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Renesas Electronics website: <http://www.renesas.com>

April 1st, 2010
Renesas Electronics Corporation

Issued by: Renesas Electronics Corporation (<http://www.renesas.com>)

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Renesas Technology Corp.
Customer Support Dept.
April 1, 2003

Connection of SH7190 E10A Emulator

HS7190KCM01H HS7190KCM02H HS7190KCI01H
HS7190KCI02H with User System

1. Connecting the E10A Emulator with the User System

To connect the E10A emulator (hereafter 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 MCU. In addition, read the E10A Emulator User's Manual and hardware manual for the related MCU.

Table 1.1 shows the type numbers of the emulator, the corresponding connector types, and the use of AUD function.

Table 1.1 Type Number, AUD Function, and Connector Type

Type Number	Connector	AUD Function
HS7190KCM02H, HS7190KCI02H	36-pin connector	Available
HS7190KCM01H, HS7190KCI01H	14-pin connector	Not available

The H-UDI port connector has the 36-pin and 14-pin types as described below. Use them according to the purpose of the usage.

- 36-pin type (with AUD function)
The AUD trace function is supported. A large amount of trace information can be acquired in realtime. The E10A emulator supports the window trace function that memory access (memory access address or memory access data) in the specified range can be acquired by tracing.
- 14-pin type (without AUD function)
The user cannot use the AUD trace function because only the H-UDI function is supported. For tracing, only the internal trace function is supported. Since the 14-pin type connector is smaller than the 36-pin type (1/2.5), the area where the connector is installed on the user system can be reduced.

2. Installing the H-UDI Port Connector on the User System

Table 2.1 shows the recommended H-UDI port connector for the emulator.

Table 2.1 Recommended H-UDI Port Connector

Connector	Type Number	Manufacturer	Specifications
36-pin connector	DX10M-36S	Hirose Electric Co., Ltd.	Screw type
	DX10M-36SE, DX10G1M-36SE		Lock-pin type
14-pin connector	2514-6002	Sumitomo 3M Limited	14-pin straight type

Note: When the 36-pin connector is used, do not connect any components under the H-UDI connector. When the 14-pin connector is used, do not install any components within 3 mm of the H-UDI port connector.

3. Pin Arrangement of the H-UDI Port Connector

Figures 3.1 and 3.2 show the pin arrangement of the 36-pin and 14-pin H-UDI port connectors, respectively.

Note: Note that the pin number assignment of the H-UDI port connector shown below differs from that of the connector manufacturer.

Pin No.	Signal	Input/Output*1	MCU Pin No.			Pin No.	Signal	Input/Output*1	MCU Pin No.		
			CSP 240	LQFP 216	HQFP 256				CSP 240	LQFP 216	HQFP 256
1	AUDUCK	Output	E16	151	179	19	TMS	Input	J19	139	166
2	GND	—				20	GND	—			
3	AUDATA0	Output	J17	137	163	21 ^{*2}	/TRST	Input	J18	138	165
4	GND	—				22	GND	—			
5	AUDATA1	Output	K19	136	162	23	TDI	Input	H17	140	168
6	GND	—				24	GND	—			
7	AUDATA2	Output	K17	135	160	25	TDO	Output	R17	119	141
8	GND	—				26	GND	—			
9	AUDATA3	Output	K18	134	159	27 ^{*2}	/ASEBRKAK	Output	M16	130	154
10	GND	—				28	GND	—			
11 ^{*2}	/AUDSYNC	Output	U14	96	112	29	NC	—			
12	GND	—				30	GND	—			
13	NC	—				31 ^{*2}	/RESETP	Output	N16	127	150
14	GND	—				32	GND	—			
15	NC	—				33 ^{*3}	GND	Output			
16	GND	—				34	GND	—			
17	TCK	Input	H18	141	169	35	NC	—			
18	GND	—				36	GND	—			

