RL78/L13

Integrate External EEPROM IC Functionality into MCU by Using Data Flash Memory (EEPROM Emulation Library)

Introduction

Self-programming is a function that the microcontroller to rewrite the internal flash memory by itself. RL78/L13 is equipped with the data flash memory which is suitable for data storage. Rewriting of data flash memory can be realized by the Flash Data Library (FDL) and the EEPROM Emulation Library (EEL) from Renesas Electronics Corp. This application note explains how to hold non-volatile data simply by data flash memory and the EEL without using external EEPROM IC. It also explains how to save data to data flash memory quickly after detecting low voltage to prepare for power interruption.

User can integrate the function of external EEPROM IC into microcontroller by applying this application note.

Correspondence between Compiler and EEL

This application note has a sample code (excluding the EEL). In order to operate this sample code, it is required to download and link EEL to the project. Refer to “6.9 How to import EEL” for details on method of linking EEL to the project.

EEL has a CubeSuite+ version. However, the version of EEL supported by each sales company (each area) is different. Confirm the supported version by selecting the area on the Renesas Electronics Website (http://www.renesas.com). Please check the manual of the EEL, and the release note (or README.txt on the download source page) before using the EEL.

<table>
<thead>
<tr>
<th>CubeSuite+ version</th>
<th>EEL</th>
<th>Download Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>EEPROM Emulation Library Pack02 for the RL78 Family Ver.1.01</td>
<td><a href="https://www.renesas.com/software-tool/data-flash-libraries#overview">https://www.renesas.com/software-tool/data-flash-libraries#overview</a></td>
<td></td>
</tr>
<tr>
<td>RENESAS_EEL_RL78_T02E_V1.10 (Use it after linking with the following FDL which is available in the same place. FDL:RENESAS_FDL_RL78_T02E_V1.10)</td>
<td><a href="http://www.renesas.eu/updates?oc=EEPROM_EMULATION_RL78">http://www.renesas.eu/updates?oc=EEPROM_EMULATION_RL78</a></td>
<td></td>
</tr>
</tbody>
</table>

Target Device

RL78/L13

EEL used in this application note supports other devices of RL78.
- RL78/D1A, RL78/F12, RL78/F13, RL78/F14, RL78/G13, RL78/G14, RL78/G1A, RL78/G1E, RL78/I1A, RL78/L1C

Confirm by the latest user’s manual of the EEL about the supported device of EEL. When applying the sample program covered in this application note to another RL78 microcontroller, conduct an extensive evaluation of the modified program.
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1. **Overview**

There are three types of Self Programming Library; the Flash Self Programming library (FSL), the FDL, and the EEL shown in .
As libraries using data flash memory, the outline of the EEL is indicated in 1.1 Outline of the EEL and the outline of FDL is indicated in 1.2 Outline of the FDL. This application note explains the EEL which is indicated with the bold font in .

<table>
<thead>
<tr>
<th>Name of library</th>
<th>Target flash memory</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FSL</td>
<td>Code flash memory</td>
<td>Rewrites data in code flash memory.</td>
</tr>
<tr>
<td>FDL</td>
<td>Data flash memory</td>
<td>Rewrites and reads data in data flash memory.</td>
</tr>
<tr>
<td>EEL</td>
<td>Data flash memory</td>
<td>Uses data flash library just like EEPROM to rewrite and read data.</td>
</tr>
</tbody>
</table>

1.1 **Outline of the EEL**

The EEL is a software library to store the data in internal data flash memory of the RL78 microcontroller in the same way as EEPROM. In order to rewrite data flash memory with the EEL, the corresponding functions of EEL initialization and other purpose, would be called from the user-created program.

The EEL allows the user to assign a 1-byte identifier (data ID: 1 to 64) to each block of data and to perform read or write operations in units of 1 to 255 bytes for each ID that is assigned (a maximum of 64 data items can be assigned to an ID).

1.2 **Outline of the FDL**

The FDL is a software library to perform operations to the data flash memory with the firmware installed on the RL78 microcontroller. In order to rewrite data flash memory with the FDL, the corresponding functions of FDL initialization and other purpose, would be called from the user-created program.

