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April 1st, 2010
Renesas Electronics Corporation

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Be Sure to Read This First.

SDI Emulator System for the M32R Family MCUs
M32100T-EZ-E
Release Notes

Renesas Solutions Corp.
Aug. 1, 2009

Outline

These release notes explain the specifications, cautions and restrictions dependent on MCU models which are not covered by the M32100T-EZ-E User's Manual. When referring to a required section in the user's manual, read the release notes together with the user's manual.

Contents

Regulatory Compliance Notices

European Union regulatory notices on Electromagnetic compatibility

CE Certifications:

This product complies with the following European EMC standards.

・EMC Directive 2004/108/EC

EN 55022 Class A

WARNING: This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

EN 55024

Information for traceability:

・Authorised representative

Name: Renesas Technology Corp.
Address: Nippon Bldg., 2-6-2, Ote-machi, Chiyoda-ku, Tokyo 100-0004, Japan

・Manufacturer

Name: Renesas Solutions Corp.
Address: Nippon Bldg., 2-6-2, Ote-machi, Chiyoda-ku, Tokyo 100-0004, Japan

・Person responsible for placing on the market

Name: Renesas Technology Europe Limited European Headquaters
Address: Dukes Meadow, Millboard Road, Bourne End, Buckinghamshire, SL8 5FH, U.K.

United States Regulatory notices on Electromagnetic compatibility

FCC Certifications:

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

1. MCU Model List

These release notes cover the MCU models listed in Table 1.

Table 1 MCU model list

Group	Part No.
32102 Group	M32102S6FP
32104 Group	M32104S6FP
32121 Group	M32121xCWG
32170 Group	M32170FxxFP
32171 Group	M32171FxxFP
32172 Group	M32172FxxFP, M32172FxxWG
32173 Group	M32173FxxFP, M32173FxxWG
32174 Group	M32174FxVFP
32176 Group	M32176FxxFP, M32176FxxWP
32180 Group	M32180FxxFP
32182 Group	M32182FxxFP
32185 Group	M32185FxxFP
32186 Group	M32186FxxFP
32192 Group	M32192FxxFP
32195 Group	M32195FxxFP
32196 Group	M32196FxxFP

2. Specifications, Cautions and Restrictions Dependent on the MCU Model

The following explains the emulator specifications, cautions and restrictions dependent on the MCU model.

2.1. 32102 Group

(1) Differences between the emulator and MCUs

IMPORTANT

- The emulator initializes the MCU internal register to the following values. Initialization starts when the power switch is turned ON or MCU is reset.

R0 = 00000000	R1 = 00000000	R2 = 00000000	R3 = 00000000	R4 = 00000000
R5 = 00000000	R6 = 00000000	R7 = 00000000	R8 = 00000000	R9 = 00000000
R10 = 00000000	R11 = 00000000	R12 = 00000000	R13 = 00000000	R14 = 00000000
R15 = 00000100	SPI = 00000100	SPU = 00000100	BPC = 00000000	PC = 00000000
ACCH = xxxxxxxx	ACCL = xxxxxxxx			
PSW = 00000000				

(2) MCU signals connected to the SDI MCU control interface connector (Section 3.2)

Pin No.	Pin	Direction	Connected to	Remarks
1	TCLK	Emulator to target	TCK of MCU	Clock frequency: 5 MHz
2	Vss	-	GND (0 V)	
3	TDI	Emulator to target	TDI of MCU	
4	TDO	Target to emulator	TDO of MCU	
5	TMS	Emulator to target	TMS of MCU	
6	TRST	Emulator to target	TRST# of MCU	Totem pole output on the emulator
7	DBI	Emulator to target	DBI# of MCU	
8	N.C.	-	Not used	
9	Vcc	Target to emulator	VCCX of MCU	
10	RST	Emulator to target	System reset	Open corrector output on the emulator

(3) Debug specifications dependent on MCU model (Section 5.1)

Item		Description
Emulation memory		- No built-in emulation memory provided in the emulator - Function to download the data to an external flash ROM supported
Software break	RAM area	Implemented by instruction replacement
	ROM area	Implemented by preexecution PC breakpoints of MCU (4 points)
Hardware break	Forcible break	Implemented by MCU's internal resources
	Data access break	Implemented by MCU's internal resources (2 data access break points)

(4) Other cautions and restrictions dependent on MCU model

IMPORTANT

- Note on Using the MVTC Instruction (1):

  When the user program is stopped by the MVTC instruction at the address of the instruction which operates BPC, a BPC value may be changed even if the MVTC instruction has not been executed. Occurrence of this phenomenon depends on the MCU status and the instruction sequence. After this phenomenon occurs, the program is normally re-executed starting with the PC value of the MVTC instruction.
  The following shows sample data when the phenomenon occurs.

