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SH-4A, SH4AL-DSP E200F Emulator

Additional Document for User's Manual
Supplementary Information on Using
the SH7730

Renesas Microcomputer Development
Environment System
SuperH™ Family

E200F for SH7730 R0E877300EMU00E

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Section 1 Connecting the Emulator with the User System

1.1 Components of the Emulator

The E200F emulator supports the SH7730. Table 1.1 lists the components of the emulator.

Table 1.1 Components of the Emulator







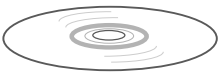
Classification	Component	Appearance	Quantity	Remarks
Hardware	Emulator main unit		1	R0E0200F2EMU00: Depth: 185.0 mm, Width: 130.0 mm, Height: 45.0 mm, Mass: 321.0 g
	AC adapter	 	1	Input: 100 to 240 V Output: 12 V 4.0 A Depth: 120.0 mm, Width: 72.0 mm, Height: 27.0 mm, Mass: 400.0 g
	AC cable		1	Length: 2000 mm

Table 1.1 Components of the Emulator (cont)

Classification	Component	Appearance	Quantity	Remarks
Hardware (cont)	USB cable		1	Length: 1500 mm, Mass: 50.6 g
	External probe		1	Length: 500 mm, Pins 1 to 4: probe input pins, T: trigger output pin, G: GND pin
Software	E200F emulator setup program,		1	R0E0200F0EMU00S,
	SH-4A, SH4AL-DSP E200F Emulator User's Manual,			R0E0200F0EMU00J, R0E0200F0EMU00E,
	Supplementary Information on Using the SH7730*			R0E877300EMU00J, R0E877300EMU00E (provided on a CD-R)

Note: Additional document for the devices supported by the emulator is included. Check the target device and refer to its additional document.

1.2 Connecting the Emulator with the User System

To connect the E200F emulator (hereinafter referred to as the emulator), the H-UDI port connector must be installed on the user system to connect the user system interface cable. When designing the user system, refer to the recommended circuit between the H-UDI port connector and the MPU.

It is impossible to connect this emulator to the 14-pin and 36-pin connectors that are recommended for the E10A-USB emulator. The 38-pin connector has the same specification as the optional 38-pin connector for the E10A-USB emulator. When designing the user system, read the E200F emulator user's manual and the hardware manual for the relevant device.

H-UDI port connectors are of the 38-pin, 36-pin, and 14-pin types described below. Use the 38-pin type with the SH7730 E200F emulator.

1. 38-pin type (with AUD function, and supporting high-density mounting and high-speed operation)

This connector supports high-density mounting and high-speed operation. A large amount of trace information can be acquired in realtime by the AUD trace function. This connector also supports window tracing for the acquisition of memory data in a specified range (accessed addresses and data in memory access).

2. 36-pin type (with AUD function)

The AUD trace function is supported. A large amount of trace information can be acquired in realtime. This connector also supports window tracing for the acquisition of memory data in a specified range (accessed addresses and data in memory access). The 36-pin connector cannot be used for connection of the SH7730 E200F emulator. Instead, this connector is for use with the E10A-USB emulator (with AUD function).

3. 14-pin type (without AUD function)

The AUD trace function cannot be used because only the H-UDI function is supported. This connector cannot be used for connection of the SH7730 E200F emulator. Instead, this connector is for use with the E10A-USB emulator.

1.3 Installing the H-UDI Port Connector on the User System

Table 1.2 shows the recommended H-UDI port connectors for the SH7730 E200F emulator.

Table 1.2 Recommended H-UDI Port Connector

Connector	Part Number	Manufacturer	Specifications
38-pin connector	2-5767004-2	Tyco Electronics AMP K.K.	Mictor type

Note: When designing the 38-pin connector layout on the user board, do not place any other signals under the H-UDI connector to reduce cross-talk noises, etc.

1.4 Pin Assignments of the H-UDI Port Connector

Part number of the connector: 2-5767004-2 (Mictor) manufactured by Tyco Electronics AMP K.K.

Pin No.	Signal	Input/ Output*1	SH7730 Pin No.	Note	Pin No.	Signal	Input/ Output*1	SH7730 Pin No.	Note
1	N.C.	—			20	N.C.	—		
2	N.C.	—			21	_TRST*2	Input	136	
3	MPMD (GND) *4	—			22	N.C.	—		
4	N.C.	—			23	N.C.	—		
5	_UCON (GND)*3	—			24	AUDATA3	Output	130	
6	AUDCK	Output	124		25	N.C.	—		
7	N.C.	—			26	AUDATA2	Output	131	
8	_ASEBRK/ BRKACK *2	Input/ Output	128		27	N.C.	—		
9	_RESET *2	Output	193	User reset	28	AUDATA1	Output	133	
10	N.C.	—			29	N.C.	—		
11	TDO	Output	120		30	AUDATA0	Output	135	
12	UVCC_AUD	Output			31	N.C.	—		
13	N.C.	—			32	AUDSYNC	Output	129	
14	UVCC	Output			33	N.C.	—		
15	TCK	Input	139		34	N.C.	—		
16	N.C.	—			35	N.C.	—		
17	TMS	Input	137		36	N.C.	—		
18	N.C.	—			37	N.C.	—		
19	TDI	Input	138		38	N.C.	—		

Notes: 1. Input to or output from the user system.

2. The symbol () means that the signal is active-low.

3. The emulator monitors the GND signal of the user system and detects whether or not the user system is connected.

4. When the user system interface cable is connected to this pin and the MPMD pin is set to 0, do not connect to GND but to the MPMD pin directly.

5. The GND bus lead at the center of the H-UDI port connector must be grounded.

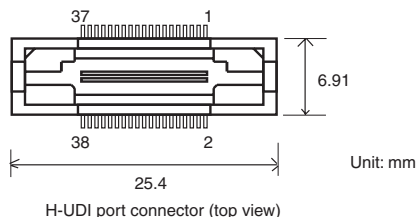


Figure 1.1 Pin Assignments of the H-UDI Port Connector (38 Pins)

1.5 Recommended Circuit between the H-UDI Port Connector and the MPU

1.5.1 Recommended Circuit (38-Pin Type)

Figure 1.2 shows a recommended circuit for connection between the H-UDI port connector (38 pins) and the MPU when the emulator is in use.