The fundamental usage of the FDL is to write data byte by byte to the data flash memory’s address, which has not been written( in the blank state). However, it cannot overwrite the same address. In order to overwrite the same address, data erasing per block is required in advance.
1.3 Proper Use of the FDL and the EEL

There are some differences such as rewriting method, resources required, execution time, data management mechanism and so on between using the FDL and the EEL. Main features of the FDL and the EEL are shown in Table 1.2. Since FDL is only a fundamental access function to data flash memory, it can be customized to manage data flexibly according to the user-created program. On the other hand, EEL has the feature that development load is low because the mechanism of data management was decided in advance by the EEL. Select the FDL or the EEL according to the requirements for application.

<table>
<thead>
<tr>
<th>Feature</th>
<th>FDL</th>
<th>EEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rewriting method</td>
<td>Depends on user-created program.</td>
<td>Writes after changing address.</td>
</tr>
<tr>
<td>Resources required</td>
<td>Small</td>
<td>Large</td>
</tr>
<tr>
<td>Data size</td>
<td>Up to 1024 bytes</td>
<td>Up to 255 bytes</td>
</tr>
<tr>
<td>Execution time</td>
<td>Short</td>
<td>Long</td>
</tr>
<tr>
<td>Data management mechanism</td>
<td>None</td>
<td>Managed</td>
</tr>
<tr>
<td></td>
<td>(User manage data by address)</td>
<td>(By data number)</td>
</tr>
</tbody>
</table>

**Caution:** The feature of the FDL is dependent on the upper-class layer, the application (the specification of data management).

(1) Rewriting Method
Writing is permitted only when the target write address of data flash memory is in the blank state. It is necessary to erase data in units of one block in advance in order to overwrite the same address. FDL itself does not have a mechanism in which data can be managed. It is necessary to consider how to manage data in the application layer (by user). On the other hand, EEL has a mechanism to manage data, and writes data with keeping changing the variable which contains an address that marks the memory in the blank state in data flash memory. Since data can be written in until the block for writing is filled with data, it is suitable for mass data storage and frequent data writing.
(2) Resources required
Software resources required by the FDL and the EEL are shown in Table 1.3. The Self-RAM, stack, and data buffer have to use RAM. Since the EEL uses the FDL, the amount of the EEL ROM resources is larger than the FDL ROM resources.

Table 1.3 Software Resources of FDL/EEL (e.g. RL78/L13)

<table>
<thead>
<tr>
<th>Item</th>
<th>FDL</th>
<th>EEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self-RAM Note 1</td>
<td>0 to 1024</td>
<td>0 to 1024</td>
</tr>
<tr>
<td>Stack</td>
<td>MAX 46</td>
<td>MAX 80</td>
</tr>
<tr>
<td>Data buffer Note 2</td>
<td>1 to 1024</td>
<td>1 to 255</td>
</tr>
<tr>
<td>Library size</td>
<td>ROM : MAX 177</td>
<td>ROM : MAX 3400 (FDL : 600, EEL : 2800)</td>
</tr>
</tbody>
</table>

Note 1: An area used as the working area by the EEL is called self-RAM. The self-RAM requires no user setting because it is an area that is not mapped and automatically used at execution of the EEL (previous data is discarded).

Note 2: A RAM space required in order to input the data read and written is called a data buffer. Required size changes by the reading and writing unit. When performing 1 byte of reading and writing, a needed data buffer is 1 byte.

Note 3: The resources given in this table are according to FDL RL78 Type04 Ver1.05 and EEL RL78 Pack02 Ver1.01. The library may change by upgrade etc. Confirm the manual of each library for the latest resource information.

(3) Data Size
The FDL is able to read and write data up to 1024 bytes (1 block of a data flash memory). The EEL is able to read and write data up to 255 bytes. The FDL has an advantage when saving big data. The data buffer of expresses the size of the data which can be read and written at a time.
(4) Execution Time

The execution time of the library function of FDL and EEL is shown in Table 1.4. The FDL without data management mechanism can read and write data at high speed.

