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SH-4A, SH4AL-DSP E200F Emulator

Additional Document for User's Manual
Supplementary Information on Using
the SH7722

Renesas Microcomputer Development

Environment System

SuperH™ Family

E200F for SH7722   R0E877220EMU00E

Notes regarding these materials

Contents

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Section 1   Connecting the Emulator with the User System

1.1   Components of the Emulator

The E200F emulator supports the SH7722. Table 1.1 lists the components of the emulator.

Table 1.1   Components of the Emulator
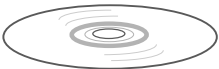
Classi-fication	Component	Appearance	Quan-tity	Remarks
Hard-ware	Emulator main unit		1	R0E0200F2EMU00: Depth: 185.0 mm, Width: 130.0 mm, Height: 45.0 mm, Mass: 321.0 g
	AC adapter		1	Input: 100 to 240 V Output: 12 V 4.0 A Depth: 120.0 mm, Width: 72.0 mm, Height: 27.0 mm, Mass: 400.0 g
	AC cable		1	Length: 200 mm

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Table 1.1   Components of the Emulator (cont)

Classi-fication	Component	Appearance	Quan-tity	Remarks
Hard-ware (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
Soft-ware	E200F emulator setup program,		1	R0E0200F0EMU00S,
	SH-4A, SH4AL-DSP E200F Emulator User's Manual,			R0E0200F0EMU00J, R0E0200F0EMU00E,
	Supplementary Information on Using the SH7722*			R0E877220EMU00J, R0E877220EMU00E
				(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.

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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 SH7722 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 SH7722 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 SH7722 E200F emulator. Instead, this connector is for use with the E10A-USB emulator.

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

Table 1.2 shows the recommended H-UDI port connectors for the SH7722 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.

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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]	SH7722 Pin No.	Note	Pin No.	Signal	Input/ Output [1]	SH7722 Pin No.	Note
1	N.C.	——			20	N.C.	——		
2	N.C.	——			21	_TRST [2]		C7	
3	MPMD (GND) [4]	——	C5		22	N.C.	——		
4	N.C.	——			23	N.C.	——		
5	_UCON (GND) [3]	——			24	AUDATA3		A5	
6	AUDCK	Output	A6		25	N.C.	——		
7	N.C.	——			26	AUDATA2		C6	
8	_ASEBRK/ BRKACK [2]	Input/ output	D6		27	N.C.	——		
9	_RESET [2]	Output		User reset	28	AUDATA1		D7	
10	N.C.	——			29	N.C.	——		
11	TDO	Output	D8		30	AUDATA0		B6	
12	UVCC_AUD	Output		VCCQ (3.3 V)	31	N.C.	——		
13	N.C.	——			32	AUDSYNC		B5	
14	UVCC	Output		VCCQ (3.3 V)	33	N.C.	——		
15	TCK	Input	A7		34	N.C.	——		
16	N.C.	——			35	N.C.	——		
17	TMS	Input	D9		36	N.C.	——		
18	N.C.	——			37	N.C.	——		
19	TDI	Input	B7		38	N.C.	——		

Notes: 1. The input or output is based on the target 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 leads, which are allocated on the center of the H-UDI port connector, must be connected to GND.
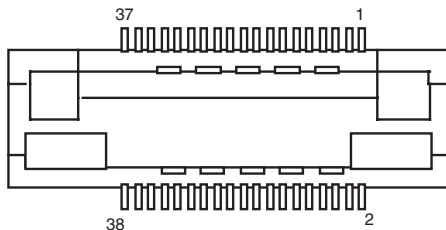
38-pin Mictor connector 2-5767004-2 manufactured by Tyco Electronics AMP K.K.

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

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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 SH7722 E200F Emulator is in Use (38-Pin Type)

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Notes: 1. Do not use /RESETP in the emulator after the user system has been activated. When reset signals are used for debugging, use /RESETA.

2. Fix /RESETA as high level when it is not used.

3. Do not connect anything to the N.C. pins of the H-UDI port connector.

4. 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 = 1
Figure 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.

5. When a network resistance is used for pull-up, it may be affected by a noise. Separate TCK from other resistances.

6. 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.

7. 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.