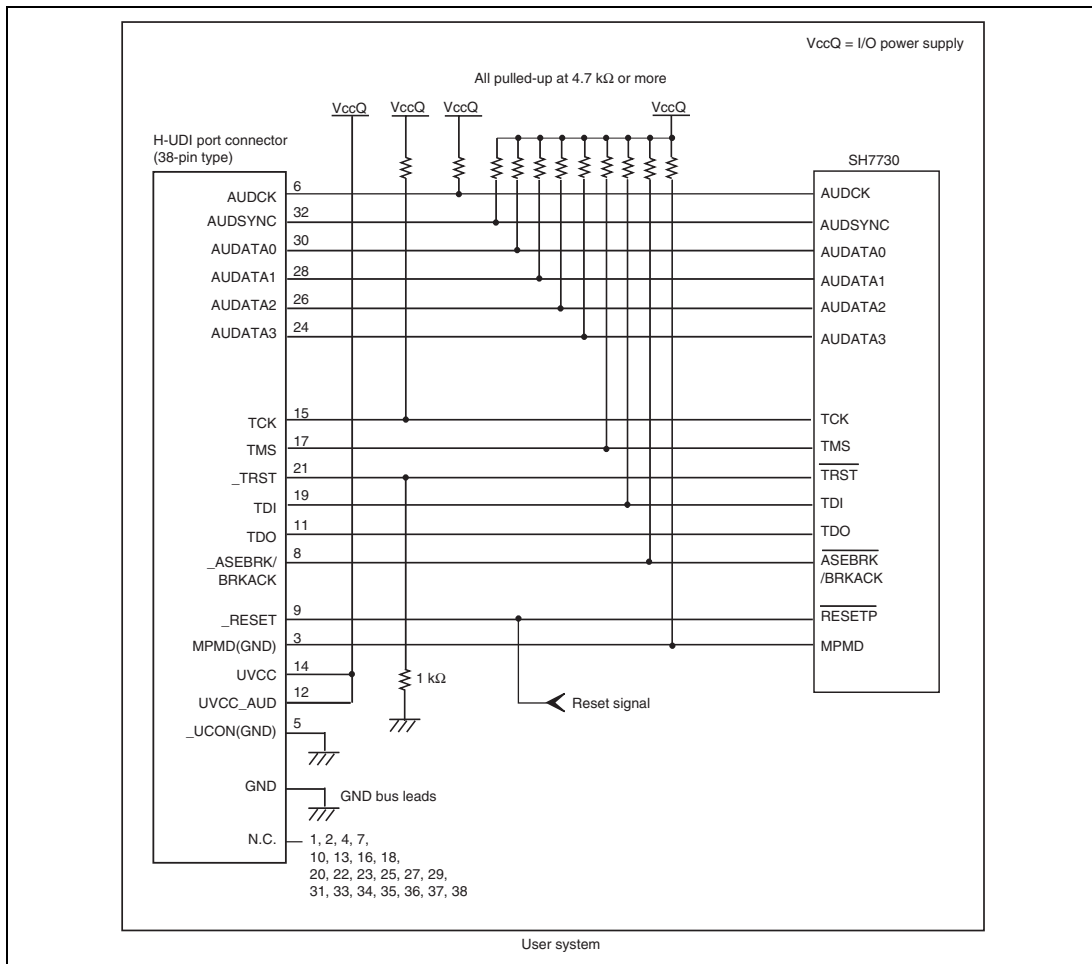


Figure 1.2 Recommended Circuit for Connection between the H-UDI Port Connector and MPU when the SH7730 E200F Emulator is in Use (38-Pin Type)

- Notes:
1. Do not connect anything to the N.C. pins of the H-UDI port connector.
 2. The MPMD pin must be 0 when the emulator is connected and 1 when the emulator is not connected, respectively.
 - (1) When the emulator is used: MPMD = 0
 - (2) When the emulator is not used: MPMD = 1Figure 1.2 shows an example of circuits that allow the MPMD pin to be GND (0) whenever the emulator is connected by using the user system interface cable.
 3. When a network resistance is used for pull-up, it may be affected by a noise. Separate TCK from other resistances.
 4. The /TRST pin must be at the low level for a certain period when the power is supplied regardless of whether the H-UDI is used or not. Reduce the power supplied to the /TRST pin by pulling the pin down by a resistance of 1 kilo-ohm and setting PUL10 = 0 in the PULCR register after a reset.
 5. The pattern between the H-UDI port connector and the MPU must be as short as possible. Do not connect the signal lines to any other components on the board.
 6. Since the H-UDI and the AUD of the MPU operate with the VccQ, supply only the VccQ to the UVCC pin.
 7. The resistance value shown in the figure is for reference.
 8. For the pin processing in cases where the emulator is not used, refer to the hardware manual of the related MPU.
 9. For the AUDCK pin, guard the pattern between the H-UDI port connector and the MPU at GND level.

1.5.2 Restriction on Component Mounting

Components mounted around the user system connector must be no higher than a limit (5 mm). The H-UDI probe connector on the emulator is of the straight (plug) type.

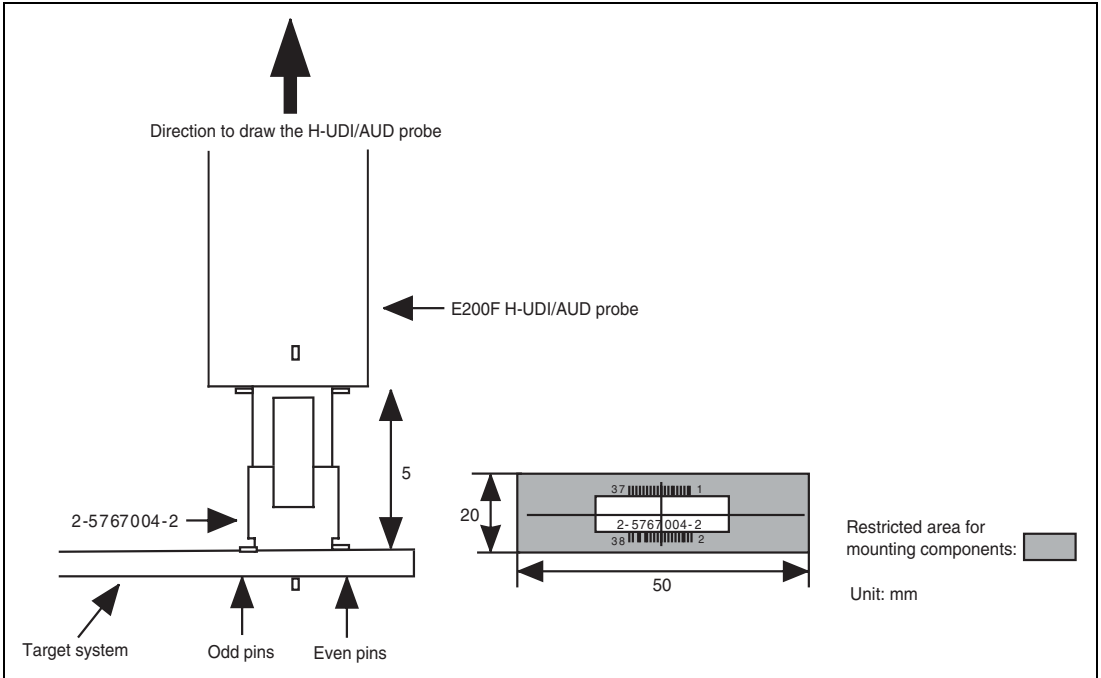


Figure 1.3 Restriction on Component Mounting

Section 2 Software Specifications when Using the SH7730

2.1 Differences between the SH7730 and the Emulator

1. When the emulator system is initiated, it initializes the general registers and part of the control registers as shown in table 2.1. The initial values of the actual SH7730 registers are undefined.

