

RL78/L12 Group

Renesas Starter Kit Tutorial Manual
For e²studio

RENESAS MCU
RL78 Family / L1X Series

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Disclaimer

By using this Renesas Starter Kit (RSK), the user accepts the following terms:

The RSK is not guaranteed to be error free, and the entire risk as to the results and performance of the RSK is assumed by the User. The RSK is provided by Renesas on an "as is" basis without warranty of any kind whether express or implied, including but not limited to the implied warranties of satisfactory quality, fitness for a particular purpose, title and non-infringement of intellectual property rights with regard to the RSK. Renesas expressly disclaims all such warranties. Renesas or its affiliates shall in no event be liable for any loss of profit, loss of data, loss of contract, loss of business, damage to reputation or goodwill, any economic loss, any reprogramming or recall costs (whether the foregoing losses are direct or indirect) nor shall Renesas or its affiliates be liable for any other direct or indirect special, incidental or consequential damages arising out of or in relation to the use of this RSK, even if Renesas or its affiliates have been advised of the possibility of such damages.

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 how to use the e²studio IDE to develop and debug software for the RSK platform. It is intended for users designing sample code on the RSK platform, using the many different incorporated peripheral devices.

The manual comprises of step-by-step instructions to load and debug a project in e²studio, but does not intend to be a complete guide to software development on the RSK platform. Further details regarding operating the RL78/L12 microcontroller may be found in the RL78/L12 Group Hardware Manual 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 RL78/L12 Group. 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. | RSKRL78L12 User's Manual | R20UT0926EG |
| Tutorial | Provides a guide to setting up RSK environment, running sample code and debugging programs. | RSKRL78L12 Tutorial Manual | R20UT0927EG |
| Quick Start Guide | Provides simple instructions to setup the RSK and run the first sample, on a single A4 sheet. | RSKRL78L12 Quick Start Guide | R20UT0928EG |
| Schematics | Full detail circuit schematics of the RSK. | RSKRL78L12 Schematics | R20UT0921EG |
| Hardware Manual | Provides technical details of the RL78/L12 microcontroller. | RL78/L12 Group Hardware Manual | R01UH0330EJ |

2. List of Abbreviations and Acronyms

| Abbreviation | Full Form |
|--------------|--|
| ADC | Analog-to-Digital Converter |
| bps | bits per second |
| CPU | Central Processing Unit |
| CRC | Cyclic Redundancy Check |
| DTC | Data Transfer Controller |
| E1 | On-chip Debugger |
| ELC | Event Link Controller |
| EMC | Electromagnetic Compatibility |
| ESD | Electrostatic Discharge |
| IIC | Philips™ Inter-Integrated Circuit Connection Bus |
| IRQ | Interrupt Request |
| LCD | Liquid Crystal Display |
| LED | Light Emitting Diode |
| MCU | Micro-controller Unit |
| PWM | Pulse Width Modulation |
| RSK | Renesas Starter Kit |
| SAU | Serial Array Unit |
| SFR | Special Function Register |
| UART | Universal Asynchronous Receiver/Transmitter |
| USB | Universal Serial Bus |

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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.

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.

| |
|--|
| <p>These tutorials are designed to show you how to use the RSK and are not intended as a comprehensive introduction to e²studio, the compiler toolchains or the E1 emulator. Please refer to the relevant user manuals for more in-depth information.</p> |
|--|

2.1 Note Regarding Source Code

Due to the project generator, it is possible that line numbers for source code illustrated in this document do not match exactly with that in the actual source files. It is also possible that the source address of instructions illustrated in this manual differ from those in user code compiled from the same source. These differences are minor, and do not affect the functionality of the sample code nor the validity of this manual.