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

2. The slash (/) 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.

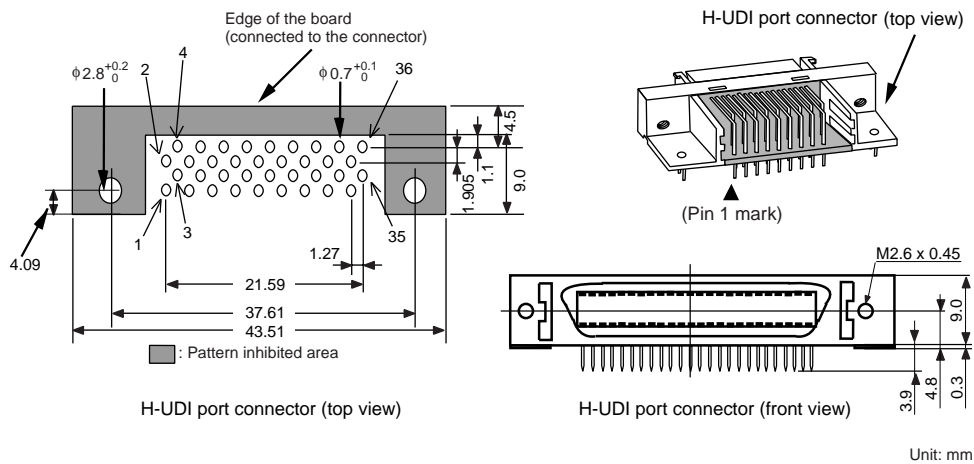


Figure 3.1 Pin Arrangement of the H-UDI Port Connector (36 Pins)

Pin No.	Signal	Input/ Output*1	MCU Pin No.		
			CSP240	LQFP216	HQFP256
1	TCK	Input	H18	141	169
2*2	/TRST	Input	J18	138	165
3	TDO	Output	R17	119	141
4*2	/ASEBRKAK	Output	M16	130	154
5	TMS	Input	J19	139	166
6	TDI	Input	H17	140	168
7*2	/RESET	Output	N16	127	150
11	Not connected	—	—	—	—
8 to 10 12 to 13	GND	—	—	—	—
14*3	GND	Output	—	—	—

Notes: 1. Input to or output from the user system.
2. The slash (/) 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.

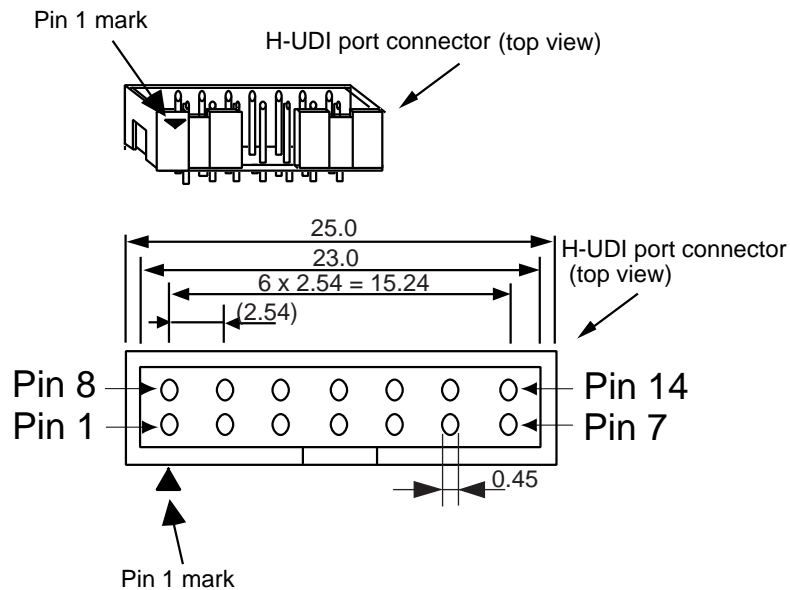


Figure 3.2 Pin Arrangement of the H-UDI Port Connector (14 Pins)

4. Recommended Circuit between the H-UDI Port Connector and the MCU

4.1 Recommended Circuit (36-Pin Type)

Figure 4.1 shows a recommended circuit between the H-UDI port connector (36 pins) and the MCU.

