

RX63N Group

Renesas Starter Kit+ Tutorial Manual
For e² studio

RENESAS MCU
RX Family / RX600 Series

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Precautions

The following precautions should be observed when operating any RSK+ product:

This Renesas Starter Kit is only intended for use in a laboratory environment under ambient temperature and humidity conditions. A safe separation distance should be used between this and any sensitive equipment. Its use outside the laboratory, classroom, study area or similar such area invalidates conformity with the protection requirements of the Electromagnetic Compatibility Directive and could lead to prosecution.

The product generates, uses, and can radiate radio frequency energy and may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment causes harmful interference to radio or television reception, which can be determined by turning the equipment off or on, you are encouraged to try to correct the interference by one or more of the following measures;

- ensure attached cables do not lie across the equipment
- reorient the receiving antenna
- increase the distance between the equipment and the receiver
- connect the equipment into an outlet on a circuit different from that which the receiver is connected
- power down the equipment when not in use
- consult the dealer or an experienced radio/TV technician for help NOTE: It is recommended that wherever possible shielded interface cables are used.

The product is potentially susceptible to certain EMC phenomena. To mitigate against them it is recommended that the following measures be undertaken;

- The user is advised that mobile phones should not be used within 10m of the product when in use.
- The user is advised to take ESD precautions when handling the equipment.

The Renesas Starter Kit does not represent an ideal reference design for an end product and does not fulfil the regulatory standards for an end product.

How to Use This Manual

1. Purpose and Target Readers

This manual is designed to provide the user with an understanding of the RSK+ hardware functionality, and electrical characteristics. It is intended for users designing sample code on the RSK+ platform, using the many different incorporated peripheral devices.

The manual comprises of an overview of the capabilities of the RSK+ product, but does not intend to be a guide to embedded programming or hardware design. Further details regarding operating the RX63N microcontroller may be found in the RX63N Group, RX631 Group User's Manual: Hardware and within the provided sample code.

Particular attention should be paid to the precautionary notes when using the manual. These notes occur within the body of the text, at the end of each section, and in the Usage Notes section.

The revision history summarizes the locations of revisions and additions. It does not list all revisions. Refer to the text of the manual for details.

The following documents apply to the RSK+RX63N-256K. Make sure to refer to the latest versions of these documents. The newest versions of the documents listed may be obtained from the Renesas Electronics Web site.

Document Type	Description	Document Title	Document No.
User's Manual	Describes the technical details of the RSK+ hardware.	RSK+RX63N-256K User Manual	R20UT3076EG
Tutorial Manual	Provides a guide to setting up RSK+ environment, running sample code and debugging programs.	RSK+RX63N-256K Tutorial Manual	R20UT3077EG
Quick Start Guide	Provides simple instructions to setup the RSK+ and run the first sample, on a single A4 sheet.	RSK+RX63N-256K Quick Start Guide	R20UT3078EG
USB Function Manual	Provides sample instructions to configure the RSK+ and Host PC for running the USB function sample code.	RSK+RX63N USB Function Manual	R20UT0442EG
Schematics	Full detail circuit schematics of the RSK+.	RSK+RX63N-256K Schematics	R20UT0437EG
Hardware Manual	Provides technical details of the RX63N microcontroller.	RX63N Group, RX631 Group User's Manual: Hardware	R01UH0041EJ

2. List of Abbreviations and Acronyms

Abbreviation	Full Form
ADC	Analog to Digital Converter
E1	E1 Emulator
E20	E20 Emulator
EMC	ElectroMagnetic Compatibility
ESD	ElectroStatic Discharge
GDB	GNU Debugger
LCD	Liquid Crystal Display
LED	Light Emitting Diode
PC	Program Counter
ROM	Read-Only Memory
RSK+	Renesas Starter Kit+
USB	Universal Serial Bus

