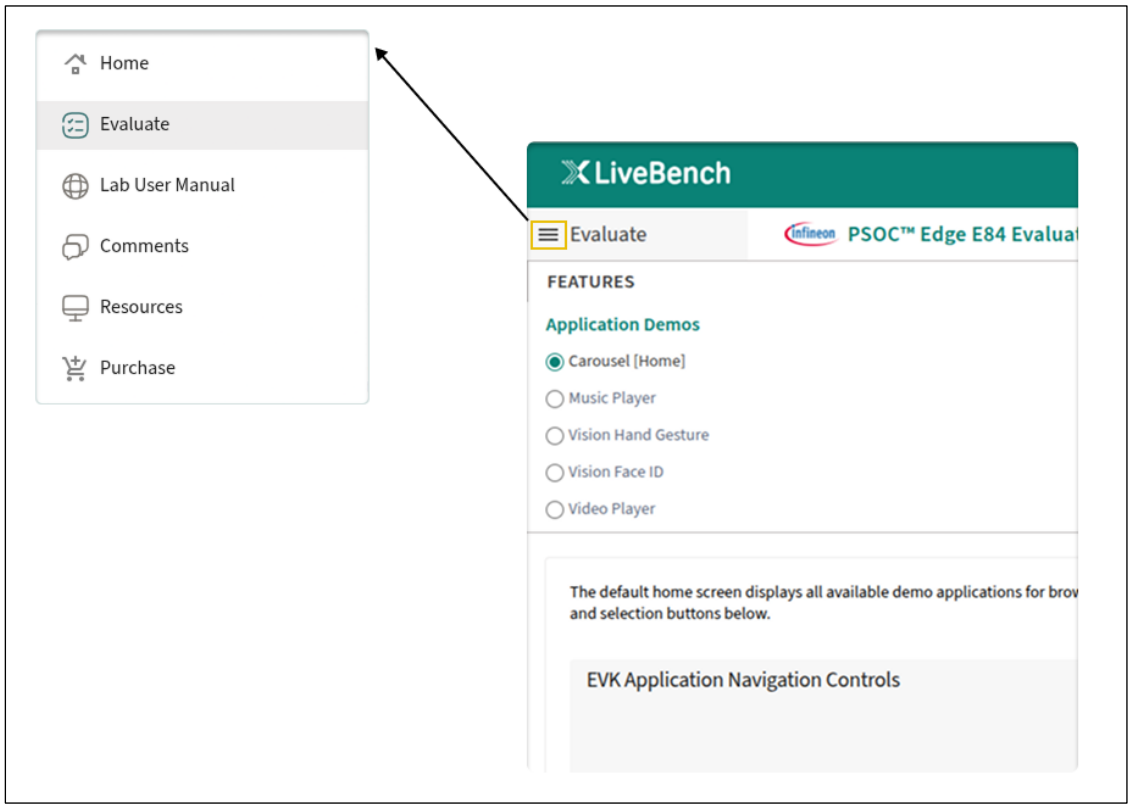
Provides the ability to switch between a wide range of language options, enabling users to perform evaluations in their preferred language for a more personalized experience.



4.9 Hamburger Menu

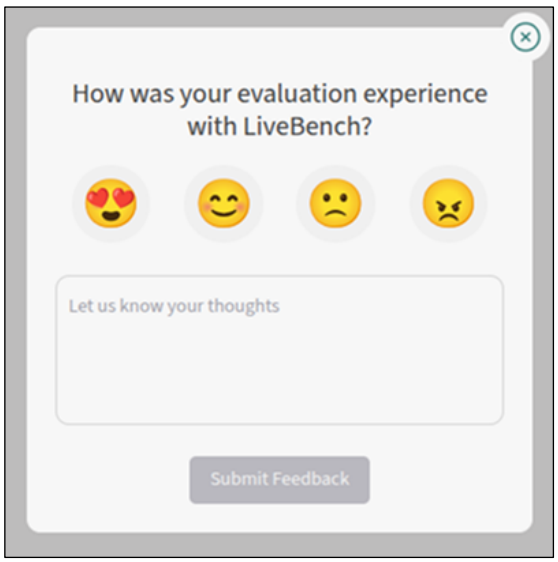
Hamburger Menu provides quick access to additional options available in the Infineon Live Lab. The menu includes the following:

- **Home:** Redirects to the staging area, where users can access all other Infineon Live Labs.
- **Evaluate:** Opens the current evaluation area to work with the design.
- **Lab User Manual:** Offers comprehensive documentation with detailed information on how to use the lab effectively.
- **Comments:** A section where users can post questions, queries, or concerns related to the lab.
- **Resource :** Get access to the resources of the PSOC™ Edge E84 which includes datasheets, evaluation manuals, Application notes and many more.
- **Purchase:** Directs users to the Infineon PSOC™ Edge E84 series MCU purchase page, where they can order the EVK, get it delivered, and start their own evaluation.



5. Feedback

We value your feedback and encourage you to share it through the end-session feedback form, as illustrated below. Please provide detailed comments and select the appropriate emoji that best represents your experience:



- The emoji with **heart-shaped eyes** indicates an **Excellent** experience.
- The emoji with an **angry face** indicates a **Poor** experience.

Your feedback is essential in helping us continuously improve and enhance the **Infineon Live Lab** experience.

6. Known Limitations and Workarounds

1. Popup in the Development Environment

A popup may appear within the output container of the Developer Workspace (ModusToolbox™) if the user is forcefully logged out of the DEEPCRAFT™ Studio AI Suite.

You can safely dismiss it by simply closing the popup window.

2. Reflections on Display Screens

Reflections visible on the display screens are caused by the lab cameras.

These are more noticeable when the displays are turned off and can be ignored.

3. Display Initialization Error

If the display shows coloured screens and a display-related error appears in the console output, it may indicate a display initialization issue.

Perform the following steps in order:

- Switch to the Carousel, then return to the application.
- Click RESET to restore the EVK to its current state.
- Plug-out and Plug-in to the lab.

4. Accidentally Closed Applications

If any application in the **Development Environment** is closed accidentally:

- Click the Home icon in the left bottom of the same container.
- Select your username to relaunch all applications.

5. Switching Audio or Video Devices

When switching between audio or video devices during an evaluation:

- Perform a Plug-out and Plug-in, or
- Switch between applications to apply the changes.

6. EVK Display Livestream Not Visible

If the EVK Display Livestream or Live Stream Container does not appear:

- Click the Refresh button inside the container to reload the video.

7. Stream Not Loading Properly

In the Development Environment or Mobile Stream, if the stream fails to load properly:

- Right-click on the frame and select Reload Frame to reload the stream.

7. Important Links

1. PSOC™ Edge E84 MCU : - Click here
2. PSOC™ Edge E84 Evaluation Kit : Product Info
3. Getting started with data collection on DEEPCRAFT Studio™ : Getting Started with Data Collection
   a. Flashing the streaming software using OOB Web Page
   b. Flashing the streaming software using ModusToolbox™ Programmer

8. References

1. PSOC™ Edge E84 Live Lab - Wi-Fi Configuration Guide
2. PSOC™ Edge E84 Live Lab - Tera Term Configuration Guide
3. PSOC™ Edge E84 Live Lab - Supported Code Examples List