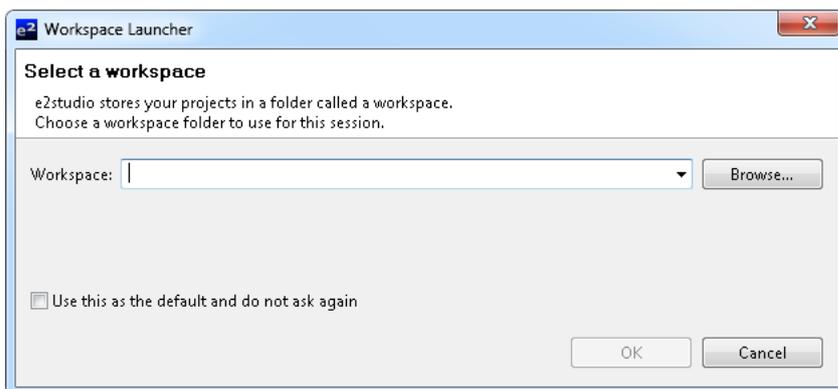
3. Project Workspace

3.1 Introduction

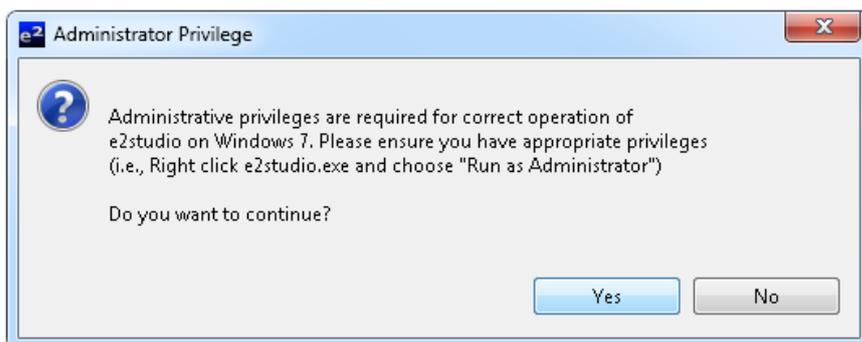
e²studio is an open source integrated development tool that allows the user to write, compile, program and debug a software product on many of the Renesas microcontrollers.

3.2 Starting e²studio and Importing Sample Code

- Start e²studio by selecting it from the Start Menu. The first dialog box to appear will be the Workspace Launcher.
- Click 'Browse' and select a suitable location to store your workspace, using the 'Create New Folder' option as necessary. Click 'OK'.



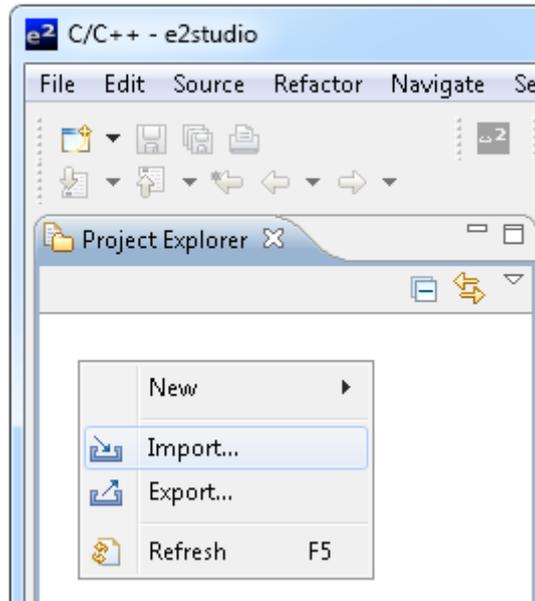
- Click 'Yes' when presented with the 'Administrator Privilege' dialog box.



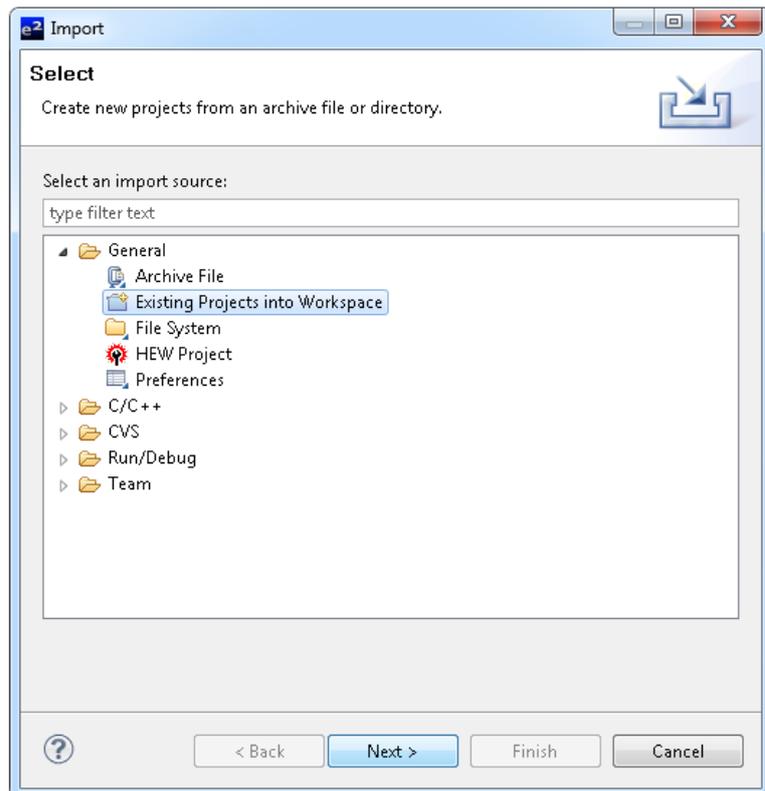
- The e²studio welcome splash screen will appear. Click the 'Go to the workbench' arrow button on the far right (circled in the screenshot opposite).