Table of Contents

1. Overview.....	7
1.1 Purpose.....	7
1.2 Features.....	7
1.3 Scope.....	7
2. Introduction.....	8
2.1 Note Regarding Source Code.....	8
3. Project Workspace.....	9
3.1 Introduction.....	9
3.2 Starting e ² studio and Importing Sample Code.....	9
3.3 Build Configurations and Debug Sessions.....	12
3.3.1 Build Configuration.....	12
3.3.2 Debug Configuration.....	13
3.4 Running the Tutorial	14
4. Basic Debugging of the Tutorial Program	15
4.1 Program Initialisation.....	15
4.2 Main Functions	16
5. Additional Information.....	19

1. Overview

1.1 Purpose

This RSK+ is an evaluation tool for Renesas microcontrollers. This manual describes how to get the RSK+ tutorial started, and basic debugging operations.

1.2 Features

This RSK+ provides an evaluation of the following features:

- Renesas microcontroller programming
- User code debugging
- User circuitry such as switches, LEDs and a potentiometer
- Sample application
- Sample peripheral device initialisation code

The RSK+ board contains all the circuitry required for microcontroller operation.

1.3 Scope

This manual covers the RSK+RX63N-256K which is fitted a R5F563NFDDFC microcontroller.

For the RSK+RX63N please refer to Tutorial Manual R20UT2044EG, which can be found at <http://www.renesas.com/rskrx63n>.

2. Introduction

This manual is designed to answer, in tutorial form, the most common questions asked about using a Renesas Starter Kit+ (RSK+). The tutorials help explain the following:

- How do I compile, link, download and run a simple program on the RSK+?
- How do I build an embedded application?
- How do I use Renesas' tools?

Files referred to in this manual are installed using the project generator as you work through the tutorials. The tutorial examples in this manual assume that installation procedures described in the RSK+ Quick Start Guide have been completed. Please refer to the quick start guide for details of preparing the configuration.

These tutorials are designed to show you how to use the RSK+ and are not intended as a comprehensive introduction to e² studio, compiler toolchains or the E1 emulator. Please refer to the relevant user manuals for more in-depth information.

2.1 Note Regarding Source Code

Due to the project generator, it is possible that the line numbers for source code illustrated in this document does not match exactly with that in the actual source files. It is also possible that the source address of instructions illustrated in this manual differs from a user's code compiled from the same source. These differences are minor, and do not effect the functionality of the sample code or the validity of this accompanying manual.

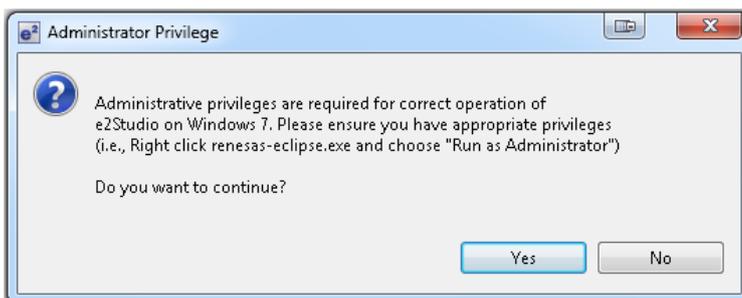
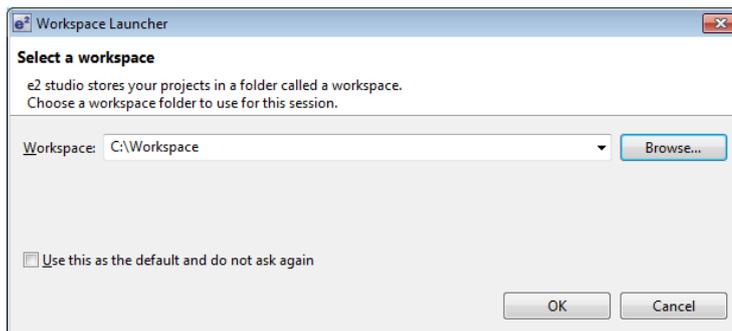
3. Project Workspace