8. Since the H-UDI and the AUD of the MPU operate with the VccQ, supply only the VccQ to the UVCC pin.

9. The resistance value shown in the figure is for reference.

10. For the pin processing in cases where the emulator is not used, refer to the hardware manual of the related MPU.

11. For the AUDCK pin, guard the pattern between the H-UDI port connector and the MPU at GND level.

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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.
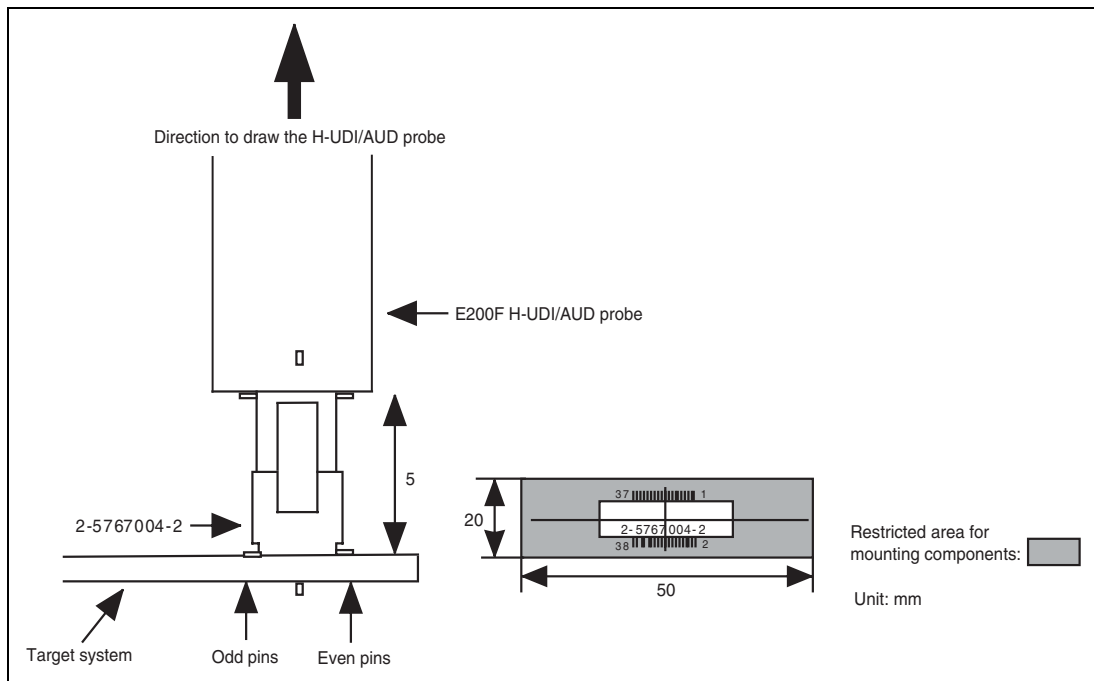
Figure 1.3   Restriction on Component Mounting

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Section 2 Software Specifications when Using the SH7722

2.1 Differences between the SH7722 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 SH7722 registers are undefined. When the emulator is initiated from the workspace, a value to be entered is saved in a session.

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
SPC	H'00000000
SSR	H'000000F0
RS	H'00000000
RE	H'00000000
MOD	H'00000000
A0G, A1G	H'00000000
A0, A1	H'00000000
X0, X1	H'00000000
Y0, Y1	H'00000000
M0, M1	H'00000000
DSR	H'00000000

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

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

For low-power consumption, the SH7722 has sleep, software standby, module standby, and U 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.

The power for some areas is turned off in U standby state and turned on in using the emulator.

Note: The memory must not be accessed or modified in sleep state.

4. Reset Signal (/RESETA)

The SH7722 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 SH7722.

Note: Do not break the user program when the /RESETA 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: 800 MHz (Pentium® III)
  JTAG clock: 30 MHz

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

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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	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.

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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.

    For each RWDT register, there are two registers to be separately used for write and read operations.

Table 2.3   RWDT Register

Register Name	Usage	Register
RWTCSR(W)	Write	RWDT control/status register
RWTCNT(W)	Write	RWDT counter
RWTCSR(R)	Read	RWDT control/status register
RWTCNT(R)	Read	RWDT counter

The RWDT operates only when the user program is executed. Do not change the value of the frequency change register in the [IO] window or [Memory] window.

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 (SH7722.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.

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- 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; do not input /RESETP.

2.2 Specific Functions for the Emulator when Using the SH7722

2.2.1 Notes on Using the Trace Functions

The emulator supports the trace functions listed in table 2.4.