- Notes:
1. Do not connect anything to the N.C. pin of the H-UDI port connector.
 2. Note that the processing of the /ASEMD0 pin differs depending on whether the emulator is used or not. In addition, the /ASEMD0 pin must be switched on the board because it is not controlled by the emulator.
 - (1) When the emulator is used: /ASEMD = low (ASE mode)
 - (2) When the emulator is not used: /ASEMD = high (normal mode)
 3. The reset signal in the user system is input to the /RESETP pin of the MCU. Connect this signal to the H-UDI port connector as the output from the user system.
 4. When a joined resistance is used for pull-up, it may be affected by a noise. Separate TCK from other resistances.
 5. The pattern between the H-UDI port connector and the MCU must be as short as possible. Do not connect the signal lines to other components on the board.
 6. The resistance values shown in figure 4.1 are recommended.
 7. For processing of pins in cases where the emulator is not used, refer to the hardware manual for the related MCU.

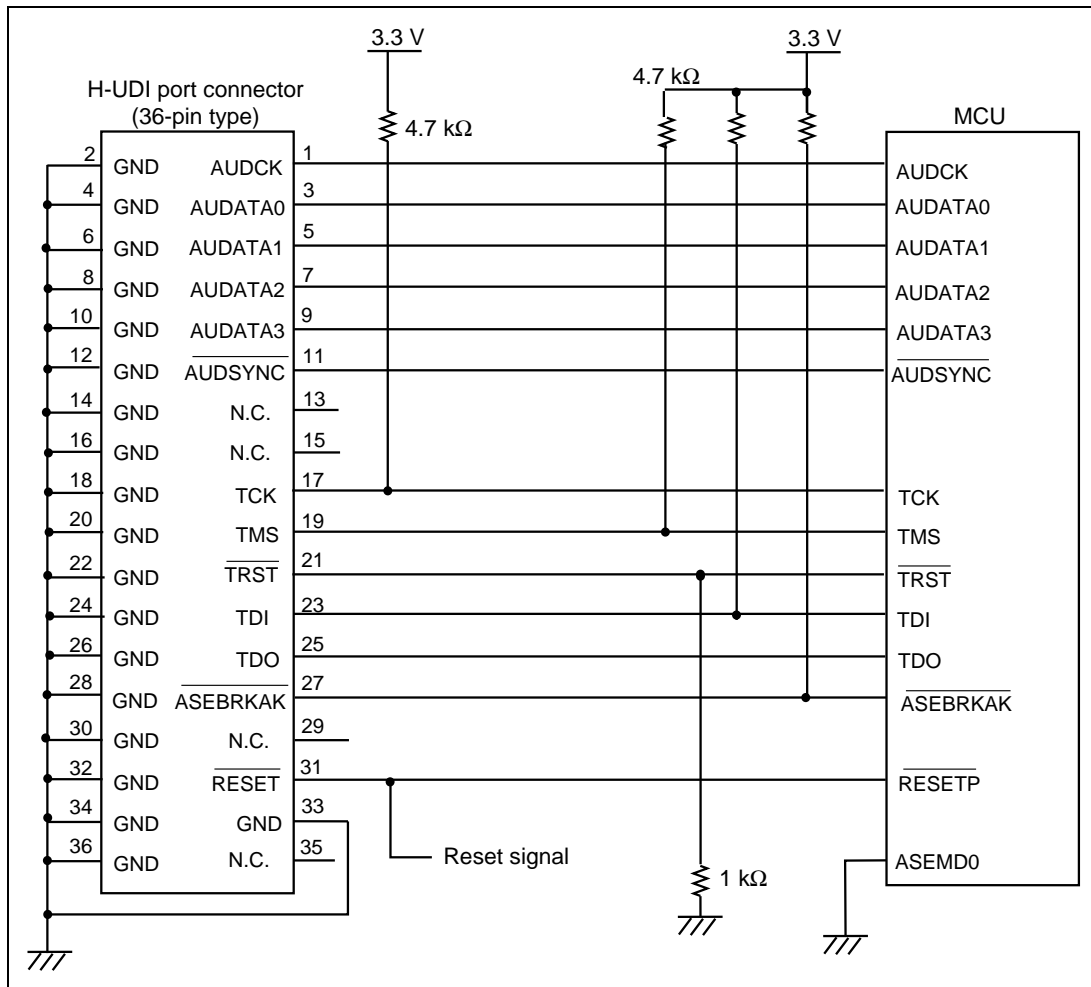


Figure 4.1 Recommended Circuit for Connection between the H-UDI Port Connector and the MCU when Using the Emulator (36-Pin Type)

4.2 Recommended Circuit (14-Pin Type)

Figure 4.2 shows a recommended circuit between the H-UDI port connector (14 pins) and the MCU.