3.1 Introduction

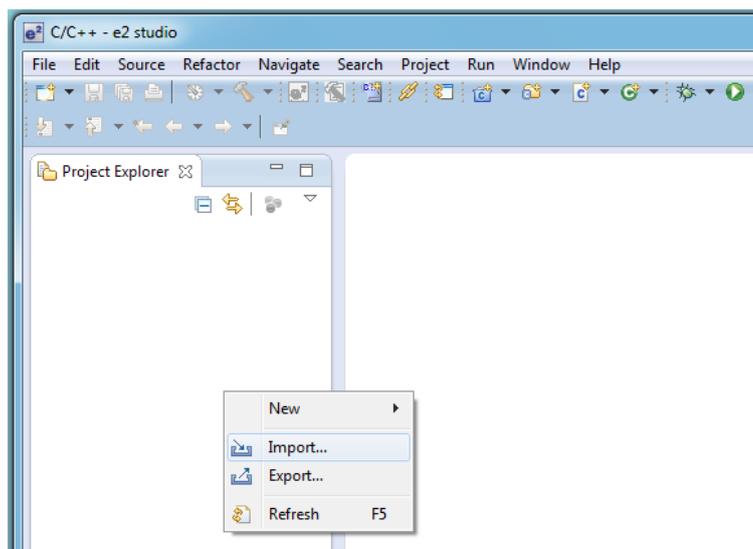
e² studio is an open source integrated development tool that allows the user to write, compile, program and debug a software project on many of the Renesas Microcontrollers.

3.2 Starting e² studio and Importing Sample Code

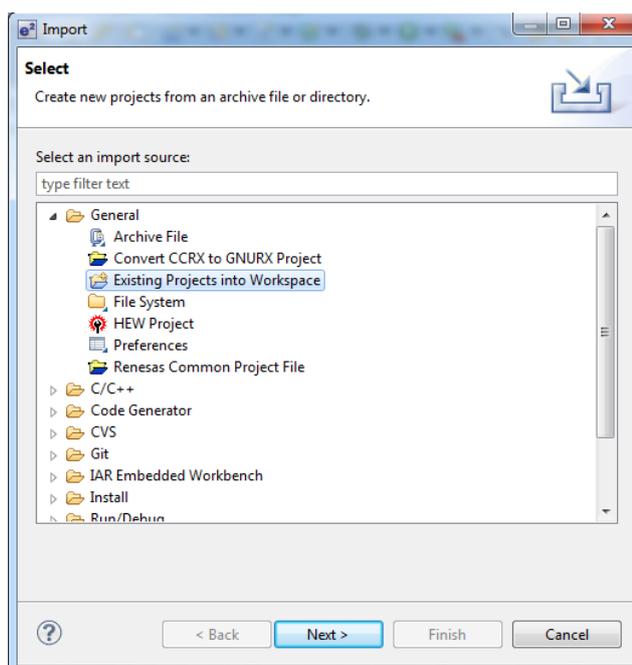
- Start e² studio by selecting it from Start Menu. The first dialog to appear will be the Workspace Launcher.
- Click 'Browse' and select a suitable location to store your workspace, using the 'Make New Folder' option as necessary. Click 'OK'.
- Click 'Yes' when presented with the 'Administrator Privilege' dialog.
- The e² studio welcome splash screen will appear. Click the 'Go to the workbench' arrow button on the far right.



- Once the e² studio environment has initialised, right click in the project explorer window and click ‘Import...’



