

RENESAS TOOL NEWS on October 16, 2004: RSO-M30850T-EPB-041016D

A Note on Using Emulation Probe M30850T-EPB

Please take note of the following problem in using the M30850T-EPB emulation probe (the product is used for the M32C/80, M32C/84, M32C/85, and M32C/86 groups, M32C/80 series of MCUs in combination with the PC7501 emulator):

1. Description

If any program is downloaded to the emulator system that uses the M30850T-EPB, flash-ROM erase errors arise with the following error message accompanied:

ERROR 16258: Flash ROM deletion error occurred.

2. Condition

This problem may occur if the system using the probe is operating at a main-clock frequency (XIN) of 16 MHz or lower.

3. Workaround

This problem can be circumvented by using the problem-fixed firmware and MCU files. So please replace yours with them as follows:

- (1) Download the m30850f.s firmware file and the m30850_a.mcu MCU file from **HERE**.
- (2) Copy the downloaded m30850f.s firmware file into the folder* where the M3T-PD308F emulator debugger resides.
 - * If the M3T-PD308F has been installed as the default, this folder is c:/mtool/pd308f in its full pathname expression.
- (3) Copy the downloaded m30850_a.mcu MCU file into the "mcufiles" folder* under the folder where the M3T-PD308F resides.
 - * If the M3T-PD308F has been installed as the default, this folder is c:/mtool/pd308f/mcufiles in its full pathname

expression.

- (4) Check to see that the problem-fixed MCU file has been successfully installed as follows:
 - (a) Launch the M3T-PD308F.

 The Init dialog box appears.
 - (b) Select the MCU tab and click the Refer button to open the File Selection dialog box.
 - (c) Select "m30850_a.mcu" as your MCU file in the dialog box.
 - (d) If you see "m30850_a.mcu" displayed in the MCU area in the MCU tab, the problem-fixed MCU file has been successfully installed.

4. Schedule of Fixing the Problem

We plan to fix this problem in our next release of the M3T-PD308F emulator debugger.

5. Another Problems Encountered in M30850T-EPB

If a CPU rewrite program is stored in expanded emulation memory, this program may run away. So, store it in on-chip RAM or an external resource in the Target system. Note, however, that this problem arises only in emulation using the emulator; it does not arises in actual MCUs.

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