Table 2.4 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.

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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 SH7722 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 1.25 MHz.

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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. Note on DSP repeat loop:
   A BREAKPOINT is equal to a branch instruction. In some DSP repeat loops, branch instructions cannot be set. For these cases, do not set BREAKPOINTs. Refer to the hardware manual for details.

7. 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 SH7722 MMU status during command input when the VPMAP_SET command setting is disabled. The ASID value of the SH7722 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 SH7722 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.

8. 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 SH7722 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.

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9. 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 SH7722 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.

10. 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.

11. 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.

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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.

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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.

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3.2.2 Pin Assignments of the User System Connector

Pin assignment on the user system (connector is installed)

1 · 179
2 · 180

Probe direction
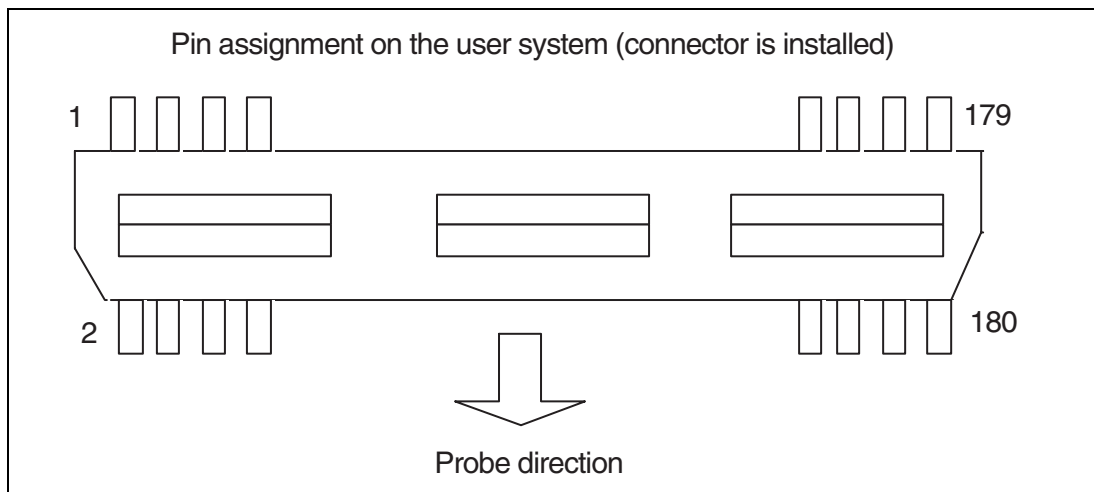
Figure 3.1 Pin Assignments of the User System Connector

3.2.3 Recommended Pad Pattern

2-φ1.05NTH
4.76
58.48
4.76
1.05
Pin 1
Pin 179
2-φ2.2NTH
Screw hole
3.09
7.62
0.64
Pin 2
Pin 180
0.31
0.50
1.45
Unit: mm
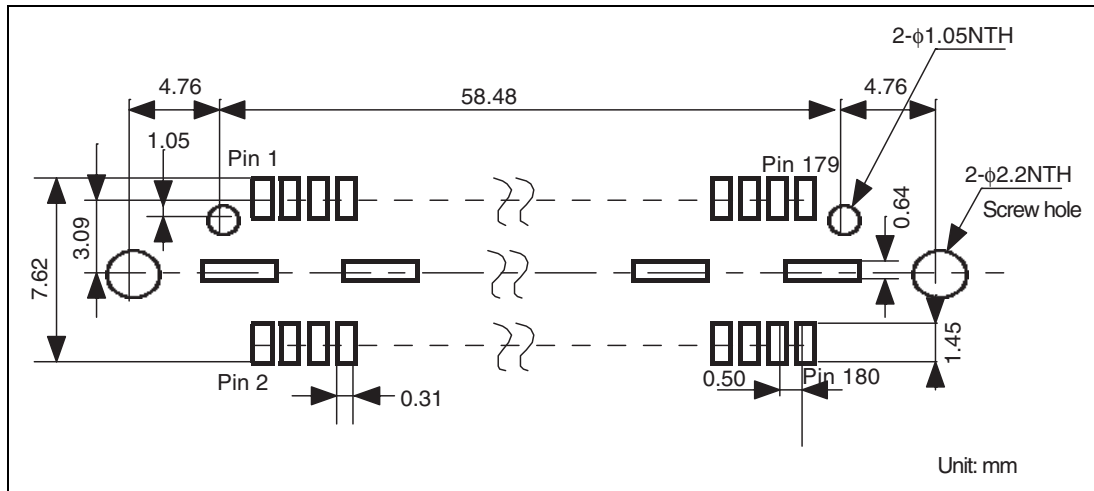
Figure 3.2 Recommended Pad Pattern (on which the Connector is Installed)