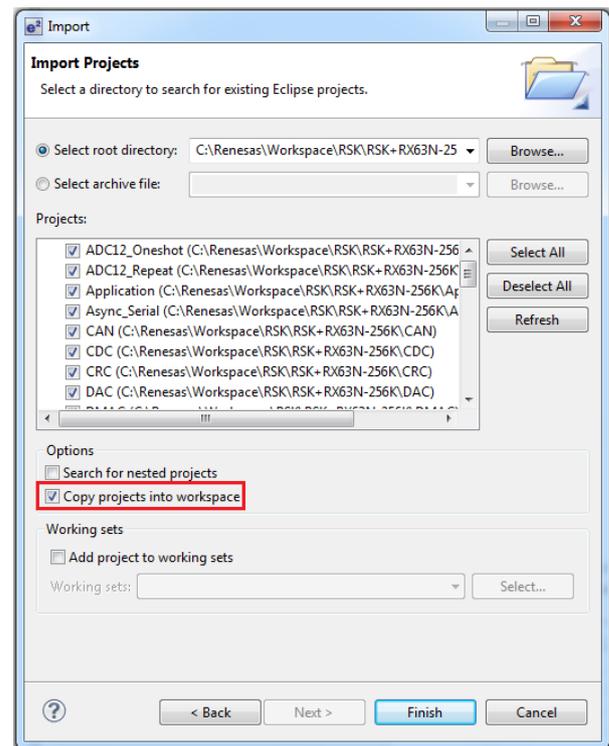
- The Import dialog will now appear. Expand the ‘General’ folder icon, and select “Existing Projects into Workspace”, then click ‘Next’.



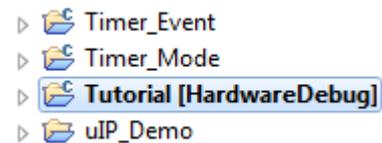
- The import dialog will now allow you to specify the project to import. Click the 'Browse' button, and locate the following directory:

C:\Renesas\Workspace\RSK\RSK+RX63N-256K

- Ensure that the 'Copy projects into workspace' option is ticked, and then click 'Finish'.



- Click on Tutorial from the list of projects in the 'Project Explorer' on the left-hand side.



3.3 Build Configurations and Debug Sessions

3.3.1 Build Configuration

The e² studio project will be created with two build configurations these will be 'HardwareDebug' and 'Release'.

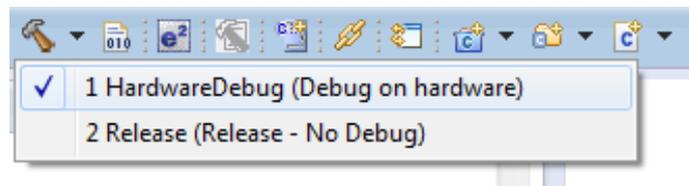
Release

This build mode has optimisation turned on, and provides little debug information. The C code instruction execution may appear to be out of order, due to the way compiler optimises the code. This build configuration is intended for final ROM-programmable code.

HardwareDebug

This build mode has all optimisation turned off, and provides full debug information. This is the best configuration to use whilst developing code. C code instruction execution will be linear.

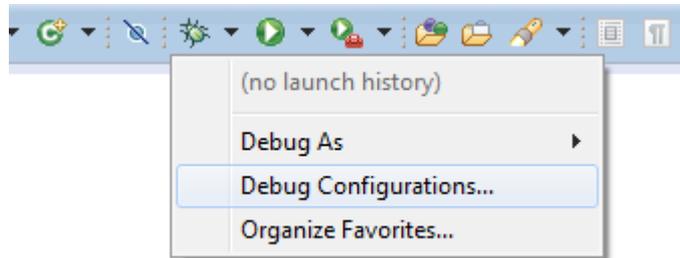
- Click the top level tutorial project folder again, and then the arrow next to the build button (hammer icon), and select the 'HardwareDebug' option.



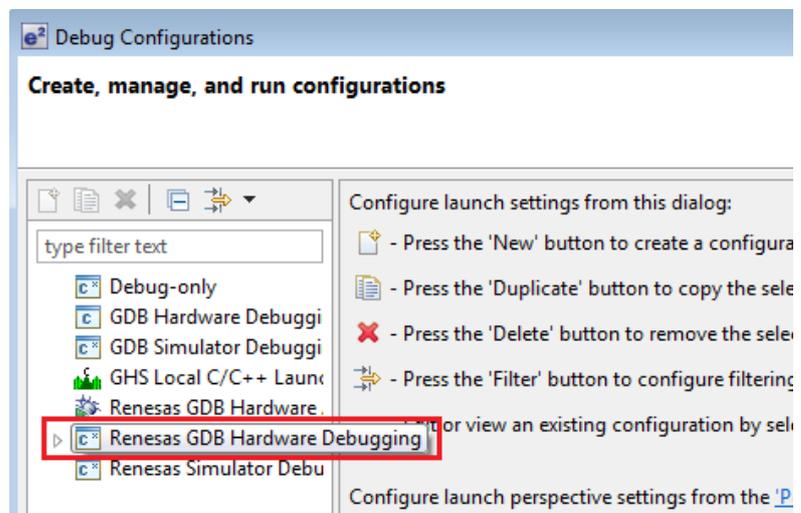
- e² studio will now build the code.