Table 2.1 Register Initial Values at Emulator Link Up

Register	Emulator at Link Up
R0 to R14	H'00000000
R15 (SP)	H'A0000000
R0_BANK to R7_BANK	H'00000000
PC	H'A0000000
SR	H'700000F0
GBR	H'00000000
VBR	H'00000000
MACH	H'00000000
MACL	H'00000000
PR	H'00000000
DBR	H'00000000
SGR	H'000000F0
SPC	H'00000000
SSR	H'00000000
FPUL	H'00000000
FPSCR	H'00040001
FR0 to FR15	H'00000000
XF0 to XF15	H'00000000

2. The emulator uses the H-UDI; do not access the H-UDI.

3. Low-Power States (Sleep, Software Standby, and Module Standby)

For low-power consumption, the SH7730 has sleep, software standby, and module standby states.

The sleep, software standby, and U standby states are switched using the SLEEP instruction. When the emulator is used, the sleep state can be cleared with either the normal clearing function or with the [STOP] button, and a break will occur.

Note: The memory must not be accessed or modified in low-power state by the execution of the sleep instruction.

4. Reset Signal

The SH7730 reset signal is only valid during emulation started with clicking the GO or STEP-type button.

If the reset signal is enabled on the user system in command input wait state, it is not sent to the SH7730.

Note: Do not break the user program when the PRESET# signal is being low and the wait control signal is being active. A TIMEOUT error will occur. If the wait control signal becomes active during break, a TIMEOUT error will occur at memory access.

5. Direct Memory Access Controller (DMAC)

The DMAC operates even when the emulator is used. When a data transfer request is generated, the DMAC executes DMA transfer.

6. Memory Access during User Program Execution

When a memory is accessed from the memory window, etc. during user program execution, the user program is resumed after it has stopped in the emulator to access the memory. Therefore, realtime emulation cannot be performed.

The stopping time of the user program is as follows:

Environment:

Host computer: 3 GHz (Pentium® IV)

JTAG clock: 30 MHz

When a one-byte memory is read from the command-line window, the stopping time will be about 45 ms.

7. Memory Access during User Program Break

The emulator can download the program for the flash memory area (for details, refer to section 6.22, Download Function to the Flash Memory Area, in the SH-4A, SH4AL-DSP E200F Emulator User's Manual). Other memory write operations are enabled for the RAM area. Therefore, an operation such as memory write or BREAKPOINT should be set only for the RAM area.

8. Cache Operation during User Program Break

When cache is enabled, the emulator accesses the memory by the following methods:

- At memory write: Writes through the cache, then issues a single write to outside. The LRU is not updated.
- At memory read: Reads memory from the cache. The LRU is not updated.

Therefore, when memory read or write is performed during user program break, the cache state does not change.

- At breakpoint set: Disables the instruction cache.

9. Port G

The AUD pin is multiplexed as shown in table 2.2.

Table 2.2 Multiplexed Functions

Port	Function 1	Function 2
G	PTG5 input/output (port)*	/AUDCK (AUD)
G	PTG4 input/output (port)*	/AUDSYNC (AUD)
G	PTG3 input/output (port)*	AUDATA3 (AUD)
G	PTG2 input/output (port)*	AUDATA2 (AUD)
G	PTG1 input/output (port)*	AUDATA1 (AUD)
G	PTG0 input/output (port)*	AUDATA0 (AUD)

Note: Function 1 can be used when the AUD pins of the device are not connected to the emulator. When the AUD trace function is enabled, the emulator changes settings so that function 2 is forcibly used.

10. UBC

When [User] is specified in the [UBC mode] list box in the [Configuration] dialog box, the UBC can be used in the user program.

Do not use the UBC in the user program as it is used by the emulator when [EML] is specified in the [UBC mode] list box in the [Configuration] dialog box.

11. Memory Access during Break

In the enabled MMU, when a memory is accessed and a TLB error occurs during break, it can be selected whether the TLB exception is controlled or the program jumps to the user exception handler in [TLB Mode] in the [Configuration] dialog box. When [TLB miss exception is enable] is selected, a “Communication Timeout error” will occur if the TLB exception handler does not operate correctly. When [TLB miss exception is disable] is selected, the program does not jump to the TLB exception handler even if a TLB exception occurs. Therefore, if the TLB exception handler does not operate correctly, a “Communication Timeout error” will not occur but the memory contents may not be correctly displayed.

12. Loading Sessions

Information in [JTAG clock] of the [Configuration] dialog box cannot be recovered by loading sessions. Thus the TCK value will be 1.25 MHz.

13. [IO] Window

— Display and modification

Do not change values of the User Break Controller because it is used by the emulator.

The internal I/O registers can be accessed from the [IO] window. However, note the following when accessing the SDMR register of the bus-state controller. Before accessing the SDMR register, specify addresses to be accessed in the I/O-register definition file (SH7730.IO) and then activate the High-performance Embedded Workshop. After the I/O-register definition file is created, the MPU’s specifications may be changed. If each I/O register in the I/O-register definition file differs from addresses described in the hardware manual, change the I/O-register definition file according to the description in the hardware manual. The I/O-register definition file can be customized depending on its format. Note that, however, the E200F emulator does not support the bit-field function.

— Verify

In the [IO] window, the verify function of the input value is disabled.

14. Illegal Instructions

If illegal instructions are executed by STEP-type commands, the emulator cannot go to the next program counter.

15. [Reset CPU] and [Reset Go] in the [Debug] Menu

When [Reset Mode] of the [Configuration] dialog box is set as [Auto], an H-UDI reset is issued by executing [Reset CPU] or [Reset Go]. For the H-UDI reset, the clock pulse generator and RCLK watchdog timer are not initialized.

When [User] is selected and [Reset CPU] or [Reset Go] is executed, a reset signal input from the user system is waited.

2.2 Specific Functions for the Emulator when Using the SH7730

2.2.1 Notes on Using the Trace Functions

The emulator supports the trace functions listed in table 2.3.

Table 2.3 Trace Functions

Function	Internal Trace	AUD Trace	Memory Output Trace
Branch trace	Supported (eight branches)	Supported	Supported
Range memory access trace	Supported (eight events)	Supported	Supported
Software trace	Supported (eight events)	Supported	Supported

Internal Trace Function: This function is activated by selecting the [Internal trace] radio button in the [Trace type] group box of the [Trace mode] page. Set the trace condition to be used.

Notes: 1. If an interrupt is generated at the program execution start or end, including a step operation, the emulator address may be acquired. In such a case, the following message will be displayed. Ignore this address because it is not a user program address.