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3.2.4   Restrictions on Component Installation

Fastens the trace unit board and the user system

E200F trace unit board

16 mm

13 mm

Connector (QTH-090-04-L-D-A)

User system

Screw
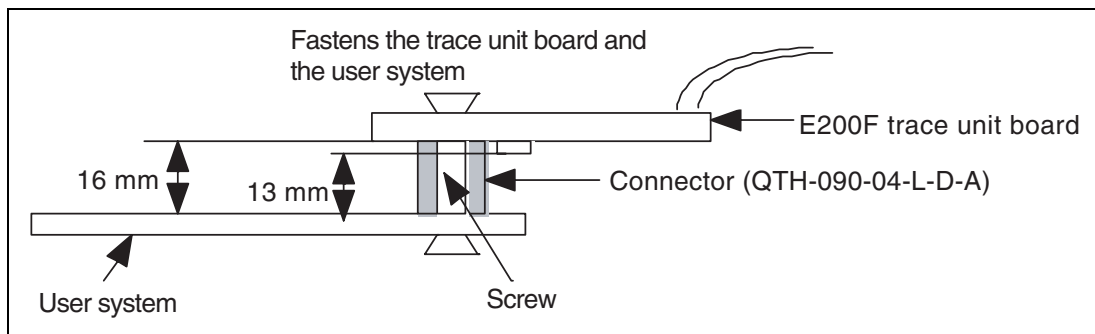
Figure 3.3   Restrictions on Component Installation

3.2.5   Pin Assignments of the Trace Unit Connector

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

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Table 3.2   Pin Assignments of the Trace Unit Connector

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
1	I	UA-P0	PTU0/A0/ LCDD18	A0	Connect the address signal of the MPU. Fix A0 to low level when A0 is not used.
2	I	UA-P1	PTU1/A1/ LCDD19	A1	Connect the address signal of the MPU.
3	I	UA-P2	PTU2/A2/ LCDD20	A2	Connect the address signal of the MPU.
4	I	UA-P3	PTU3/A3/ LCDD21	A3	Connect the address signal of the MPU.
5	I	UA-P4	PTU4/A4/ LCDD22	A4	Connect the address signal of the MPU.
6	I	UA-P5	PTU5/A5/ LCDD23	A5	Connect the address signal of the MPU.
7	I	UA-P6	PTH0/A6/ LCDD16	A6	Connect the address signal of the MPU.
8	I	UA-P7	PTH1/A7/ LCDD17	A7	Connect the address signal of the MPU.
9		GND	GND	GND	
10		GND	GND	GND	
11	I	UA-P8	PTL0/A8/ LCDD8	A8	Connect the address signal of the MPU.
12	I	UA-P9	PTL1/A9/ LCDD9	A9	Connect the address signal of the MPU.
13	I	UA-P10	PTL2/A10/ LCDD10	A10	Connect the address signal of the MPU.
14	I	UA-P11	PTL3/A11/ LCDD11	A11	Connect the address signal of the MPU.
15	I	UA-P12	PTL4/A12/ LCDD12	A12	Connect the address signal of the MPU.
16	I	UA-P13	PTL5/A13/ LCDD13	A13	Connect the address signal of the MPU.
17	I	UA-P14	PTL6/A14/ LCDD14	A14	Connect the address signal of the MPU.
18	I	UA-P15	PTL7/A15/ LCDD15	A15	Connect the address signal of the MPU.