Table 1.4 The Execution Time of the Library Function of FDL/EEL

<table>
<thead>
<tr>
<th>Processing</th>
<th>FDL (255 bytes)</th>
<th>EEL (255 bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Write</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FDL : PFDL_Execute(Write)</td>
<td>519.7[μs]</td>
<td>11399.7[μs]</td>
</tr>
<tr>
<td>EEL : EEL_Execute(Write)</td>
<td>167.7[μs]</td>
<td>179.7[μs]</td>
</tr>
<tr>
<td>Read</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FDL : PFDL_Execute(Read)</td>
<td>959.7[μs]</td>
<td>3919.7[μs]</td>
</tr>
<tr>
<td>EEL : EEL_Execute(Read)</td>
<td>959.7[μs]</td>
<td>3919.7[μs]</td>
</tr>
</tbody>
</table>

Remark. The execution time described in this application note is the actual measured value calculated on operating FDL RL78 Type04 Ver1.05 or EEL RL78 Pack02 Ver1.01 on the integrated development environment CubeSuite+. The value would be different according to the individual specificities of the device and the execution condition.

(5) Data Management Mechanism

The FDL uses address to access data flash memory. Since the address in which the newest data is stored is changed, it needs to manage the address. On the other hand, EEL manages data by data ID. Therefore, it is not necessary to manage the address in which the newest data is stored when using the EEL.
1.4 Benefits and Caution Points When EEPROM IC is Replaced

This section explains benefits when replacing the function of EEPROM IC with data flash memory by using EEL, and the difference from EEPROM IC.

1.4.1 Benefits from Replacing EEPROM IC

The benefits of replacing from EEPROM IC are shown below.

- Since external EEPROM IC becomes unnecessary, parts cost reduction and small footprint are realizable.
- Since it is the operation completed inside device, it is not necessary to perform serial communication. The serial communication pins of microcontroller can be used by other functions. In addition, the value which was written can be confirmed directly with a debugger at the time of the software development.
- Since serial communication is unnecessary, processing time can be reduced. (However, it is dependent on data structure.) In EEPROM IC, the serial communication time + the write completion time (several milliseconds) are taken for the processing time.
- Since data is managed by data ID, it is not necessary to care about address.

1.4.2 Difference from EEPROM IC

The difference with the case where EEPROM IC is used is shown below.

- Since it is emulation, the size of the flash memory which can be used by user decreases. Refer to “2.4 Number of stored user data items and total user data size” for how to calculate the space available to the user.
- The program which communicates with EEPROM IC is not required. Instead, a program just like the FDL or the EEL is necessary.
- The maximum number of data items is 64 and the maximum size of one data item is 255 byte. Refer to the user’s manual of the EEL for more information about the number of data items.
### 2. Specifications

In this application, LED0 or LED1 blinks 10 times by a keypress. The data used for LED blinking is saved to data flash memory when the supply voltage becomes too low. The saved data is read when system restarts, and the interrupted blinking processing is continued.

When reset is ended, the system reads the blinking state data (target LED for blinking, and the remaining times of LED blinking) by EEL from data flash memory where the data has been saved.

Next, after completing 10 times blinking at intervals of 500 ms according to the blinking state data, the LED stops blinking and the system becomes the waiting state for keypress.

If the key is pressed in a state in which no LED is blinking, the LED that had not been blinking just before will start to blink. The keypress becomes invalid while LED is blinking.

The fall of power supply voltage is detected by LVD function. If the fall of power supply voltage is detected, the LED blinking state data (target LED for blinking, and the remaining times of LED blinking) is saved to data flash memory by the EEL. LED3 which shows the completion of data saving will be lit up, and then the mode moves to the STOP mode.

Moreover, if an error occurs when accessing data flash memory with EEL functions, LED0 and LED1 will be lit up and the mode shifts into the STOP mode.

The structure of the data to be saved is shown in Figure 2.1. Higher 4 bits of this one byte user data indicates target LED for blinking and lower 4 bits indicate the remaining times of LED blinking. The example data in Figure 2.1 shows that the rest of the LED1’s blinking times is 5.

![Figure 2.1 Stored Data](image)

Table 2.1 shows the required peripheral functions and their uses. Figure 2.2 shows overall picture of application. Figure 2.3 shows operation outline.