- Once the environment has initialised, right click in the 'Project Explorer' window and select 'Import...'



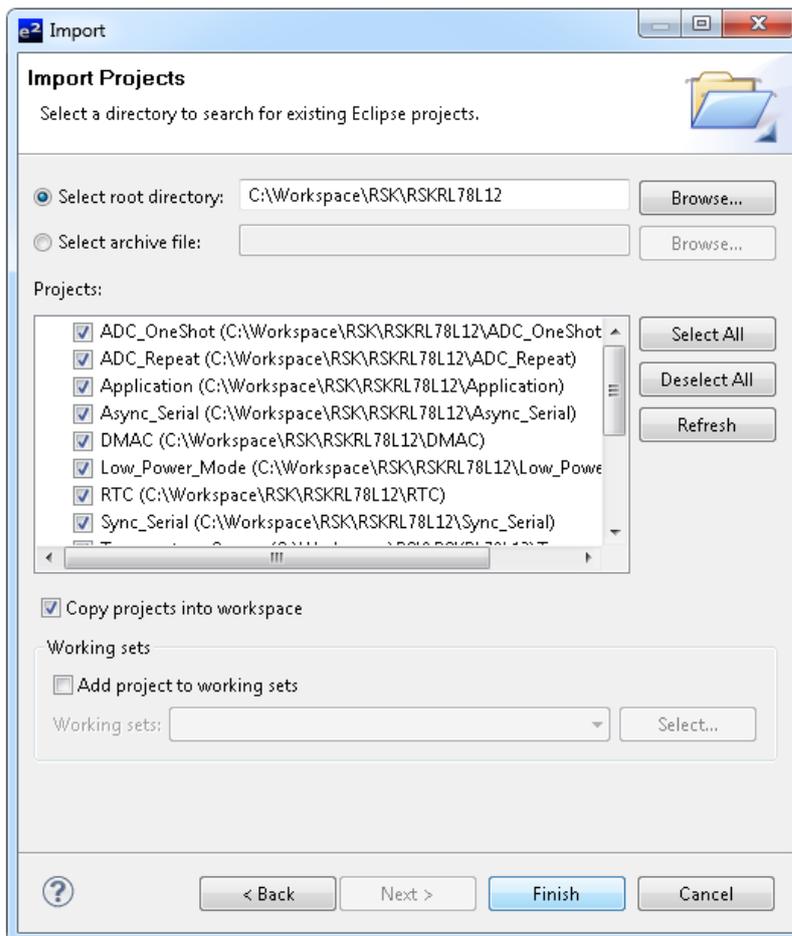
- The Import dialog box will now show. Expand the 'General' folder icon, and select 'Existing Projects into Workspace', then click 'Next'.



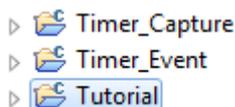
- The Import dialog box will allow you to specify a project to import. Click the 'Browse' button and locate the following directory:

C:\Workspace\RSK\RSKRL78L12

- 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 e²studio workspace will be created with two build configurations: 'HardwareDebug' and 'Release'.

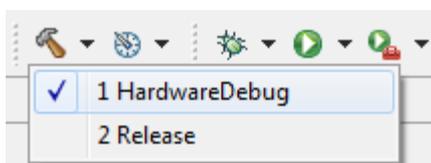
Release

This build mode has optimisation turned on, and provides little debug information. The C code 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 as C code execution will be linear.