*** EML ***

2. If a completion-type exception occurs during exception branch acquisition, the next address to the address in which an exception occurs is acquired.
3. Trace information cannot be acquired for the following branch instructions:
 - The BF and BT instructions whose displacement value is 0
 - Branch to H'A0000000 by reset

AUD Trace Function: This function is operational when the AUD pin of the device is connected to the emulator. It is activated by selecting the [AUD trace] radio button in the [Trace type] group box of the [Trace mode] page.

- Notes:
1. When the trace display is performed during user program execution, the mnemonics, operands, or source is not displayed.
 2. The AUD branch trace function outputs the differences between newly output branch source addresses and previously output branch source addresses. The window trace function outputs the differences between newly output addresses and previously output addresses. If the previously output address is the same as the upper 16 bits, the lower 16 bits are output. If it matches the upper 24 bits, the lower 8 bits are output. If it matches the upper 28 bits, the lower 4 bits are output. The emulator regenerates the 32-bit address from these differences and displays it in the [Trace] window. If the emulator cannot display the 32-bit address, it displays the difference from the previously displayed 32-bit address.
 3. If the 32-bit address cannot be displayed, the source line is not displayed.
 4. In the emulator, when multiple loops are performed to reduce the number of AUD trace displays, only the IP counts up.
 5. In the emulator, the maximum number of trace displays is 524288 lines. However, the maximum number of trace displays differs according to the AUD trace information to be output. Therefore, the above pointers cannot be always acquired.
 6. The AUD trace acquisition is not available when [User] is selected in the [UBC mode] list box of the [Configuration] dialog box. In this case, close the [Trace] window.
 7. Do not use the AUD full-trace mode for the VIO function.
 8. If a completion-type exception occurs during exception branch acquisition, the next address to the address in which an exception occurs is acquired.

Memory Output Trace Functions: This function is activated by selecting the [Use Memory trace] radio button in the [Trace type] group box of the [Trace mode] page. In this function, write the trace data in the specified user memory range. Specify the start address to output a trace for the [Start] edit box in the [User memory area] group box, and the end address for the [End Address] edit box.

- Notes:
1. The memory range for which trace is output is the address on the system bus and not supported for the MMU or cache.
 2. In the memory range for output, do not specify the ranges that the user program has been downloaded or the user program accesses.
 3. The range for trace output must be 1 MB or less.

2.2.2 Notes on Using the JTAG (H-UDI) Clock (TCK) and AUD Clock (AUDCK)

1. Set the JTAG clock (TCK) frequency to lower than the frequency of the SH7730 peripheral module clock (CKP).
2. Set the AUD clock (AUDCK) frequency to 133 MHz or lower. If the frequency is higher than 108 MHz, the emulator will not operate normally.
3. The set value of the JTAG clock (TCK) is initialized by executing [Reset CPU] or [Reset Go]. Thus the TCK value will be 5 MHz.

2.2.3 Notes on Setting the [Breakpoint] Dialog Box

1. When an odd address is set, the next lowest even address is used.
2. A BREAKPOINT is accomplished by replacing instructions of the specified address. Accordingly, it can be set only to the RAM areas in CS0 to CS6 and the internal RAM areas. A BREAKPOINT cannot be set to the following addresses:
 - ROM areas in CS0 to CS6
 - Areas other than CS0 to CS6 except for the internal RAM
 - A slot instruction of a delayed branch instruction
 - An area that can be only read by MMU
3. During step operation, BREAKPOINTS are disabled.
4. When execution resumes from the address where a BREAKPOINT is specified, single-step operation is performed at the address and execution is continued from the next PC value. Therefore, realtime operation cannot be performed.
5. When a BREAKPOINT is set to the slot instruction of a delayed branch instruction, the PC value becomes an illegal value. Accordingly, do not set a BREAKPOINT to the slot instruction of a delayed branch instruction.
6. When the [Normal] option is selected in the [Memory area] group box in the [General] page of the [Configuration] dialog box, a BREAKPOINT is set to a physical address or a virtual address according to the SH7730 MMU status during command input when the VPMAP_SET command setting is disabled. The ASID value of the SH7730 PTEH register during command input is used. When VPMAP_SET command setting is enabled, a BREAKPOINT is set to a physical address into which address translation is made according to the VP_MAP table. However, for addresses out of the range of the VP_MAP table, the address to which a BREAKPOINT is set depends on the SH7730 MMU status during command input. Even when the VP_MAP table is modified after BREAKPOINT setting, the address translated when the BREAKPOINT is set valid.
7. When the [Physical] option is selected in the [Memory area] group box in the [General] page of the [Configuration] dialog box, a BREAKPOINT is set to a physical address. A BREAKPOINT is set after disabling the SH7730 MMU upon program execution. After

setting, the MMU is returned to the original state. When a break occurs at the corresponding virtual address, the cause of termination displayed in the status bar and the [Output] window is ILLEGAL INSTRUCTION, not BREAKPOINT.

8. When the [Virtual] option is selected in the [Memory area] group box in the [General] page of the [Configuration] dialog box, a BREAKPOINT is set to a virtual address. A BREAKPOINT is set after enabling the SH7730 MMU upon program execution. After setting, the MMU is returned to the original state. When an ASID value is specified, the BREAKPOINT is set to the virtual address corresponding to the ASID value. The emulator sets the BREAKPOINT after rewriting the ASID value to the specified value, and returns the ASID value to its original value after setting. When no ASID value is specified, the BREAKPOINT is set to a virtual address corresponding to the ASID value at command input.
9. An address (physical address) to which a BREAKPOINT is set is determined when the BREAKPOINT is set. Accordingly, even if the VP_MAP table is modified after BREAKPOINT setting, the BREAKPOINT address remains unchanged. When a BREAKPOINT is satisfied with the modified address in the VP_MAP table, the cause of termination displayed in the status bar and the [Output] window is ILLEGAL INSTRUCTION, not BREAKPOINT.
10. If an address of a BREAKPOINT cannot be correctly set in the ROM or flash memory area, a mark ● will be displayed in the [BP] area of the address on the [Source] or [Disassembly] window by refreshing the [Memory] window, etc. after Go execution. However, no break will occur at this address. When the program halts with the event condition, the mark ● disappears.

2.2.4 Notes on Setting the [Event Condition] Dialog Box and the BREAKCONDITION_SET Command

1. When [Go to cursor], [Step In], [Step Over], or [Step Out] is selected, the settings of Event Condition 3 are disabled.
2. When an Event Condition is satisfied, emulation may stop after two or more instructions have been executed.
3. If a PC break address condition is set to the slot instruction after a delayed branch instruction, user program execution cannot be terminated before the slot instruction execution; execution stops before the branch destination instruction.

2.2.5 Note on Setting the UBC_MODE Command

In the [Configuration] dialog box, if [User] is set while the [UBC mode] list box has been set, Ch10 (IA_OA_R) and Ch11 (OA_OA_CT_R) of Event Condition cannot be used.

