RENESAS Tool News

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A Note on Using Emulator Debuggers M3T-PD32R, M3T-PD308F, M3T-PD308, M3T-PD30F, M3T-PD30, M3T-PD79, M3T-PD77, and M3T-PD38

This is a correction to the RENESAS TOOL NEWS "A Note on Using Emulator Debuggers M3T-PD32R, M3T-PD308F, M3T-PD308, M3T-PD30F,M3T-PD30, M3T-PD79, M3T-PD77, and M3T-PD38" issued on October 1, 2003, and describes an additional condition to and effective workarounds for the following problem:

* On using the LPT parallel interface in the host PC running Windows XP

1. Products and Versions Concerned

The M3T-PD32R V.3.00 Release 1 and later for the M32R family MCUs

The M3T-PD308F V.1.00 Release 1 and later for the M32C/80 series MCUs

The M3T-PD308 V.3.00 Release 1 and later for the M32C/80, M16C/80 series MCUs

The M3T-PD30F V.1.00 Release 1 and later for the M16C/60 and M16C/Tiny series MCUs

The M3T-PD30 V.6.00 Release 1 and later for the M16C/60, M16C/30, M16C/Tiny, M16C/20, and M16C/10 series MCUs

The M3T-PD79 V.4.00 Release 1 and later for the 79xx series MCUs

The M3T-PD77 V.4.00 Release 1 and later for the 77xx series MCUs

The M3T-PD38 V.5.00 Release 1 and later for the 740 family MCUs

2. Description

When you debug programs using any of the products concerned, the following symptoms appear depending on your PC:

- (1) The debugger becomes frozen.
- (2) The debugger's operation gets extraordinarily slower.
- (3) Communication errors arise and the emulator debugger stops operating.

(4) Various types of errors other than communication errors also take place successively. In this case, the emulator debugger continues operating, however.

3. Conditions

This problem may occur if the following three conditions are satisfied; however, whether the problem occurs or not depends on your PC:

- (1) Windows XP is running on the host PC.
- (2) The LPT parallel interface is used for communication.
- (3) At the first launch of the emulator after starting the PC, the debugger is invoked within a minute after the emulator starts operating. (This additional condition has been revealed as a result of looking into the problem.)

4. Workaround

The cause of this problem is that if the debugger is invoked while the standard driver Parport.sys of Windows XP is communicating with the LPT port, the debugger is unable to communicate with the emulator.

Then, this problem can be circumvented in either of the following methods; however, you need to take no measures if you have not experienced it in your PC under the abovementioned conditions:

- (a) Execute the problem-fixing LptFix.exe file as follows (NOTICE 1):
 - (1) Download the LptFix.exe file (36.0KB) below to any folder.
 - (2) Invoke the command prompt of Windows XP by selecting the Start \rightarrow Program \rightarrow Accessory \rightarrow Command Prompt command and move to the folder to which the LptFix.exe file has been downloaded.
 - (3) Enter the following command on the command line:

>LptFix

Here > denotes a command prompt.

(4) Restart the PC.

NOTICES:

1. Executing the LptFix.exe file disables the Parport.sys driver. Then, if any device other than the emulator is connected to the LPT port after LptFix.exe is executed, the device may not operate properly. In such a case you are encouraged to adopt method (b) shown later.

2. If LptFix.exe is executed, be sure to make it ineffective to enable the Parport.sys driver as explained below, every time after ending debugging operations and disconnecting the emulator.

To make LptFix.exe ineffective to enable Parport.sys, go through the following steps:

- (1) Invoke the command prompt and move to the folder where the LptFix.exe file resides.
- (2) Enter the following command on the command line:

>LptFix /U

- (3) Restart the PC.
- (b) If you launch the emulator for the first time after starting the PC, invoke the debugger one or more minutes after the emulator starts operating. Otherwise, you can invoke the debugger immediately after the emulator has started.

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