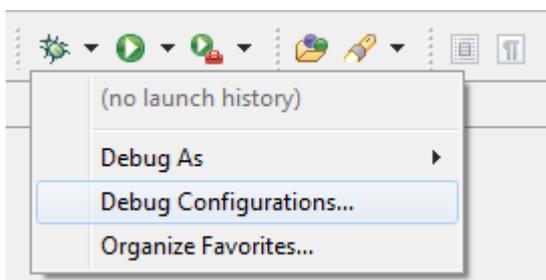
- Click the top level 'Tutorial' folder again, and then the arrow next to the build button (hammer icon), and select the 'HardwareDebug' option.



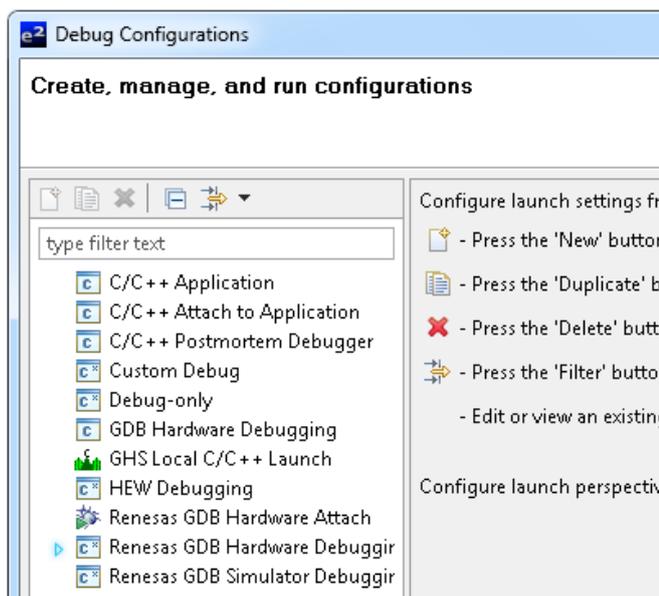
- e²studio will now build the code.

3.3.2 Debug Configuration

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

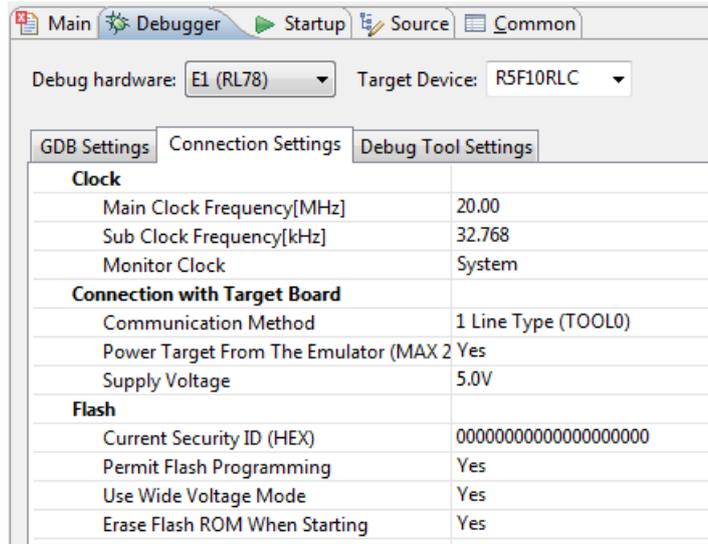


- The 'Debug Configurations' dialog box will appear. Click the small arrow next to the 'Renesas GDB Hardware Debugging' option.
- The debug configurations for each project will appear. Select the entry for the tutorial project.

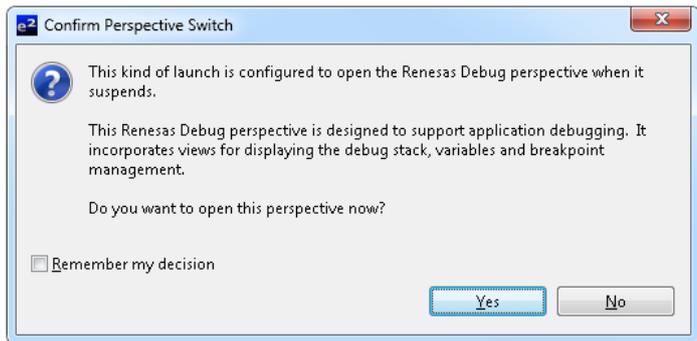


- The debug configurations control page will then show for the tutorial project. Change the main tab to 'Debugger' and then select 'Connection Settings' on the secondary tab bar that appears.
- There is no need to change the debugger settings as they are preconfigured with the tutorial project, however if you intend to use an external power supply, set the 'Power Target From The Emulator' option to No (drop-down menu).
- Refer to the RSKRL78L12 User's Manual for details of power supply configuration.