2.2.6 Note on Setting the PPC_MODE Command

In the [Configuration] dialog box, if [User] is set while the [PPC mode] list box has been set, Ch1 and Ch2 of the performance analysis function and options 1 and 2 of the profile function cannot be used.

Section 3 Preparing to Connect the Trace Unit

3.1 Connecting the E200F Trace Unit with the User System

To use the external bus trace function in the emulator, the emulator and the user system must be connected via the external bus trace unit (R0E0200F0ETU00). Install the trace unit connector on the user system for connection of the trace unit, referring to section 3.2, Installing the Trace Unit Connector, in this manual. When designing the user system, read the SH-4A, SH4AL-DSP E200F Emulator User's Manual and hardware manual for the related MPU.

3.2 Installing the Trace Unit Connector

3.2.1 Trace Unit Connector Installed on the User System

Table 3.1 shows the recommended trace unit connector.

Table 3.1 Recommended Connector

Part Number	Manufacturer	Specification
QTH-090-04-L-D-A	Samtec, Inc.	QTH series, 0.5-mm pitch, 180 pins

Note: To connect the connector on the trace unit, do not place any components within 6 mm of the trace unit connector.

3.2.2 Pin Assignments of the User System Connector

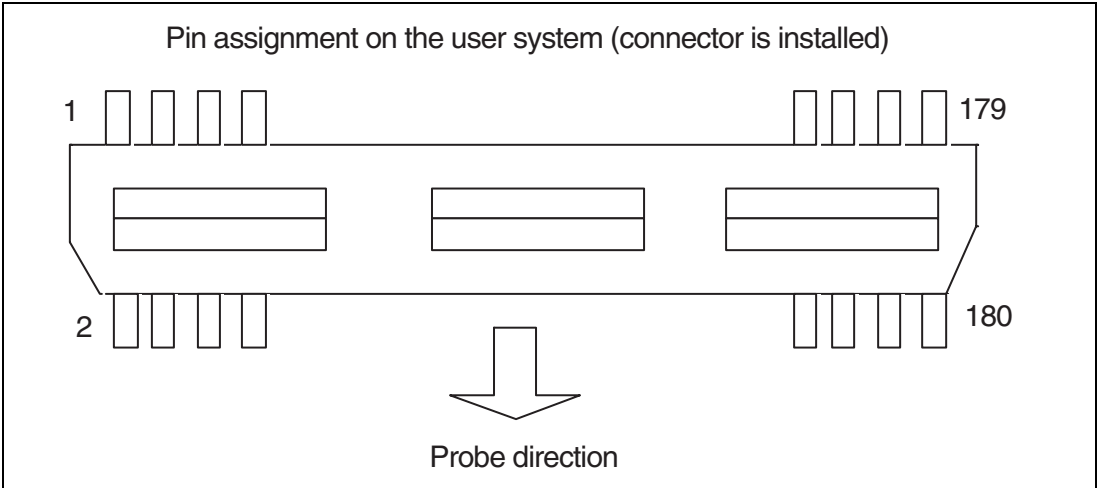


Figure 3.1 Pin Assignments of the User System Connector

3.2.3 Recommended Pad Pattern

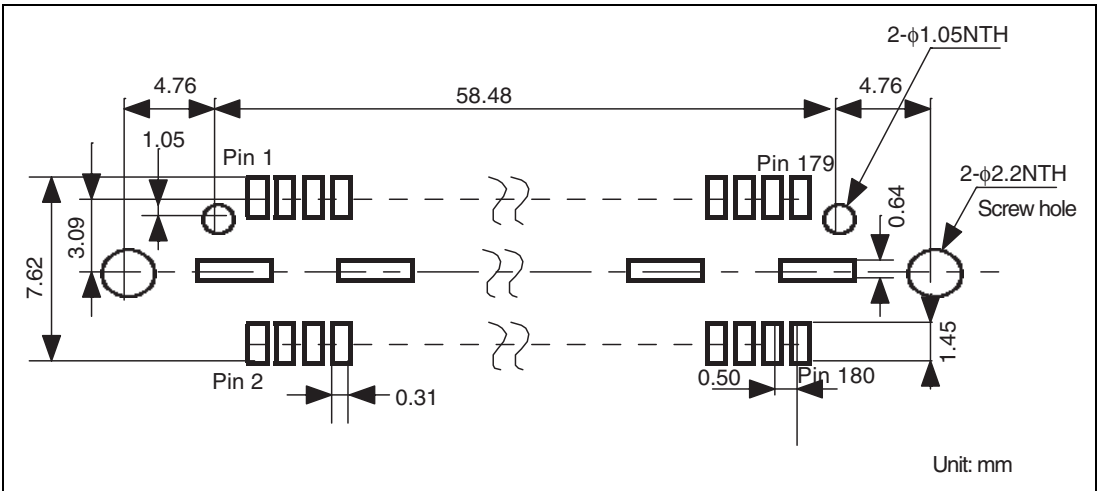


Figure 3.2 Recommended Pad Pattern (on which the Connector is Installed)

3.2.4 Restrictions on Component Installation

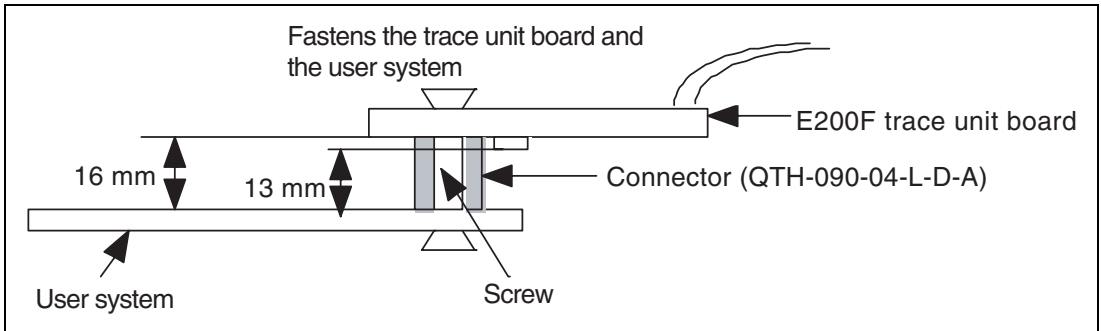


Figure 3.3 Restrictions on Component Installation

3.2.5 Pin Assignments of the Trace Unit Connector

Table 3.2 shows the pin assignments of the trace unit connector.