- Notes:
1. Do not connect anything to the N.C. pin of the H-UDI port connector.
 2. Note that the processing of the /ASEMD0 pin differs depending on whether the emulator is used or not. In addition, the /ASEMD0 pin must be switched on the board because it is not controlled by the emulator.
(1) When the emulator is used: /ASEMD = low (ASE mode)
(2) When the emulator is not used: /ASEMD = high (normal mode)
 3. The reset signal in the user system is input to the /RESETP pin of the MCU. Connect this signal to the H-UDI port connector as the output from the user system.
 4. When a joined resistance is used for pull-up, it may be affected by a noise. Separate TCK from other resistances.
 5. The pattern between the H-UDI port connector and the MCU must be as short as possible. Do not connect the signal lines to other components on the board.
 6. The resistance values shown in figure 4.2 are recommended.
 7. For processing of pins in cases where the emulator is not used, refer to the hardware manuals for the related MCU.

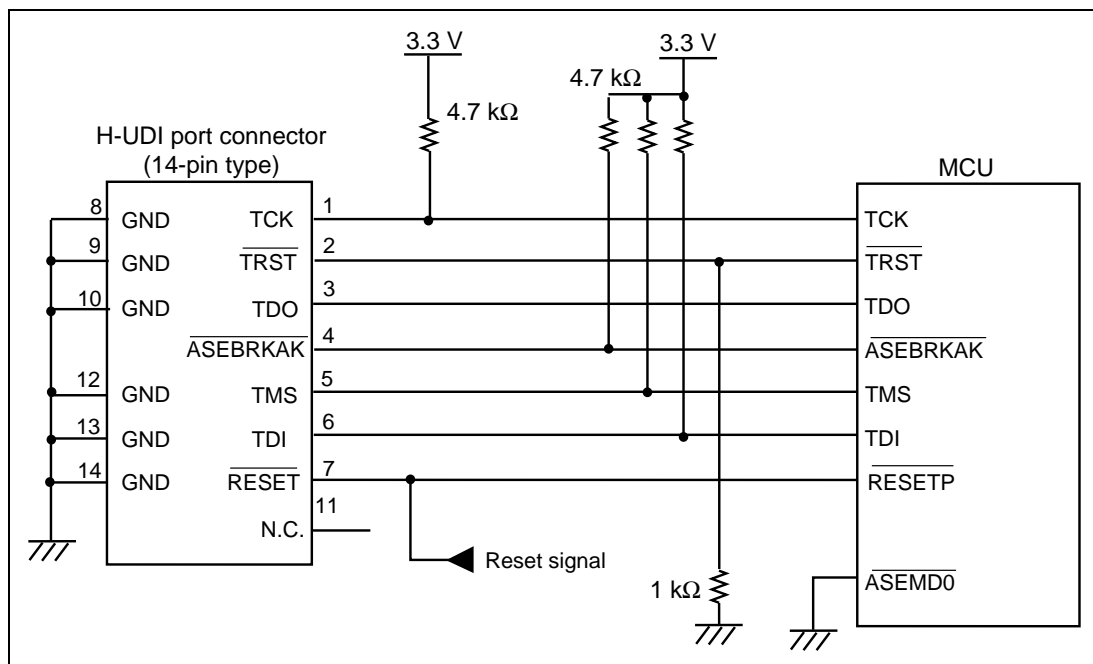


Figure 4.2 Recommended Circuit for Connection between the H-UDI Port Connector and the MCU when Using the Emulator (14-Pin Type)