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
19		GND	GND	GND	
20		GND	GND	GND	
21	I	UA-P16	PTH5/A16/ LCDHSYN/ LCDCS	A16	Connect the address signal of the MPU.
22	I	UA-P17	PTH6/A17/ LCDVSYN	A17	Connect the address signal of the MPU.
23	I	UA-P18	PTM0/A18/ LCDD0	A18	Connect the address signal of the MPU.
24	I	UA-P19	PTM1/A19/ LCDD1	A19	Connect the address signal of the MPU.
25	I	UA-P20	PTM2/A20/ LCDD2	A20	Connect the address signal of the MPU.
26	I	UA-P21	PTM3/A21/ LCDD3	A21	Connect the address signal of the MPU.
27	I	UA-P22	PTM4/A22/ LCDD4	A22/PTE4	Connect the address signal of the MPU.
28	I	UA-P23	PTM5/A23/ LCDD5	A23/PTE5	Connect the address signal of the MPU.
29		GND	GND	GND	
30		GND	GND	GND	
31	I	UA-P24	PTM6/A24/ LCDD6	A24/PTE6	Connect the address signal of the MPU.
32	I	UA-P25	PTM7/A25/ LCDD7	A25/PTE7	Connect the address signal of the MPU.
33	I	UA-P26	GND	GND	
34	I	UA-P27	GND	GND	
35	I	UA-P28	GND	GND	
36	I	UA-P29	GND	GND	
37	I	UA-P30	GND	GND	
38	I	UA-P31	GND	GND	
39		GND	GND	GND	
40		GND	GND	GND	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
41	IO	UD-P0	PTA0/D0/ VIO_D0/ THPRTA0	D0	Connect the data signal of the MPU.
42	IO	UD-P1	PTA1/D1/ VIO_D1/ THPRTA1	D1	Connect the data signal of the MPU.
43	IO	UD-P2	PTA2/D2/ VIO_D2/ THPRTA2	D2	Connect the data signal of the MPU.
44	IO	UD-P3	PTA3/D3/ VIO_D3/ THPRTA3	D3	Connect the data signal of the MPU.
45	IO	UD-P4	PTA4/D4/ VIO_D4/ THPRTA4	D4	Connect the data signal of the MPU.
46	IO	UD-P5	PTA5/D5/ VIO_D5/ THPRTA5	D5	Connect the data signal of the MPU.
47	IO	UD-P6	PTA6/D6/ VIO_D6/ THPRTA6	D6	Connect the data signal of the MPU.
48	IO	UD-P7	PTA7/D7/ VIO_D7/ THPRTA7	D7	Connect the data signal of the MPU.
49		GND	GND	GND	
50		GND	GND	GND	
51	IO	UD-P8	PTS0/D8/ VIO_CLK/ THPRTB0	D8	Connect the data signal of the MPU.
52	IO	UD-P9	PTS1/D9/ VIO_VD/ THPRTB1	D9	Connect the data signal of the MPU.
53	IO	UD-P10	PTS2/D10/ VIO_HD/ THPRTB2	D10	Connect the data signal of the MPU.