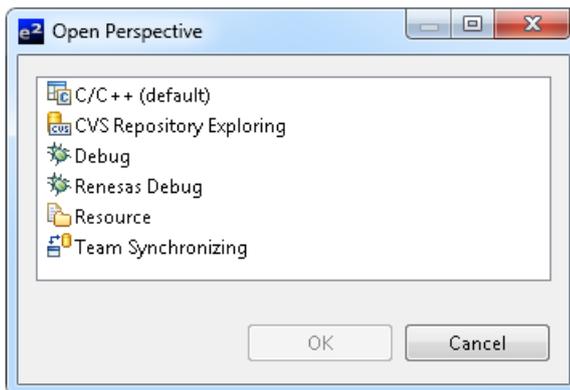
Note: e²studio will display a warning if you attempt to connect with an incorrect power supply setting.



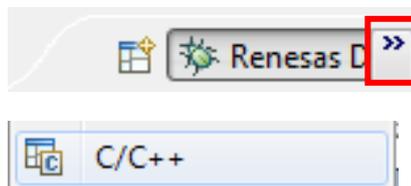
- Click the 'Debug' button to continue. e²studio will now connect to the debugger and download the code to the target.
- After downloading the code a dialog box will appear asking if you would like to switch to the 'Renesas Debug perspective'. Click 'Remember my decision' to prevent this dialog box from appearing in future, then click 'Yes'.
- e²studio will load the new perspective, which is optimised for debugging.



- To change back to the default 'C/C++' perspective, from the menu bar select Window > Open Perspective > Other
- The 'Open Perspective' dialog box will appear. Click on the desired perspective to select it then 'OK'.



- Alternatively, click on the button with the double arrow in the top right corner of the screen, as shown opposite, and select the 'C/C++' option that appears.



3.4 Running the Tutorial

- Refer to the Description.txt file for instructions on how to configure the RSK and run the sample code.
- Once the code has been downloaded, click Resume to run the code to the main function. The main function is set as the program entry point by default. The program counter will stop on the first instruction in the main function.
- Click the 'Resume' button in the 'Renesas Debug' perspective to run the rest of the code
- It is recommended that you run the entire tutorial demo first, before continuing to debug it.

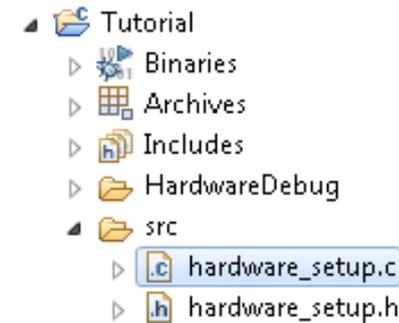
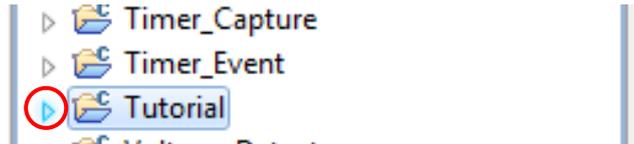
4. Reviewing the Tutorial Program

This section will look at each section of the tutorial code and basic debugging functionality in e²studio.

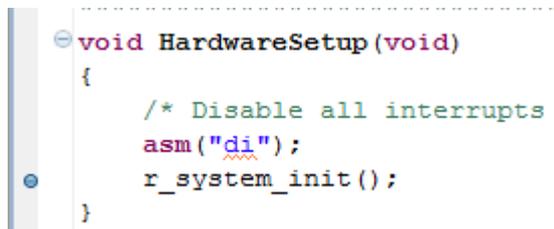
4.1 Program Initialisation

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 cycle.

- After downloading the code, switch back to the C/C++ perspective and navigate to the Project Explorer window on the left-hand side.
- Expand the 'Tutorial' folder by clicking on the arrow next to the folder icon, as highlighted by the red circle.
- Click the arrow next to the 'src' folder to show the source files.
- Double click on 'hardware_setup.c' to open the file.