3.3.2 Debug Configuration

- Click the arrow next to the debug button (bug icon). Select 'Debug Configurations'.



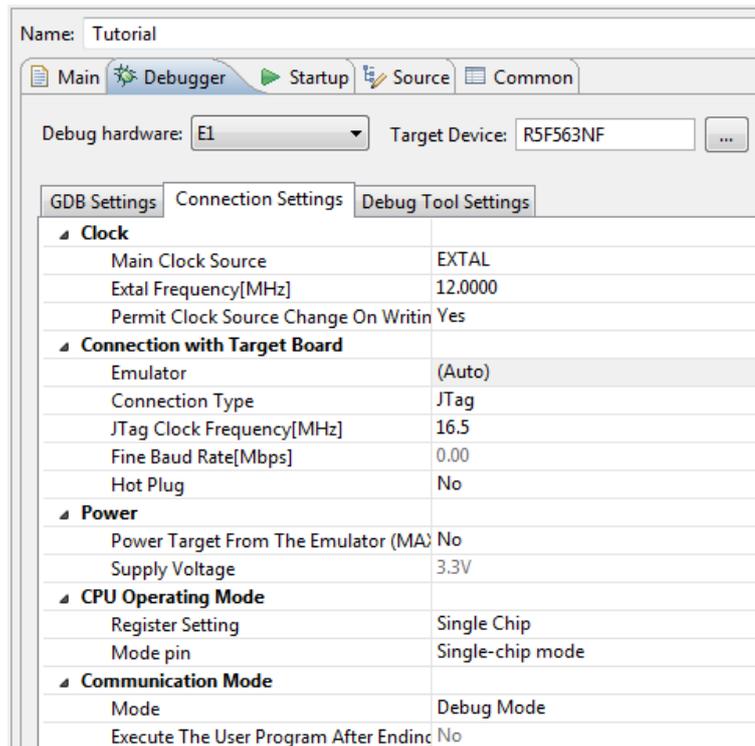
- The 'Debug Configuration' dialog will appear. Click the small arrow next to 'Renesas GDB Hardware Debugging' option.
- The build configurations for each project will appear. Select the entry for the tutorial project.



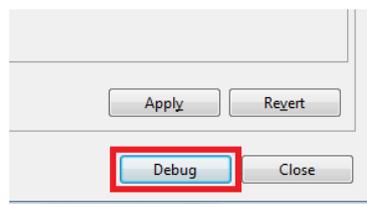
- Ensure J8 and J9 are open. Failure to do so will result in damage to the RSK+.
- Connect the 12V power supply.
- The debug configurations control page will then show for the tutorial project. Change the main tab to 'Debugger', and then secondary tab to 'Connection Settings'. Check through the debugger settings. Refer to the RSK+'s User Manual for details of power supply configurations.

Note: e² studio will display a warning dialog if you attempted to connect with an incorrect power supply setting.

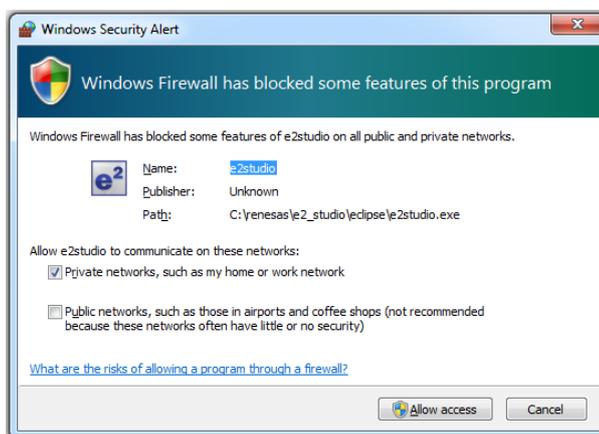
Note: If you wish to use breakpoints in the debugging session, you will need to set "permit clock source change on writing internal flash memory = yes"



- Click the debug button to continue. e² studio will now connect to the debugger, and download the code to the target.