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
54	IO	UD-P11	PTS3/D11/ VIO_FLD/ THPRTB3	D11	Connect the data signal of the MPU.
55	IO	UD-P12	PTH2/D12/ LCDDON/ LCDDON2	D12	Connect the data signal of the MPU.
56	IO	UD-P13	PTH3/D13/ LCDDISP/ LCDRS	D13	Connect the data signal of the MPU.
57	IO	UD-P14	PTH4/D14/ LCDVSYN2	D14	Connect the data signal of the MPU.
58	IO	UD-P15	PTR2/D15/ LCDLCLK	D15	Connect the data signal of the MPU.
59		GND	GND	GND	
60		GND	GND	GND	
61	IO	UD-P16	N.C.[*1]	D16/HPD32	Connect the data signal of the MPU.
62	IO	UD-P17	N.C.[*1]	D17/HPD33	Connect the data signal of the MPU.
63	IO	UD-P18	N.C.[*1]	D18/HPD34	Connect the data signal of the MPU.
64	IO	UD-P19	N.C.[*1]	D19/HPD35	Connect the data signal of the MPU.
65	IO	UD-P20	N.C.[*1]	D20/HPD36	Connect the data signal of the MPU.
66	IO	UD-P21	N.C.[*1]	D21/HPD37	Connect the data signal of the MPU.
67	IO	UD-P22	N.C.[*1]	D22/HPD38	Connect the data signal of the MPU.
68	IO	UD-P23	N.C.[*1]	D23/HPD39	Connect the data signal of the MPU.
69		GND	GND	GND	
70		GND	GND	GND	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
71	IO	UD-P24	N.C.[1]	D24/HPD40	Connect the data signal of the MPU.
72	IO	UD-P25	N.C.[1]	D25/HPD41	Connect the data signal of the MPU.
73	IO	UD-P26	N.C.[1]	D26/HPD42	Connect the data signal of the MPU.
74	IO	UD-P27	N.C.[1]	D27/HPD43	Connect the data signal of the MPU.
75	IO	UD-P28	N.C.[1]	D28/HPD44	Connect the data signal of the MPU.
76	IO	UD-P29	N.C.[1]	D29/HPD45	Connect the data signal of the MPU.
77	IO	UD-P30	N.C.[1]	D30/HPD46	Connect the data signal of the MPU.
78	IO	UD-P31	N.C.[1]	D31/HPD47	Connect the data signal of the MPU.
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]	N.C.	
84	IO	UD-P35	N.C.[1]	N.C.	
85	IO	UD-P36	N.C.[1]	N.C.	
86	IO	UD-P37	N.C.[1]	N.C.	
87	IO	UD-P38	N.C.[1]	N.C.	
88	IO	UD-P39	N.C.[1]	N.C.	
89		GND	GND	GND	
90		GND	GND	GND	
91	IO	UD-P40	N.C.[1]	N.C.	
92	IO	UD-P41	N.C.[1]	N.C.	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
93	IO	UD-P42	N.C.[1]	N.C.	
94	IO	UD-P43	N.C.[1]	N.C.	
95	IO	UD-P44	N.C.[1]	N.C.	
96	IO	UD-P45	N.C.[1]	N.C.	
97	IO	UD-P46	N.C.[1]	N.C.	
98	IO	UD-P47	N.C.[1]	N.C.	
99		GND	GND	GND	
100		GND	GND	GND	
101	IO	UD-P48	N.C.[1]	N.C.	
102	IO	UD-P49	N.C.[1]	N.C.	
103	IO	UD-P50	N.C.[1]	N.C.	
104	IO	UD-P51	N.C.[1]	N.C.	
105	IO	UD-P52	N.C.[1]	N.C.	
106	IO	UD-P53	N.C.[1]	N.C.	
107	IO	UD-P54	N.C.[1]	N.C.	
108	IO	UD-P55	N.C.[1]	N.C.	
109		GND	GND	GND	
110		GND	GND	GND	
111	IO	UD-P56	N.C.[1]	N.C.	
112	IO	UD-P57	N.C.[1]	N.C.	
113	IO	UD-P58	N.C.[1]	N.C.	
114	IO	UD-P59	N.C.[1]	N.C.	
115	IO	UD-P60	N.C.[1]	N.C.	
116	IO	UD-P61	N.C.[1]	N.C.	
117	IO	UD-P62	N.C.[1]	N.C.	
118	IO	UD-P63	N.C.[1]	N.C	
119		GND	GND	GND	
120		GND	GND	GND	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
121	I	UCONT-P0	WE0	Write to D7 to D0	Connect the WE0 signal of the MPU.
122	I	UCONT-P1	WE1/ICIORD	Write to D15 to D8	Connect the WE1 signal of the MPU.
123	I	UCONT-P2	WE2	Write to D23 to D16	Connect the WE2 signal of the MPU.
124	I	UCONT-P3	WE3/ICIOWR	Write to D31 to D24	Connect the WE3 signal of the MPU.
125	I	UCONT-P4	N.C.[1]	N.C.	
126	I	UCONT-P5	N.C.[1]	N.C.	
127	I	UCONT-P6	N.C.[1]	N.C.	
128	I	UCONT-P7	N.C.[1]	N.C.	
129	I	UCONT-P8	N.C.[1]	N.C.	
130	I	UCONT-P9	N.C.[1]	N.C.	
131	I	UCONT-P10	RDWR	Read/write signal	Connect the RDWR signal of the MPU.
132	I	UCONT-P11	RD	Read signal	Connect the RD signal of the MPU.
133	I	UCONT-P12	N.C.[1]	N.C.	N.C.
134	I	UCONT-P13	RESETP	Power-on reset	
135	I	UCONT-P14	RESETA	Reset input	
136	I	UCONT-P15	N.C.[1]	N.C.	
137	I	UCONT-P16	WAIT/PTR2	Wait/port	Connect the wait signal of the MPU. When WAIT is not used, this is N.C.