<table>
<thead>
<tr>
<th>Peripheral Function</th>
<th>Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>LVD</td>
<td>Supply voltage (VDD) monitoring</td>
</tr>
<tr>
<td>External interrupt (INTP0)</td>
<td>Key for operation switching</td>
</tr>
<tr>
<td>P05</td>
<td>LED lighting control (LED0)</td>
</tr>
<tr>
<td>P45</td>
<td>LED lighting control (LED1)</td>
</tr>
<tr>
<td>P41</td>
<td>LED lighting control (LED3)</td>
</tr>
<tr>
<td>Timer array unit (TAU) 0 channel 0</td>
<td>Generation of the wait time for chattering evasion of keypress (10ms)</td>
</tr>
<tr>
<td>TAU0 channel 1</td>
<td>Generation of LED blinking interval time (500ms)</td>
</tr>
</tbody>
</table>
It is necessary to set data flash memory to the state that accessing data flash memory is permitted, or to secure the resource used by FDL/EEL by performing Init/Open of FDL/EEL, in order to access data flash memory from user application. The reading and writing to data flash memory are enabled by performing Startup of EEL after the Init/Open processing.
<table>
<thead>
<tr>
<th>Event</th>
<th>Internal Processing</th>
<th>LED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset is released</td>
<td><strong>LED blinking data setup</strong></td>
<td><strong>LED off</strong></td>
</tr>
<tr>
<td></td>
<td>Target LED for blinking ← LED0</td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td></td>
<td>The remaining times of LED blinking ← 0 time</td>
<td></td>
</tr>
<tr>
<td>First time start-up</td>
<td><strong>LED blinking data setup</strong></td>
<td><strong>Blink according to the saved data</strong></td>
</tr>
<tr>
<td></td>
<td>Target LED for blinking ← Saved data</td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td></td>
<td>The remaining times of LED blinking ← Saved data</td>
<td></td>
</tr>
<tr>
<td>Every time except the first</td>
<td></td>
<td><strong>LED0 is on, LED1 is on</strong></td>
</tr>
<tr>
<td>time start-up</td>
<td></td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Startup errors</td>
<td></td>
<td><strong>The LED blinking data is not set.</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Keypress</td>
<td><strong>Processing according to LED state</strong></td>
<td><strong>10 times blinking</strong></td>
</tr>
<tr>
<td></td>
<td>The Remaining times of LED blinking ← 10 times</td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td></td>
<td>The target LED for blinking switches to another LED when its blinking is over</td>
<td></td>
</tr>
<tr>
<td>LED is not blinking.</td>
<td></td>
<td><strong>The remaining times of LED blinking</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>will not change</td>
</tr>
<tr>
<td>LED is blinking.</td>
<td><strong>KeyPress is ignored</strong></td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td>The fall of supply voltage</td>
<td><strong>Data saving</strong></td>
<td>Only the LED which shows the blinking</td>
</tr>
<tr>
<td></td>
<td>VDD is VLVDH (3.98V) or less.</td>
<td>completion is on</td>
</tr>
<tr>
<td></td>
<td>Data flash memory</td>
<td>LED0, LED1, LED3</td>
</tr>
<tr>
<td></td>
<td>← Data of the target LED for blinking.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Data of the remaining times of LED blinking</td>
<td></td>
</tr>
</tbody>
</table>

**Figure 2.3 Operation Outline**
2.1 Shortening of the Write Time of EEL
In order to access data flash memory from user application using the EEL, it is necessary to set data flash memory to the state that accessing the data flash memory is permitted, or to secure the resource used by FDL/EEL. Therefore, the EEL realizes the above-mentioned processes by calling some library functions. Required processes are as follows.

- FDL_Init function: Initialization of RAM used by FDL.
- FDL_Open function: Set data flash memory to the state that accessing the data flash memory is permitted.
- EEL_Init function: Initialization of RAM used by EEL.
- EEL_Open function: Set data flash memory to the state that can be managed.
- EEL_Execute function (STARTUP command): Changing into the state in which EEPROM emulation execution is possible.

However, if the above-mentioned preparation processesings are performed at a low voltage, it may become power disconnect during the data saving processing. Therefore, in this application note, in order to shorten the data saving time, the data saving processing done by EEL is divided into two phases which are executed separately, the preparation phase and the saving phase. Figure 2.4 shows the data saving processing when it is performed by a batch processing. Figure 2.5 shows the data saving processing when it is performed by a two-step processing. The saving phase takes 991[μs] in the case of batch processing, and takes 683[μs] in the case of two-step processing.

Remark. The measurements described in this application note are the actual measured value calculated by using EEL RL78 Pack02 Ver1.01 on the integrated development environment CubeSuite+.
Figure 2.5 Data Saving Processing (by a two-step processing)
2.2 EEL Architecture

The operation principle of the EEL is explained. The EEL manages data in the data area and manages data ID in the reference area. These areas are configured in the same block and managed by each block. The next block will be used if unused area of the block currently used is run out. This chapter explains how to use the data flash memory in the EEL.