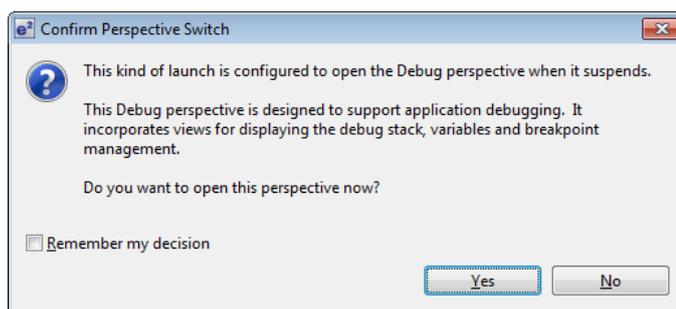


- A firewall warning may be displayed for 'e2-server-gdb.exe'. Check the 'Private networks, such as my home or work network' box and click 'Allow access'.



- A user account control dialog may be displayed. Enter the administrator password and click <Yes>

- e² studio may display a dialog, asking if you would like to switch to the 'Renesas Debug perspective'. Click 'Yes'.



- The new e² studio perspective layout is optimised for debugging.

3.4 Running the Tutorial

- Once the code has been downloaded, the program counter will stop at the entry vector, usually the 'PowerON_Reset_PC' function.

- Click the 'Resume' button to let the code run. It will keep running up to the 'main' function. Execute the main code function.



- It is recommended that you execute the entire tutorial demo first, before continuing to debug it.

4. Basic Debugging of the Tutorial Program

This section will look at basic debugging functionality in e² studio.

4.1 Program Initialisation

Before the main program can run, the microcontroller must be configured. The following parts of the tutorial program are used exclusively for initialising the RSK+ device so that the main function can execute correctly. The initialisation code is run every time the device is reset via the reset switch or from a power reboot.

- After downloading the code. The File window will open the Tutorial code at the entry point. The program counter position will be highlighted
- Double click the blue section to the left of the code in line with the 'HardwareSetup();' line. This will add a software breakpoint, indicated by a blue tick and a dot.
- Click the 'Resume' button to run the code up to this breakpoint.



```

resetprg.c  main.c  0xffffffff
* Description : This program is the MCU's entry point from a power-on reset.
*             The function configures the MCU stack, then calls the
*             HardwareSetup function and main function sequentially.
* Argument   : none
* Return value : none
*****/
void PowerON_Reset_PC(void)
{
    /* Initialise the MCU processor word */
    set_intb(__sectop("CSVECT"));
    set_fpsw(FPSW_init);

    /* Initialise the MCU stack area */
    _INITSCT();

    /* Configure the MCU and RSK hardware */
    HardwareSetup();

    /* Execute a NOP instruction */
    nop();

    /* Set Ubit and Ibit for PSW */
    set_psw(PSW_init);
  
```

- Click the 'Step Into' button (or press F5), to step into the 'HardwareSetup' function.
- The 'HardwareSetup' function calls several initialisation functions which configure the MCU for normal operation. This includes input/output ports, and system clocks.
- The user can step through all the initialisation code by clicking the 'Step Into' icon and reading the code and comments. For this guide, we will skip past it.
- Click the 'Resume' button, to run the code up to the main function.



```

resetprg.c  hwsetup.c
57          * Outline      : HardwareSetup
58          * Description  : Contains all the setup functions called at device restart
59          * Argument    : none
60          * Return value : none
61          *****/
62          void HardwareSetup(void)
63          {
64 ffe00602      ConfigureOperatingFrequency();
65 ffe00605      ConfigureOutputPorts();
66 ffe00608      ConfigureInterrupts();
67 ffe0060b      EnablePeripheralModules();
68          }
69          /* End of function HardwareSetup
70          *****/
71
  
```



For further details regarding hardware configuration, please refer to the RSK+RX63N-256K User's Manual and the RX63N Group, RX631 Group User's Manual: Hardware.