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
138	I	UCONT-P17	STATUS0/ PTJ7	Port/status output	Connect the STATUS0 signal of the MPU.
139	I	UCONT-P18	N.C.[*1]	N.C.	
140	I	UCONT-P19	PDSTATUS/ PTJ5	Power-down status output/port	Connect the PDSTATUS signal of the MPU.
141	I	UCONT-P20	NMI	Non-maskable interrupt	Connect the NMI signal of the MPU.
142	I	UCONT-P21	PTJ0/IRQ0	Port/ interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
143	I	UCONT-P22	PTJ1/IRQ1	Port/ interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
144	I	UCONT-P23	PTD4/SDHID 2/IRQ2	Port/SD data bus/ interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
145	I	UCONT-P24	PTQ0/SIOF0_ MCK/IRQ3/ SIM_D	Port/SIOF0 master clock input/interrupt request/SIM data	Connect the interrupt request signal. When interrupt is not used, this is N.C.
146	I	UCONT-P25	PTE0/IRQ4/ BS	Port/interrupt request/bus start	Connect the interrupt request signal. When interrupt is not used, this is N.C.
147	I	UCONT-P26	PTE1/IRQ5	Port/interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
148	I	UCONT-P27	PTZ1/KEYIN0 /IRQ6	Port/key input/ interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
149	I	UCONT-P28	PTZ5/KEYIN4 /IRQ7	Port/key input/ interrupt request	Connect the interrupt request signal. When interrupt is not used, this is N.C.
150	I	UCONT-P29	N.C.[*1]	N.C.	
151	I	UCONT-P30	N.C.[*1]	N.C.	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
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 CKO clock.
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.	
161	I	GND	GND	GND	
162	I	GND	GND	GND	
163	I	CS0IN-N	CS0	Chip select CS0	Connect CS (chip select). Fix the unused CS pin to high level.
164	I	CS1IN-N	N.C.[*1]	N.C.	
165	I	CS2IN-N	N.C.[*1]	N.C.	
166	I	CS3IN-N	CS4	Chip select CS4	Connect CS (chip select). Fix the unused CS pin to high level.
167	I	CS4IN-N	CS5A/CE2A	Chip select CS5A/ chip select CE2A	Connect CS (chip select). Fix the unused CS pin to high level.
168	I	CS5IN-N	CS5B/CE1A	Chip select CS5B/ chip select CE1A	Connect CS (chip select). Fix the unused CS pin to high level.
169	I	CS6IN-N	PTX6/CS6A/ CE2B	Port/chip select CS6A/PCMCIA card select CE2B	Connect CS (chip select). Fix the unused CS pin to high level.
170	I	CS7IN-N	CS6B/PTR3/ LCDCS2/ CE1B	Chip select CS6B/port/LCD chip select 2/chip select CE1B	Connect CS (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.	

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

Pin No.	I/O (CONT)	Connector Pin Name	SH7722 Signal Name	Meaning of Signal	Note
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 the power supply.
178	I	UVCC2	VCCQ	I/O power supply (3.3 V)	Connect the power supply.
179	I	UVCC3	VCCQ	I/O power supply (3.3 V)	Connect the 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.