Table 3.2 Pin Assignments of the Trace Unit Connector

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
1	I	UA-P0	A0/PTT0		
2	I	UA-P1	A1		
3	I	UA-P2	A2		
4	I	UA-P3	A3		
5	I	UA-P4	A4		
6	I	UA-P5	A5		
7	I	UA-P6	A6		
8	I	UA-P7	A7		
9		GND	GND	GND	
10		GND	GND	GND	
11	I	UA-P8	A8		
12	I	UA-P9	A9		
13	I	UA-P10	A10		
14	I	UA-P11	A11		
15	I	UA-P12	A12		
16	I	UA-P13	A13		
17	I	UA-P14	A14		
18	I	UA-P15	A15		
19		GND	GND	GND	
20		GND	GND	GND	
21	I	UA-P16	A16		
22	I	UA-P17	A17		
23	I	UA-P18	A18		
24	I	UA-P19	A19/PTT1		
25	I	UA-P20	A20/PTT2		

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
26	I	UA-P21	A21/PTT3		
27	I	UA-P22	A22/PTT4		
28	I	UA-P23	A23/PTT5		
29		GND	GND	GND	
30		GND	GND	GND	
31	I	UA-P24	A24/PTT6		
32	I	UA-P25	A25/PTT7		
33	I	UA-P26	GND		
34	I	UA-P27	GND		
35	I	UA-P28	GND		
36	I	UA-P29	GND		
37	I	UA-P30	GND		
38	I	UA-P31	GND		
39		GND	GND	GND	
40		GND	GND		
41	IO	UD-P0	D0	Data bus D0	
42	IO	UD-P1	D1	Data bus D1	
43	IO	UD-P2	D2	Data bus D2	
44	IO	UD-P3	D3	Data bus D3	
45	IO	UD-P4	D4	Data bus D4	
46	IO	UD-P5	D5	Data bus D5	
47	IO	UD-P6	D6	Data bus D6	
48	IO	UD-P7	D7	Data bus D7	
49		GND	GND	GND	
50		GND	GND	GND	
51	IO	UD-P8	D8	Data bus D8	

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
52	IO	UD-P9	D9	Data bus D9	
53	IO	UD-P10	D10	Data bus D10	
54	IO	UD-P11	D11	Data bus D11	
55	IO	UD-P12	D12	Data bus D12	
56	IO	UD-P13	D13	Data bus D13	
57	IO	UD-P14	D14	Data bus D14	
58	IO	UD-P15	D15	Data bus D15	
59		GND	GND	GND	
60		GND	GND	GND	
61	IO	UD-P16	D16/PTA0	Data bus 16/I/O port A	
62	IO	UD-P17	D17/ PTA1	Data bus 17/I/O port A	
63	IO	UD-P18	D18/ PTA2	Data bus 18/I/O port A	
64	IO	UD-P19	D19/ PTA3	Data bus 19/I/O port A	
65	IO	UD-P20	D20/ PTA4	Data bus 20/I/O port A	
66	IO	UD-P21	D21/ PTA5	Data bus 21/I/O port A	
67	IO	UD-P22	D22/ PTA6	Data bus 22/I/O port A	
68	IO	UD-P23	D23/PTA7	Data bus 23/I/O port A	
69		GND	GND	GND	
70		GND	GND	GND	
71	IO	UD-P24	D24/PTB0	Data bus 24/I/O port B	
72	IO	UD-P25	D25/PTB1	Data bus 25/I/O port B	
73	IO	UD-P26	D26/PTB2	Data bus 26/I/O port B	
74	IO	UD-P27	D27/PTB3	Data bus 27/I/O port B	
75	IO	UD-P28	D28/PTB4	Data bus 28/I/O port B	
76	IO	UD-P29	D29/PTB5	Data bus 29/I/O port B	
77	IO	UD-P30	D30/PTB6	Data bus 30/I/O port B	
78	IO	UD-P31	D31/PTB7	Data bus 31/I/O port B	

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
79		GND	GND	GND	
80		GND	GND	GND	
81	IO	UD-P32	N.C. ¹⁾	N.C.	
82	IO	UD-P33	N.C. ¹⁾	N.C.	
83	IO	UD-P34	N.C. ¹⁾	↑	
84	IO	UD-P35	N.C. ¹⁾	↑	
85	IO	UD-P36	N.C. ¹⁾	↑	
86	IO	UD-P37	N.C. ¹⁾	↑	
87	IO	UD-P38	N.C. ¹⁾	↑	
88	IO	UD-P39	N.C. ¹⁾	↑	
89		GND	GND	GND	
90		GND	GND	GND	
91	IO	UD-P40	N.C. ¹⁾	N.C.	
92	IO	UD-P41	N.C. ¹⁾	↑	
93	IO	UD-P42	N.C. ¹⁾	↑	
94	IO	UD-P43	N.C. ¹⁾	↑	
95	IO	UD-P44	N.C. ¹⁾	↑	
96	IO	UD-P45	N.C. ¹⁾	↑	
97	IO	UD-P46	N.C. ¹⁾	↑	
98	IO	UD-P47	N.C. ¹⁾	↑	
99		GND	GND	GND	
100		GND	GND	GND	
101	IO	UD-P48	N.C. ¹⁾	N.C.	
102	IO	UD-P49	N.C. ¹⁾	↑	
103	IO	UD-P50	N.C. ¹⁾	↑	
104	IO	UD-P51	N.C. ¹⁾	↑	

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
105	IO	UD-P52	N.C. ¹⁾	↑	
106	IO	UD-P53	N.C. ¹⁾	↑	
107	IO	UD-P54	N.C. ¹⁾	↑	
108	IO	UD-P55	N.C. ¹⁾	↑	
109		GND	GND	GND	
110		GND	GND	GND	
111	IO	UD-P56	N.C. ¹⁾	N.C.	
112	IO	UD-P57	N.C. ¹⁾	↑	
113	IO	UD-P58	N.C. ¹⁾	↑	
114	IO	UD-P59	N.C. ¹⁾	↑	
115	IO	UD-P60	N.C. ¹⁾	↑	
116	IO	UD-P61	N.C. ¹⁾	↑	
117	IO	UD-P62	N.C. ¹⁾	↑	
118	IO	UD-P63	GND	↑	
119		GND	GND	GND	
120		GND	GND	GND	
121	I	UCONT-P0	WE0/DQMLL	Select signals D7 to D0 /DQM(SDRAM)	Connect the WE0 signal of the MPU.
122	I	UCONT-P1	WE1/DQMLU/WE	Select signals D15 to D8 /DQM(SDRAM)/PCMCIA Memory write cycle	Connect the WE1 signal of the MPU.
123	I	UCONT-P2	WE2/DQMUL/IC ORD/PTK6	Select signals D23 to D16 /DQM (SDRAM)/PCMCIA/O Read //I/O port K	Connect the WE2 signal of the MPU.
124	I	UCONT-P3	WE3/DQMUU/IC OWR/PTK7	Select signals D31 to D24 /DQM(SDRAM)/PCMCIA/O Write //I/O port K	Connect the WE3 signal of the MPU.
125	I	UCONT-P4	RDWR#	Read/Write signal	Connect the RDWR signal of the MPU.