2.2.1 EEL Pool

The EEL pool is a user-defined data flash area that is accessible by the EEL. The user-created program can access the data flash only by using this EEL pool in the data flash via the EEL.

The EEL pool size must be specified with the number of blocks in the data flash of the target device. For the procedure to specify the number of blocks, see Section 2.3 EEL Initial Values to be set by User.

The EEL pool is divided into 1024-byte blocks. Each block has a state which indicates the current usage of the block.

<table>
<thead>
<tr>
<th>State</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Only a single EEL block is active at a time to store defined data. The active block circulates in data flash blocks allocated in the EEL pool.</td>
</tr>
<tr>
<td>Invalid</td>
<td>No data is stored in invalid blocks. EEL blocks are marked as invalid by the EEL or become invalid in the case of erasure blocks.</td>
</tr>
</tbody>
</table>

*Figure 2.6* shows an exemplary pool configuration for a device with 4 KB data flash.

When no writable area is remaining in the active block (block 1 in the example) and data can no longer be stored (failure in write command), a new active block is selected in a cyclic manner and the current valid data set is copied to this new active block. This process is referred to as refresh. After the EEL_CMD_REFRESH command is executed, the previous active block becomes invalid and only a single active block exists.
The overall life cycle of a block in the EEL pool is shown in Figure 2.7. The EEL block switches between active and invalid state.

![Figure 2.7 Life Cycle of an EEL Block](image-url)
2.2.2 EEL Block

Figure 2.8 EEL Block Structure (Example of RL78/L13 (R5F10WMG)) shows detailed block structure used by the EEL. The EEL block is divided into three utilized areas: the block header, the reference area and the data area.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block header</td>
<td>The block header contains all block status information needed for the block management within the EEL-pool. It has a fixed size of 8 bytes.</td>
</tr>
<tr>
<td>Reference area</td>
<td>The reference area contains reference data which are required for the management of data. When data is written, this area extends in the address increment direction.</td>
</tr>
<tr>
<td>Data area</td>
<td>The data area contains user data. When data is written, this area extends in the address decrement direction.</td>
</tr>
</tbody>
</table>

Between reference area and data area, there is an unused area. With each EEL data update (i.e. the data is written), this area is reduced successively. However, at least two bytes of space is always required in between reference area and data area for management and separation of these areas. This is indicated by the separator in Figure 2.8.
2.3 EEL Initial Values to be Set by User

As the initial values for the EEL, be sure to set the items indicated below. In addition, before executing the EEL, be sure to execute the high-speed on-chip oscillator. The high-speed on-chip oscillator must also be activated when using the external clock. Parentheses indicated on the right-hand side of each setup are connected with the numbers in the following page.

Setup of each item has been tailored to this application.

<FDL user include file (fdl_descriptor.h)> Note 1, 2

```c
#define FDL_SYSTEM_FREQUENCY 24000000  :(1) Operation frequency
#define FDL_WIDE_VOLTAGE_MODE    :(2) Voltage mode
#define FDL_POOL_BLOCKS 0          :(3) FDL pool size
#define EEL_POOL_BLOCKS 4          :(4) EEL pool size
```

<EEL user include file (eel_descriptor.h)> Note 1, 2

```c
#define EEL_VER_NO 1                   :(5) Number of stored data items
```

<EEL user type include file (eel_user_types.h)> Note 1, 2

```c
typedef eel_u08 type_A;            :(6) Data size
```

<EEL user-created program file (eel_descriptor.c)> Note 1, 2

```c
__far const eel_u08 eel_descriptor[EEL_VAR_NO+2] =
    { (eel_u08)(EEL_VAR_NO),  /* variable count */    
      (eel_u08)(sizeof(type_A)),   /* id = 1 */           
      (eel_u08) (0x00),          /* zero terminator */    
    };                        :(7) Data size of the data ID
```

Note 1: The macros and macro names that are being used have common parameters with the EEL, so changes should be made to numerical values only.