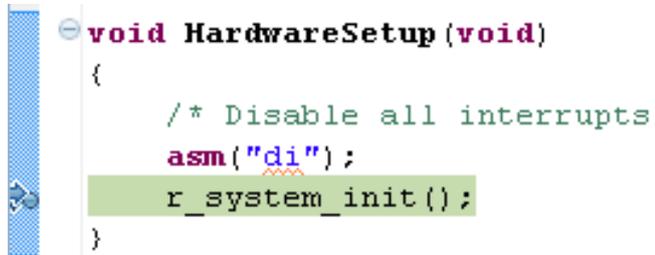


- Breakpoints can be set by double clicking at the left-hand edge of the source window. On the line with instruction r_system_init(), double click next to the vertical line to set a breakpoint.



Note: As an alternative breakpoints may be set in the C/C++ perspective by selecting a line and using Run > Toggle Breakpoint.

- Click the 'Resume' button in the Renesas Debug perspective (or press [F8]) to run the code up to this breakpoint.



Note: The program counter is indicated by the blue arrow next to the breakpoint.

- Click the 'Step Into' button (or press [F5]), to step into the 'R_Systeminit' function.



- The 'R_Systeminit' 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 however for the purpose of this manual, it will be skipped.

- Click the 'Resume' button, to run the code up to the main function.



```

hardware_setup.c | r_systeminit.c
Global variables and functions
*****
/*****
* Function Name: r_system_init
* Description  : This function initiali:
* Arguments   : None
* Return Value : None
*****
void r_system_init (void)
{
    PIOR = 0x00U;
    r_port_create();
    r_cgc_create();
    r_adc_create();
    r_tau0_create();
    r_rtc_create();
    r_intc_create();
    r_lcd_create();
    CRCCTL = 0x00U;
    IAWCTL = 0x00U;
}
/*****
* End of function r_system_init
*****
    
```

For further details regarding hardware configuration, please refer to the RSKRL78L12 User's Manual and the RL78/L12 Group Hardware Manual.

4.2 Main Functions

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

- Right click the 'Flash_LCD()' function call and select 'Run to Line' to execute the program up to this line. The 'Init_Display_Panel()' function call enables and configures the LCD panel, and 'Display_Panel_String()' will write "RL78" onto the bottom line.

```

void main (void)
{
    r_main_user_init();

    /* Enable and configure LCD display. Disable the switch's
       function multiplexed with the SEG32 and SEG33 pins and
       Init_Display_Panel(ENABLE_SW2_SW3);

    /* Display the device family name on LCD.
       Casting to ensure use of correct data type. */
    Display_Panel_String(PANEL_LCD_LINE1, (int8_t *) " RL78");

    /* Flash all available LCD segments */
    Flash_LCD();
  
```

- Set a breakpoint on the 'Timer_ADC()' function call by double-clicking in the breakpoint column.
- Click the 'Step Into' button to step into the 'Flash_LCD()' function. 

```

    /* Flash all available LCD segments */
    Flash_LCD();

    /* Begins the ADC-varying flash sequence */
    Timer_ADC();
  
```

- The program counter should now move into the Flash_LCD function definition. This function activates a timer to periodically poll the user switches and flashes all the LCD segments 200 times or until a user switch has been pressed.
- Click the 'Resume' button to resume program execution.

```

void Flash_LCD (void)
{
    /* Declare loop count variables */
    volatile uint32_t led_delay = 0u;
    volatile uint8_t flash_count = 0u;

    /* Turn off all segments */
    LCD_DISPLAY_OFF();

    /* Enable SW1 interrupts */
    r_intc0_start();

    /* Start timer used to poll switches SW2 and SW3
       as they are not connected to interrupt-enabled pins */
    r_tau0_channel7_start();

    /* Flash the LEDs for 200 times or until a user switch is pressed */
    while ((FALSE == g_switch_flag) && (flash_count++ < FLASH_COUNT))
    {
        /* LED flashing Delay */
        for (led_delay = 0; led_delay < LED_FLASH_DELAY; led_delay++)
        {
            /* Delay */
        }
    }
  
```

- The program counter should come to a halt at the Timer_ADC function.
- Step over the function by clicking the 'Step Over' button. Alternatively, press [F6].



```

/* Flash all available LCD segments */
Flash_LCD();

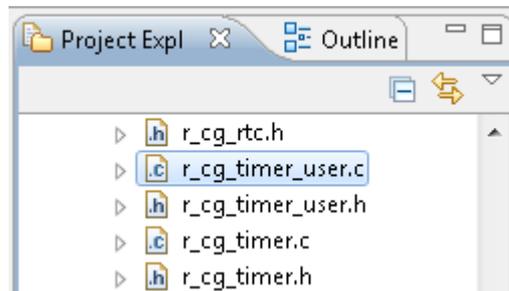
/* Begins the ADC-varying flash sequence */
Timer_ADC();

```

The Timer_ADC function starts a continuous A/D conversion and a periodic timer whose period is up-dated with the ADC result.