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
126	I	UCONT-P5	RD#	Read	Connect the RD signal of the MPU.
127	I	UCONT-P6	N.C. ¹⁾	N.C.	
128	I	UCONT-P7	RESTP#	Power on reset	Connect the RESTP signal of the MPU.
129	I	UCONT-P8	STATUS0	Status	Connect the STATUS0 signal of the MPU.
130	I	UCONT-P9	N.C. ¹⁾	N.C.	
131	I	UCONT-P10	BREQ/PTN 1	Request bus/ I/O port N	
132	I	UCONT-P11	BACK/PTN 0	Bus acknowledge/ I/O port N	
133	I	UCONT-P12	WAIT/PTN2	Wait/ I/O port N	
134	I	UCONT-P13	N.C. ¹⁾		
135	I	UCONT-P14	N.C. ¹⁾		
136	I	UCONT-P15	N.C. ¹⁾		
137	I	UCONT-P16	N.C. ¹⁾		
138	I	UCONT-P17	N.C. ¹⁾		
139	I	UCONT-P18	N.C. ¹⁾		
140	I	UCONT-P19	NMI	NMI#	
141	I	UCONT-P20	IRQ0/IRL0/ PTH0	External interrupt request / External interrupt request /Input port H	
142	I	UCONT-P21	IRQ1/IRL1/ PTH1	External interrupt request / External interrupt request /input port H	
143	I	UCONT-P22	IRQ2/IRL2/ PTH2	External interrupt request / External interrupt request /Input port H	

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
144	I	UCONT-P23	IRQ3/IRL3/PTH3	External interrupt request / External interrupt request /Input port H	
145	I	UCONT-P24	IRQ4/PTH4	External interrupt request /Input port H	
146	I	UCONT-P25	SCIF2_CTS/SIOF_MCLK/IRQ5/PTS3	SCIF transmit clear /SIOF Master clock input/ External interrupt request/Input port S	
147	I	UCONT-P26	IRQ6/PTJ4	External interrupt request /Input port J	
148	I	UCONT-P27	IRQ7/PTJ5	External interrupt request / Input port J	
149	I	UCONT-P28	N.C. ¹⁾	N.C.	
150	I	UCONT-P29	N.C. ¹⁾	N.C.	
151	I	UCONT-P30	N.C. ¹⁾	N.C.	
152	I	UCONT-P31	N.C. ¹⁾	N.C.	
153	I	GND	GND	GND	
154	I	GND	GND	GND	
155	I	MPUCLK	CKO	System clock	Connect the CLKOUT signal of the MCU.
156	I	GND	GND	GND	
157	I	GND	GND	GND	
158	I	DDRCLK	N.C. ¹⁾	N.C.	
159	I	GND	GND	GND	
160	I	DDRCLK-N	N.C. ¹⁾	N.C.	

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal		Note
161	I	GND	GND	GND		
162	I	GND	GND	GND		
163	I	CS0IN-N	CS0#	Chip select CS0		Connect _CS0 (chip select). Fix the unused CS pin to high level.
164	I	CS1IN-N	CS2/PTK0	Chip select CS 2/I/O port K		Connect _CS2 (chip select). Fix the unused CS pin to high level.
165	I	CS2IN-N	CS3/PTK1	Chip select CS 3/I/O port K		Connect _CS3 (chip select). Fix the unused CS pin to high level.
166	I	CS3IN-N	CS4/PTK2	Chip select CS 4/I/O port K		Connect _CS4 (chip select). Fix the unused CS pin to high level.
167	I	CS4IN-N	CS5A/CE2A/PT E4	Chip select 5A/CE2(Area 5 PCMCIA)/ I/O port E		Connect _CS5A (chip select). Fix the unused CS pin to high level.
168	I	CS5IN-N	CS5B/CE1A/PT K3	Chip select 5B/CE1(Area 5 PCMCIA)/ I/O port K		Connect _CS5B (chip select). Fix the unused CS pin to high level.
169	I	CS6IN-N	CS6A/CE2B/PT E5	Chip select 6A/CE2(Area 6 PCMCIA)/ I/O port E		Connect _CS6A (chip select). Fix the unused CS pin to high level.
170	I	CS7IN-N	CS6B/CE1B/PT M3	Chip select 6B/CE1(Area 6 PCMCIA)/ I/O port M		Connect _CS6B (chip select). Fix the unused CS pin to high level.
171	I	CS8IN-N	N.C. ¹	N.C.		
172	I	CS9IN-N	N.C. ¹	N.C.		
173	O	EM0OUT-N	EM0OUT-N	Emulation-memory select output		Connect this signal instead of CS of the MPU when an emulation memory is used. ²
174	O	EM1OUT-N	N.C. ¹	N.C.		N.C.
175	O	EM2OUT-N	N.C. ¹	N.C.		N.C.
176	O	EMEN-P	EMEN-P	Emulation memory area enabled		OR this signal and CS of the external memory when an emulation memory is used. ²
177	I	UVCC1	VCCQ	I/O power supply (3.3 V)		Connect VCCQ3.3V power supply.
178	I	UVCC2	VCCQ	I/O power supply (3.3 V)		Connect VCCQ3.3V power supply.

Table 3.2 Pin Assignments of the Trace Unit Connector (cont)

Pin No.	I/O (CONT)	Connector Pin Name	SH7730 Signal Name	Meaning of Signal	Note
179	I	UVCC3	VCCQ	I/O power supply (3.3 V)	Connect VCCQ3.3V power supply.
180	I	UCNN-N	Connect to user connector	Connected to GND	Connect this signal to GND on the user system.

- Notes: 1. Do not connect anything to this pin.
2. Refer to section 3.2.8, Description of Emulation Memory Control Signal.

3.2.6 Layout of the Trace Unit Connector

When designing the user system, there are restrictions on the position to install the trace unit connector. Figure 3.4 shows the external dimensions of the trace unit.

The size of the printed-circuit board of the E200F trace unit is 90 mm × 125 mm. The size of components around the user system connector must not exceed the limit on component installation (the height must be 10 mm or less).