Note 2: After initializing the EEPROM emulation blocks (after executing the EEL_CMD_FORMAT command), do not change the values. If the values are changed, reinitialize the EEL blocks (by executing the EEL_CMD_FORMAT command).
(1) **Operation frequency**
This sets an operation frequency which is used in RL78 microcontrollers. Note1
The setting value is set to the FDL_Init frequency parameter by the following expressions.
In this application note, since the operation frequency of CPU is 24 MHz, it is set to 24.

Note1: This setting is a value required to control data flash memory. This setting does not change the operation frequency of RL78 microcontrollers. In addition, this operation frequency is not the frequency of the high-speed on-chip oscillator.

(2) **Voltage mode**
This sets the voltage mode of data flash memory. Note 2
FDL_WIDE_VOLTAGE_MODE is not defined: Full-speed mode
FDL_WIDE_VOLTAGE_MODE is defined: Wide voltage mode
This application note does not define FDL_WIDE_VOLTAGE_MODE because it is operated in full speed mode.

Note 2: For details of the voltage mode, see the corresponding RL78 microcontrollers user’s manual.

(3) **FDL pool size** Note 3
Specify 0.

Note 3: A user defined data flash area which is accessible by the FDL.

(4) **EEL pool size** Note 4
The number of blocks in the data flash memory of the target device must be specified as the number of blocks in the EEL pool.

Note 4: Specify 3 (3 blocks) or a greater value (recommended).

(5) **Number of stored data items**
Specify the number of data items to be used in the EEPROM emulation. A value of 1 to 64 can be set. In this application note, since one kind of data is managed, the number of stored data items is set to 1.

(6) **Data size registration**
The data size of every data ID is registered into an EEL descriptor table.
There are 8 standarized sizes: type_A, type_B, type_C, type_D, type_E, type_F, type_X, and type_Z. It is necessary to change size according to the size of the user data.
In this application note, since one data type of 1-byte (LED blinking state) is managed, type_A which is 1-byte long, is used for data ID1.
(7) Data size of data ID
A table to define the data size of each data ID is provided below. This is called an EEL descriptor table.
The EEL can only add identifiers while the program is running. Data to be written must be registered in the
EEL descriptor table in advance like the processing described in (6).

EEL Descriptor Table

<table>
<thead>
<tr>
<th>EEL_VAR_NO</th>
<th>Byte size of data ID1 (type_A)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>0x00</td>
</tr>
</tbody>
</table>

- EEL_VAR_NO
  User-specified number of data items used in the EEL

- Byte size of Data IDx
  User-specified size of user data (in bytes)

- Termination area (0x00)
  Specify 0 as the termination information.
2.4 Number of Stored User Data Items and Total User Data Size

The total size of user data that can be used in the EEPROM emulation is limited. If refresh processing is taken into consideration, it is need to place all of the user data and an unused area which is big enough for one or more data in one block.

The number of stored data items that can be used differs depending on the size of user data that is actually stored. The following shows the calculation method of the size which can actually be used in the writing of user data, and the maximum number of times one block can be written with user data.

[Maximum usable size of one block that can be used to write the user data]
Size of one block of data flash memory: 1024 bytes
Size required for EEPROM emulation block management: 8 bytes
Free space necessary as termination information (separator): 2 bytes

Maximum usable size of one block = 1024 bytes - 8 bytes - 2 bytes = 1014 bytes

[Calculating the size for writing each user data item]
Size of each written user data item = data size + reference data size (2 bytes)
Since the size of the data written in in this application note is 1 byte, the size of user data will be 3 bytes.

[Number of times one block can be written]
Because the maximum usable size of one block is 1014 bytes and the user data size is 3 bytes:

Number of times one block can be written = 1014 / 3 = 338 times

It is necessary to perform refresh processing for every 338 times writing in this application note. Refresh processing is performed within preparation processing (Refer to 2.1 Shortening of the Write Time of EEL). At the time of doing refresh processing, preparation processing time is longer for 6.74[ms] in comparison with usual time.
2.5 Notes for Using EEL

Notes when using EEL are shown below.