  Example:

```
Address     Instruction
H'100       LD24        R0, #H'100
H'104       MVTC        R0, BPC
H'106       NOP
  .           .
  .           .
```

  When a break occurs at PC = H'104 in the above program fragment, BPC = H'100 may be enabled even before the MVTC instruction is executed.

- Note on Using the MVTC Instruction (2):

  In cases when instructions used to operate on the BPC with the MVTC instruction are followed by an RTE instruction, do not set a preexecution PC breakpoint for the RTE instruction. This is because the BPC value becomes illegal and the program cannot be run normally after a break.
  The following shows sample data when the phenomenon occurs.

  Example:

```
Address     Instruction
H'100       LD24        R0, #H'100
H'104       MVTC        R0, BPC
H'106       NOP
  .           .
  .           .
H'110       RTE
```

  If in the above program fragment a preexecution PC breakpoint is set at PC = H'110 to cause a break, the BPC value becomes illegal.

- Note on WDT:

  If a user program is stopped during operation of WDT built in the MCU, the WDT count halts meanwhile. This prevents SBI interruption by WDT while the user program is stopped. However, WDT is normally initialized then.

2.2. 32104 Group

(1) Differences between the emulator and MCUs

IMPORTANT

- The emulator initializes the MCU internal register to the following values. Initialization starts when the power switch is turned ON or MCU is reset.

R0 = 00000000	R1 = 00000000	R2 = 00000000	R3 = 00000000	R4 = 00000000
R5 = 00000000	R6 = 00000000	R7 = 00000000	R8 = 00000000	R9 = 00000000
R10 = 00000000	R11 = 00000000	R12 = 00000000	R13 = 00000000	R14 = 00000000
R15 = 00000100	SPI = 00000100	SPU = 00000100	BPC = 00000000	PC = 00000000
ACCH = xxxxxxxx	ACCL = xxxxxxxx			
PSW = 00000000				

(2) MCU signals connected to the SDI MCU control interface connector (Section 3.2)

Pin No.	Pin	Direction	Connected to	Remarks
1	TCLK	Emulator to target	TCK of MCU	Clock frequency: 5 MHz
2	Vss	-	GND (0 V)	
3	TDI	Emulator to target	TDI of MCU	
4	TDO	Target to emulator	TDO of MCU	
5	TMS	Emulator to target	TMS of MCU	
6	TRST	Emulator to target	TRST# of MCU	Totem pole output on the emulator
7	DBI	Emulator to target	DBI# of MCU	Not used when using M32104S6FP
8	N.C.	-	Not used	
9	Vcc	Target to emulator	VCCX of MCU	
10	RST	Emulator to target	System reset	Open corrector output on the emulator

(3) Debug specifications dependent on MCU model (Section 5.1)

Item		Description
Emulation memory		- No built-in emulation memory provided in the emulator - Function to download the data to an external flash ROM supported
Software break	RAM area	Implemented by instruction replacement
	ROM area	Implemented by preexecution PC breakpoints of MCU (4 points)
Hardware break	Forcible break	Implemented by MCU's internal resources
	Data access break	Implemented by MCU's internal resources (2 data access break points)

(4) Other cautions and restrictions dependent on MCU model

IMPORTANT

- Note on Using the MVTC Instruction (1):

  When the user program is stopped by the MVTC instruction at the address of the instruction which operates BPC, a BPC value may be changed even if the MVTC instruction has not been executed. Occurrence of this phenomenon depends on the MCU status and the instruction sequence. After this phenomenon occurs, the program is normally re-executed starting with the PC value of the MVTC instruction.
  The following shows sample data when the phenomenon occurs.

  Example:

  ```
  Address     Instruction
  H'100       LD24        R0, #H'100
  H'104       MVTC        R0, BPC
  H'106       NOP
      .           .
      .           .
  ```

  When a break occurs at PC = H’104 in the above program fragment, BPC = H’100 may be enabled even before the MVTC instruction is executed.

- Note on Using the MVTC Instruction (2):

  In cases when instructions used to operate on the BPC with the MVTC instruction are followed by an RTE instruction, do not set a preexecution PC breakpoint for the RTE instruction. This is because the BPC value becomes illegal and the program cannot be run normally after a break.
  The following shows sample data when the phenomenon occurs.