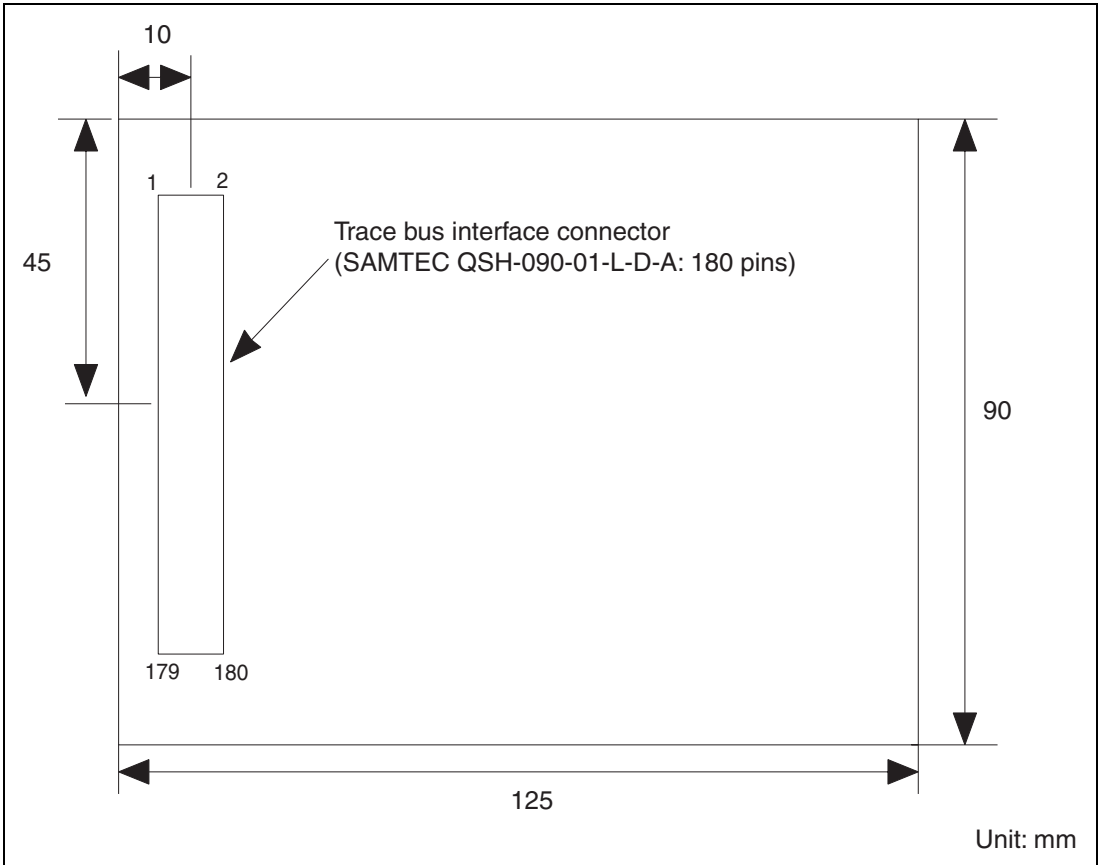


Figure 3.4 External Dimensions of the Trace Unit (on which the Connector is Installed)

- Notes:
1. The external bus trace interface connector installed on the user system must be as close to the MPU as possible.
 2. Wiring pattern of clock lines (CKO)
The followings are notes on wiring of clock lines for the E200F trace interface signals. Take them into consideration when designing the user system to embed suitable clock lines.
 - (a) Clock lines must be as short as possible.
 - (b) Clock lines must be surrounded by the GND pattern for protection so that the signals will be of low-impedance.
 - (c) Other layers next to the layer with clock line wiring should have solid patterns of GND/VCC so that the signals will be of low-impedance.
 - (d) To prevent affect by the crosstalk noise, other signal patterns must not be embedded along with the clock lines.

3.2.7 Restrictions on Using the Trace Unit

- (1) This trace unit supports the external bus memory interfaces of SH7730; SRAM interface and byte-selection SRAM interface (except for SRAM page mode). For other memory interfaces (burst ROM, SDRAM, and PCMCIA), bus trace acquisition and bus event detection are not supported.
- (2) When the sequential trace stop condition or delay-count trace stop condition is specified, trace acquisition will stop after several cycles have been passed from the stop condition match cycle.
- (3) During break mode, a timestamp value of the external bus trace information that has been acquired by a trace is not counted up.
- (4) When an emulation memory is used, it is not possible to access the memory on the user system which is in the same area as an area where the emulation memory has been set.
- (5) When an emulation memory is accessed, at least six wait cycles are required. Set the number of wait cycles by using bits WR3 to WR0 in the CS0 area wait control register (CS0WCR).
- (6) The bus width of the emulation memory must be the same as that of the CS0 area on the user system (8, 16, or 32 bits). If the different bus width is set, it is not possible to normally access the emulation memory.
- (7) This trace unit is available for the external 8-, 16-, or 32-bit data bus width. When the data bus width is 8 or 16 bits, unused data bus pins D31 to D8 (for 8-bit bus width) or D31 to D16 (for 16-bit bus width) of the trace unit connector must be fixed to high or low level. In addition, when area 0 is used with the emulation memory, the bus width of the emulation memory needs to be set. For details, refer to section 5.1.8, Changing the Memory Map Setting, in the SH-4A, SH4AL-DSP E200F Emulator User's Manual.

3.2.8 Description of Emulation Memory Control Signal

When the CS signal of the MPU is connected directly to the memory or used to generate the CS signal of the memory, connect the EM0OUT-N signal (pin 173) of the external bus connector instead of the CS signal of the MPU.

Even if the emulator is not used, prepare the jumper pins as shown in figure 3.5 so that connection of the CS signal can be easily changed.

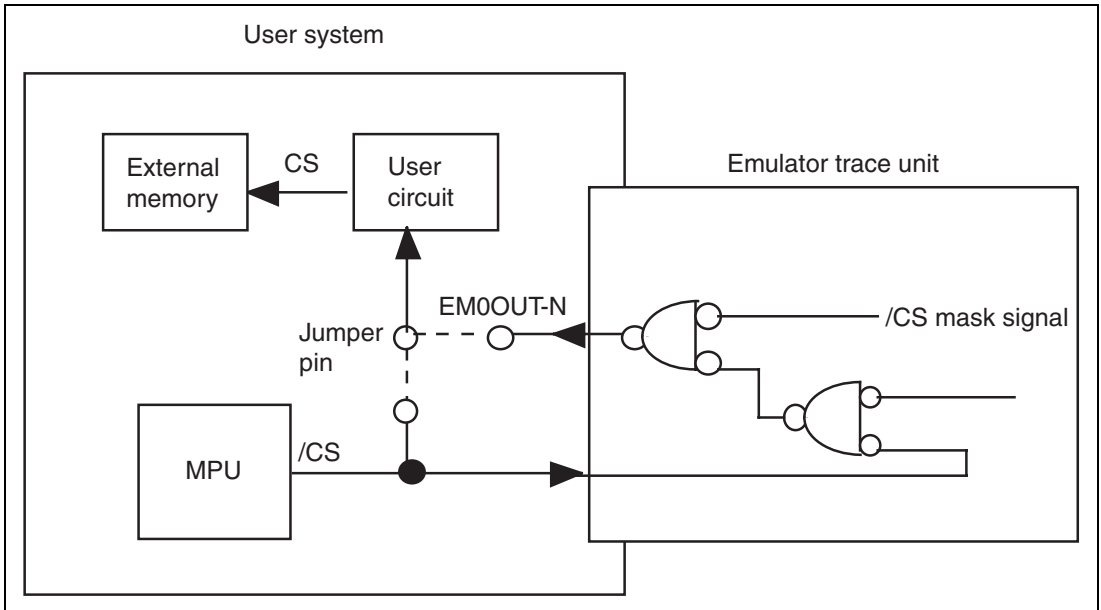


Figure 3.5 EM0OUT-N Signal (Pin 173)

SH-4A, SH4AL-DSP E200F Emulator
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