4.2 Main Functions

This section will look at the program code called from with the main() function, and how it works.

- The main function first initialises the debug LCD, and then displays ‘Renesas’ and the RSK+ name on the screen.
- Support for the LCD display is included in the tutorial code. We do not need to be concerned about the details of the LCD interface – except that the interface is write-only and so is not affected if the LCD display is attached or not.

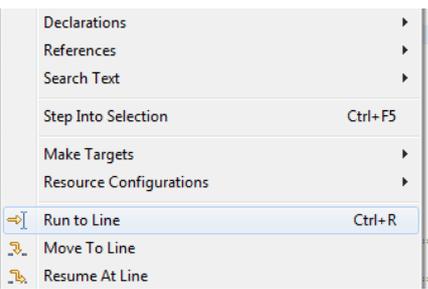
```

main.c
116
117
118
119
120 ffe0087a void main(void)
121
122
123 ffe0087e /* Initialise the debug LCD */
124 ffe0088a Init_LCD();
125
126
127 ffe00897 /* Displays the Renesas splash screen */
128
129
130 ffe0089b Display_LCD(LCD_LINE1, "Renesas");
131
132
133 ffe0089f Display_LCD(LCD_LINE2, NICKNAME);
134
135
136
137
138
139
140
    
```

- Left click line with the function call ‘Flash_LED()’ to select it, then right click it and select the option ‘Run to Line’.
- This will cause the target to execute all code before this line. This can be observed by the text displayed on the debug LCD.

```

126
127 ffe00897 void Flash_LED(void)
128
129
130 ffe0089b /* Declare a delay count variable */
131
132
133 ffe0089f /* Flash the LEDs for 200 times or until a user switch is pressed */
134
135
136
137
138
139
140
    
```



- Click the ‘Step Into’ button to step into the Flash_LED function.



- The program counter will now move to the Flash_LED function. The while loop iterates through and toggles the user LEDs. This loop will continue until it has flashed the LEDs 200 times or a user switch is pressed.

```

flashLED.c
68 ffe00580 void Flash_LED(void)
69
70
71
72
73 ffe00582 while((gSwitchFlag == 0)&&(--gFlashCount > 0))
74
75
76 ffe005a5 /* Add delay to make LED toggle visible */
77
78
79 ffe005ab Delay_us(50000u);
80
81
82
83 ffe005b0 /* Toggles the LEDs after a specific delay. */
84
    
```

- Left click the line ‘gSwitchFlag = 0’, and right click in the blue section to the right and select ‘Toggle Before PC Eventpoint’.
- This will insert a hardware event point at this code line.

```

specific delay. */
able */
*****
    
```



- Click the resume button, and the RSK will run through the iteration loop. Press one of the user switches to proceed past the loop. The program counter will stop at the hardware eventpoint.
- Click the ‘Step Return’ button to exit the ‘Flash_LED’ function and return to main.



```

resetprg.c  hwsetup.c  main.c  flashLED.c
64          * Description   : The LED flash function used at the beginning of the program
65          * Argument    : none
66          * Return value : none
67          *****/
68 ffe00580 void Flash_LED (void)
69          {
70          /* Declare a delay count variable */
71
72          /* Flash the LEDs for 200 times or until a user switch is pressed */
73 ffe00582 while((gSwitchFlag == 0)&&(--gFlashCount > 0))
74          {
75          /* Add delay to make LED toggle visible */
76 ffe005a5 Delay_us(50000u);
77
78          /* Toggles the LEDs after a specific delay. */
79 ffe005ab Toggle_LED();
80          }
81
82          /* Reset the gSwitchFlag flag variable */
83 ffe005b0 gSwitchFlag = 0;
84          }
85          *****/
86          * End of function Flash_LED
87          *****/
    
```