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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).
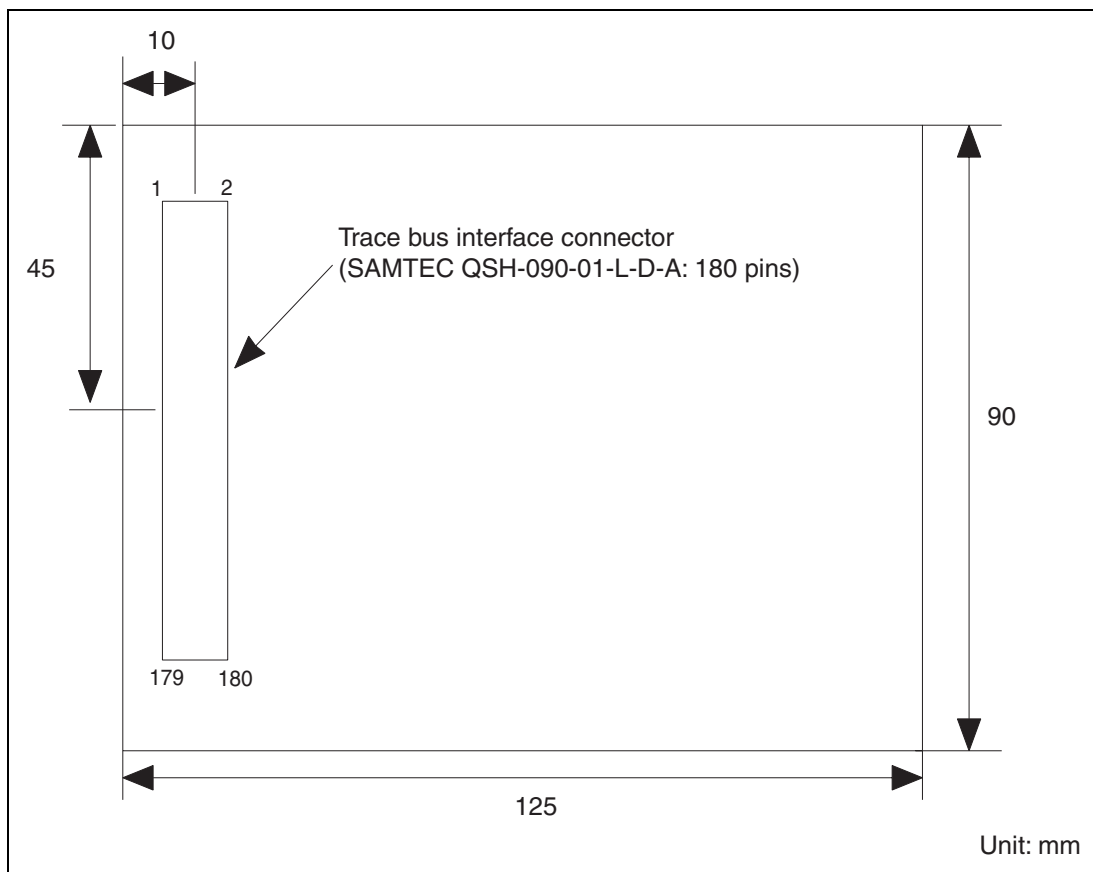

Figure 3.4   External Dimensions of the Trace Unit (on which the Connector is Installed)

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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 SH7722; 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.

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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.
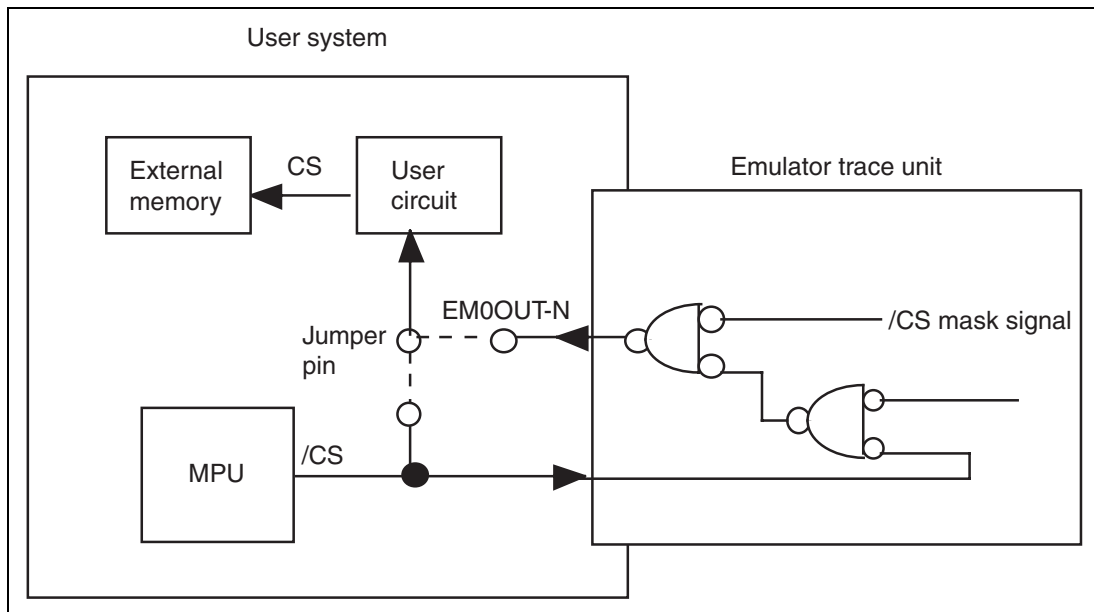

Figure 3.5   EM0OUT-N Signal (Pin 173)

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