This timer is used to flash the heart symbol on the LCD panel at a variable rate.

- Open the 'r_cg_timer_user.c' file (using the Project Explorer, on the right-hand side).



- Set a breakpoint on the first line of code inside the 'INT_TM00()' interrupt handler.
- Continue to execute the program by clicking the 'Resume' button.

```

void INT_TM00 (void)
{
    /* Toggle the heart symbol */
    Toggle_Symbol();
}

```

- The program will halt at the breakpoint due to the timer's period elapsing.
- Remove the breakpoint by double-clicking on the breakpoint column.

```

void INT_TM00 (void)
{
    /* Toggle the heart symbol */
    Toggle_Symbol();
}

```

- Press [F8] to resume program execution.
- Observe the string on the bottom line of the LCD panel change one character at a time from 'RL78' to 'L12' as the 'statics_test' function is executed.
- After all characters have been changed, the LCD panel's second line will return to displaying 'RL78'.
- The LCD panel will also display a real-time clock, counting up from 00:00:00. This is operated by an interrupt in the file 'r_cg_rtc_user.c', the analysis of which is outside the scope of this manual.

```

- /*****
 * Function Name : statics_test
 * Description   : Displays an initialised string, then modifies it.
 *                Finally RL78 is displayed.
 * Arguments    : None
 * Return value  : None
 *****/
- void statics_test (void)
{
    /* Declare loop count variable */
    uint8_t count = 0u;

    /* Turn off all LCD segments */
    LCD_DISPLAY_OFF();

    /* Delay */
    Display_Panel_Delay(0x2FFFF);

-   /* Begin for loop which writes one letter of gConstStr to
    The nested while loops generate the delay between each
-   for (count = 0u; count < STRING_SIZE; count++)
    {
        /* Copy the bytes from gConstStr to gReplaceStr one by
        g_replace_str[count] = g_const_str[count];

-        /* Display the updated string on the LCD.
        Casting to ensure use of correct data type. */
        Display_Panel_String(PANEL_LCD_LINE1, (int8_t *)g_repl

        /* Delay */
        Display_Panel_Delay(0x2FFFF);
    }

    /* RL78 family name is displayed on the LCD */
    Display_Panel_String(PANEL_LCD_LINE1, (int8_t *)" RL78");
}
- /*****
End of function statics_test
*****/

```

- Press the 'Suspend' button to halt program execution.
- This is the extent of the tutorial code.



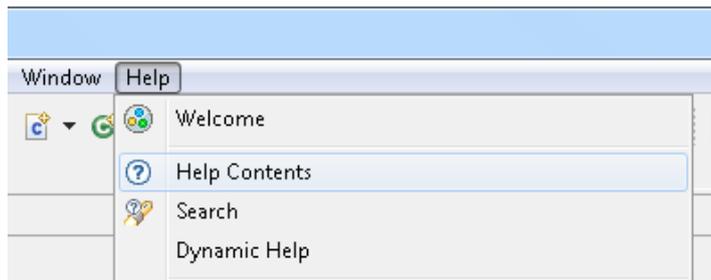
For further details regarding hardware configuration, please refer to the RL78 Series Software Manual and the RL78/L12 Group Hardware Manual.

The E1 emulator features advanced logic-based event point trigger system, and full instruction on its use is outside the scope of this tutorial. For further details, please refer to the E1 Emulator User's Manual

5. Additional Information

Technical Support

For details on how to use e²studio, refer to the help file by opening e²studio, then selecting Help > Help Contents from the menu bar.



Parts of the sample code provided with the RSKRL78L12 can be reproduced using the 'Applilet3 for RL78_L12' code generator tool. Applilet can be downloaded from the Renesas website. Source files and functions generated by Applilet are prefixed with 'r_' and 'R_', respectively.

For information about the RL78/L12 series microcontrollers refer to the RL78/L12 Group Hardware Manual.

For information about the RL78 assembly language, refer to the RL78 Series Software Manual.

Technical Contact Details

Please refer to the contact details listed in section 8 of the "Quick Start Guide"

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

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

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