- The ‘Timer_ADC’ function initialises the ADC and timer unit, so that a periodic interrupt toggles the user LEDs. The period of the periodic interrupt is varied by the value of the potentiometer.

```

resetprg.c  hwsetup.c  main.c  flashLED.c
111         *
112         * onto the LCD display, then calls the 'flashLED' and 'TimerADC'
113         * functions. The function then calls the static test routine,
114         * before waiting in an infinite while loop.
115         * Argument    : none
116         * Return value : none
117         *****/
118         void main(void)
119         {
120 ffe0087a /* Initialise the debug LCD */
121         Init_LCD();
122
123         /* Displays the Renesas splash screen */
124 ffe0087e Display_LCD(LCD_LINE1, "Renesas");
125 ffe0088a Display_LCD(LCD_LINE2, NICKNAME);
126
127         /* Begins the initial LED flash sequence */
128 ffe00897 Flash_LED();
129
130         /* Begins the ADC-varying flash Sequence */
131 ffe0089b Timer_ADC();
132
133         /* Begins the static variable test */
134 ffe0089f Static_Test();
135
136         /* Infinite while loop */
137         while(1);
    
```

- Click the ‘Step Over’ button (or press F6) to step the program counter onto the next function, ‘Static_Test’.
- Click ‘Step Into’ to enter the ‘Static_Test’ function.
- In the *for* loop, the contents of the string ‘gReplaceStr’ are replaced with the contents ‘gConstStr’, one element at a time.
- While this happens, the code is regularly interrupted by the Timer ADC code, allowing both to appear to run simultaneously.



```

*****/
void Static_Test(void)
{
/* Declare loop count variable */
uint8_t count = 0u;

/* Write ucStr variable, "STATIC" to LCD */
Display_LCD(LCD_LINE2, gReplaceStr);

/* Begin for loop which writes one letter of gConstStr to the LCD at a time
The nested while loops generate the delay between each letter change */
for(count = 0; count < 8; count++)
{
/* Create delay between replacing characters */
Delay_us(1u);

/* Replace letter number 'count' of 'gReplaceStr' from 'gConstStr' */
gReplaceStr[count] = gConstStr[count];

/* Update the debug LCD with the contents of gReplaceStr */
Display_LCD(LCD_LINE2, gReplaceStr);
}

/* Add a delay before overwriting the string */
Delay_us(2u);

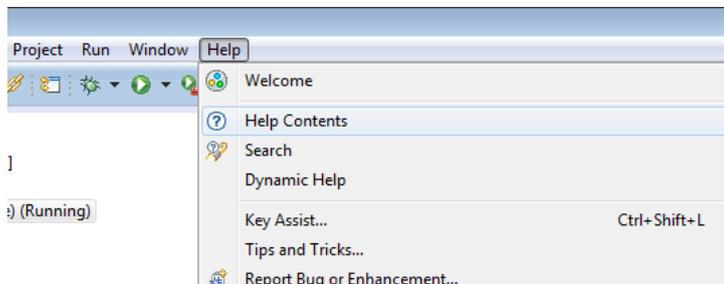
/* Write MCU nickname to LCD again */
Display_LCD(LCD_LINE2, NICKNAME);
}
}
    
```

- Click the resume button to run the code through. 
- You can observe the user LED flash rate vary as you adjust the potentiometer, at the same time as the debug LCD string change character by character from 'STATIC' to 'TESTTEST'.
- This is the extent of the tutorial code.

5. Additional Information

Technical Support

For details on how to use e² studio, refer to the help file by opening e² studio and clicking 'Help' and selecting 'Help Contents'



For information about the RX63N series microcontrollers refer to the RX63N Group, RX631 Group User's Manual: Hardware.

For information about the RX assembly language, refer to the RX Series Software Manual.

Technical Contact Details

Please refer to the “**Quick Start Guide**” for Renesas Technical contact details.

General information on Renesas Microcontrollers can be found on the Renesas website at:

<http://www.renesas.com/>

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