  Example:

  ```
  Address     Instruction
  H'100       LD24        R0, #H'100
  H'104       MVTC        R0, BPC
  H'106       NOP
      .           .
      .           .
  H'110       RTE
  ```

  If in the above program fragment a preexecution PC breakpoint is set at PC = H'110 to cause a break, the BPC value becomes illegal.

2.3. 32121 Group

(1) Differences between the emulator and MCUs

IMPORTANT

- The emulator initializes the MCU internal register to the following values. Initialization starts when the power switch is turned ON or MCU is reset.

R0 = 00000000	R1 = 00000000	R2 = 00000000	R3 = 00000000	R4 = 00000000
R5 = 00000000	R6 = 00000000	R7 = 00000000	R8 = 00000000	R9 = 00000000
R10 = 00000000	R11 = 00000000	R12 = 00000000	R13 = 00000000	R14 = 00000000
R15 = 00000100	SPI = 00000100	SPU = 00000100	BPC = 00000000	PC = 00000000
ACCH = xxxxxxxx	ACCL = xxxxxxxx			
PSW = 00000000				

- To execute a target program which transfers to the sleep mode or to the stop mode, you must observe the following restrictions because of the MCU specifications:
  (1) Add the instructions given below after the store instruction which transfers the target program to the sleep/stop mode.
  (2) Do not set a break point between the STB instruction and the last NOP instruction added.

Target program

```
            .
            .
            Store instruction          <--Instruction to transfer to the sleep/stop mode
LOOP:       BRA          LOOP    ┐
            NOP                  │
            NOP                  ├  Insert 16 NOP instructions after the address branch command.
              .                  │
              .                  │
            NOP                  ┘
```

- When a break is forced while the target MCU is set in the sleep/stop mode, the target MCU may return to the normal mode. Also when memory is referenced or set while the target MCU is set in the sleep/stop mode, the target MCU may return to the normal mode from the sleep/stop mode.

- Do not change the target MCU to the sleep/stop mode using the memory rewrite function of the emulator debugger.

(2) MCU signals connected to the SDI MCU control interface connector (Section 3.2)

Pin No.	Pin	Direction	Connected to	Remarks
1	TCLK	Emulator to target	TCK of MCU	Clock frequency: 5 MHz
2	Vss	-	GND (0 V)	
3	TDI	Emulator to target	TDI of MCU	
4	TDO	Target to emulator	TDO of MCU	
5	TMS	Emulator to target	TMS of MCU	
6	TRST	Emulator to target	TRST# of MCU	Totem pole output on the emulator
7	DBI	Emulator to target	DBI# of MCU	
8	FVCC	Emulator to target	FVCC of MCU	Voltage is set to 2.5 V. Turned ON/OFF according to the setting of the FVCC switch.
9	Vcc	Target to emulator	VCCX of MCU	
10	RST	Emulator to target	System reset	Open corrector output on the emulator

(3) Debug specifications dependent on MCU model (Section 5.1)

Item		Description
Emulation memory		Flash ROM built in MCU used as emulation memory
Software break	RAM area	Implemented by instruction replacement
	ROM area	Implemented by preexecution PC breakpoints of MCU (4 points)
Hardware break	Forcible break	Implemented by MCU's internal resources
	Data access break	Implemented by MCU's internal resources (2 data access break points)

(4) Other cautions and restrictions dependent on MCU model

IMPORTANT

- Note on Using the MVTC Instruction (1):

  When the user program is stopped by the MVTC instruction at the address of the instruction which operates BPC, a BPC value may be changed even if the MVTC instruction has not been executed. Occurrence of this phenomenon depends on the MCU status and the instruction sequence. After this phenomenon occurs, the program is normally re-executed starting with the PC value of the MVTC instruction.
  The following shows sample data when the phenomenon occurs.

  Example:

```
Address     Instruction
H'100       LD24        R0, #H'100
H'104       MVTC        R0, BPC
H'106       NOP
  .           .
  .           .
```

  When a break occurs at PC = H'104 in the above program fragment, BPC = H'100 may be enabled even before the MVTC instruction is executed.

- Note on Using the MVTC Instruction (2):

  In cases when instructions used to operate on the BPC with the MVTC instruction are followed by an RTE instruction, do not set a preexecution PC breakpoint for the RTE instruction. This is because the BPC value becomes illegal and the program cannot be run normally after a break.
  The following shows sample data when the phenomenon occurs.

  Example:

```
Address     Instruction
H'100       LD24        R0, #H'100
H'104       MVTC        R0, BPC
H'106       NOP
  .           .
  .           .
H'110       RTE
```

  If in the above program fragment a preexecution PC breakpoint is set at PC = H'110 to cause a break, the BPC value becomes illegal.

- Note on WDT:

  If a user program is stopped during operation of WDT built in the MCU, the WDT count halts meanwhile. This prevents SBI interruption by WDT while the user program is stopped. However, WDT is normally initialized then.

2.4. 3217x Group

(1) Differences between the emulator and MCUs

IMPORTANT

- The emulator initializes the MCU internal register to the following values. Initialization starts when the power switch is turned ON or MCU is reset.

R0 = 00000000	R1 = 00000000	R2 = 00000000	R3 = 00000000	R4 = 00000000
R5 = 00000000	R6 = 00000000	R7 = 00000000	R8 = 00000000	R9 = 00000000
R10 = 00000000	R11 = 00000000	R12 = 00000000	R13 = 00000000	R14 = 00000000
R15 = 00000100	SPI = 00000100	SPU = 00000100	BPC = 00000000	PC = 00000000
ACCH = xxxxxxxx	ACCL = xxxxxxxx			
PSW = 00000000				

(2) MCU signals connected to the SDI MCU control interface connector (Section 3.2)

Pin No.	Pin	Direction	Connected to	Remarks
1	TCLK	Emulator to target	JTCK of MCU	Clock frequency: 5 MHz
2	Vss	-	GND (0 V)	
3	TDI	Emulator to target	JTDI of MCU	
4	TDO	Target to emulator	JTDO of MCU	
5	TMS	Emulator to target	JTMS of MCU	
6	TRST	Emulator to target	JTRST of MCU	Totem pole output on the emulator
7	DBI	Emulator to target	JDBI of MCU	Not used when using M3217xFxxFP
8	N.C.	-	Not used	
9	Vcc	Target to emulator	VCCE of MCU	
10	RST	Emulator to target	System reset	Open corrector output on the emulator

(3) Debug specifications dependent on MCU model (Section 5.1)

Item		Description
Emulation memory		Flash ROM built in MCU used as emulation memory
Software break	RAM area	Implemented by instruction replacement
	ROM area	Implemented by preexecution PC breakpoints of MCU (4 points)
Hardware break	Forcible break	Implemented by MCU's internal resources
	Data access break	Implemented by MCU's internal resources (2 data access break points)

2.5. 3218x and 3219x Groups

(1) Differences between the emulator and MCUs

IMPORTANT

- The emulator initializes the MCU internal register to the following values. Initialization starts when the power switch is turned ON or MCU is reset.

R0 = 00000000 R1 = 00000000 R2 = 00000000 R3 = 00000000 R4 = 00000000
R5 = 00000000 R6 = 00000000 R7 = 00000000 R8 = 00000000 R9 = 00000000
R10 = 00000000 R11 = 00000000 R12 = 00000000 R13 = 00000000 R14 = 00000000
R15 = 00000100 SPI = 00000100 SPU = 00000100 BPC = 00000000 PC = 00000000
ACCH = xxxxxxxx ACCL = xxxxxxxx
PSW = 00000000

(2) MCU signals connected to the SDI MCU control interface connector (Section 3.2)

Pin No.	Pin	Direction	Connected to	Remarks
1	TCLK	Emulator to target	JTCK of MCU	Clock frequency: 5 MHz
2	Vss	-	GND (0 V)	
3	TDI	Emulator to target	JTDI of MCU	
4	TDO	Target to emulator	JTDO of MCU	
5	TMS	Emulator to target	JTMS of MCU	
6	TRST	Emulator to target	JTRST of MCU	Totem pole output on the emulator
7	DBI	Emulator to target	JDBI of MCU	Not used when using M3218xFxxFP and M3219xFxxFP
8	FVCC	Emulator to target	SDIVCC of MCU	Not used when using M3218xFxxFP and M3219xFxxFP
9	Vcc	Target to emulator	VCCE of MCU	
10	RST	Emulator to target	System reset	Open corrector output on the emulator

(3) Debug specifications dependent on MCU model (Section 5.1)

Item		Description
Emulation memory		Flash ROM built in MCU used as emulation memory
Software break	RAM area	Implemented by instruction replacement
	ROM area	Implemented by preexecution PC breakpoints of MCU (4 points)
Hardware break	Forcible break	Implemented by MCU's internal resources
	Data access break	Implemented by MCU's internal resources (2 data access break points)