- The data flash memory cannot be read during data flash memory operation by the EEL.
- The watchdog timer does not stop during the execution of the EEL.
- The EEL does not support multitask execution. Do not execute the EEL functions during interrupt processing.
- Before starting the EEPROM emulation, be sure to start up the high-speed on-chip oscillator first. The high-speed on-chip oscillator must also be activated when using the external clock.
- In address above 0xFFE20 (0xFE20), do not place data buffer (argument) or stack which is used by EEL functions and FDL functions.
- To use the data flash memory for EEPROM emulation, it is necessary to execute the EEL_CMD_FORMAT command upon first starting up to initialize the data flash memory and make it usable as EEPROM emulation blocks.
- It is recommended to use at least three blocks of the data flash memory in order to use the EEL.
- The EEL does not support multitask execution. When executing an EEL function on the OS, do not execute in from two or more tasks.
- About an operation frequency of RL78 microcontrollers and an operation frequency value set by the initializing function (FDL_Init), be aware of the following points:
  - When using a frequency lower than 4 MHz as an operation frequency of RL78 microcontrollers, only 1 MHz, 2 MHz and 3 MHz can be used (frequencies other than integer values like a 1.5 MHz cannot be used). Also, set an integer value 1, 2, or 3 to the operation frequency value set by the initializing function.
  - When using a frequency of 4 MHz or higher Note as an operation frequency of RL78 microcontrollers, a certain frequency can be used as an operation frequency of RL78 microcontrollers.
- This operation frequency is not the frequency of the high-speed on-chip oscillator.

Note: For a maximum frequency, see the target RL78 microcontroller user’s manual.
3. **Operation Check Conditions**

The sample code described in this application note has been checked under the conditions listed in the table below.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microcontroller used</td>
<td>RL78/L13(R5F10WMGA)</td>
</tr>
<tr>
<td>Operating frequency</td>
<td>□ High-speed on-chip oscillator (fHOCO) clock: 24 MHz (Standard)</td>
</tr>
<tr>
<td></td>
<td>□ CPU/peripheral hardware clock (fCLK): 24 MHz</td>
</tr>
<tr>
<td>Operating voltage</td>
<td>5.0V (Operation is possible over a voltage range of 4.1V to 5.5V)</td>
</tr>
<tr>
<td></td>
<td>LVD operation (VLVD): Reset mode</td>
</tr>
<tr>
<td></td>
<td>VLVDH(rising edge 4.06V / falling edge 3.98V)</td>
</tr>
<tr>
<td></td>
<td>VLVDL(falling edge 2.75V)</td>
</tr>
<tr>
<td>CubeSuite+ Ver. development environment</td>
<td>CubeSuite+ V2.01.00 from Renesas Electronics Corp.</td>
</tr>
<tr>
<td></td>
<td>CA78K0R V1.70 from Renesas Electronics Corp.</td>
</tr>
<tr>
<td></td>
<td>EELRL78 Pack02 Ver1.01** NOTE **</td>
</tr>
<tr>
<td>Board to be used</td>
<td>Renesas Starter Kit for RL78/L13 (R0K5010WMC000BR)</td>
</tr>
</tbody>
</table>

Note: Use and evaluate the latest version.
4. **Related Application Notes**

The application notes that are related to this application note are listed below for reference.

- RL78 Family EEPROM Emulation Library Pack02 (R01US0068EJ) User Manual
- Data Flash Access Library (Type T02 (Tiny), European Release) (R01US0061ED0100) Application Note
- EEPROM Emulation Library (Type T02 (Tiny), European Release) (R01US0070ED0102) Application Note
5. Description of the Hardware

5.1 Hardware Configuration Example

Figure 5.1 shows an example of the hardware connection.

Cautions: 1. The purpose of this circuit is only to provide the connection outline and the circuit is simplified accordingly. When designing and implementing an actual circuit, provide proper pin treatment and make sure that the hardware’s electrical specifications are met (connect the input-only ports separately to VDD or VSS via a resistor).
2. VDD must be held at not lower than the reset release voltage (VLVDH) that is specified as LVD.

5.2 List of Pins to be Used

Table 5.1 lists pins to be used and their functions.

<table>
<thead>
<tr>
<th>Pin Name</th>
<th>I/O</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>P05</td>
<td>Output</td>
<td>LED On (LED0) control port</td>
</tr>
<tr>
<td>P45</td>
<td>Output</td>
<td>LED On (LED1) control port</td>
</tr>
<tr>
<td>P41</td>
<td>Output</td>
<td>LED On (LED3) control port</td>
</tr>
<tr>
<td>P137/INTP0</td>
<td>Input</td>
<td>Key input (SW1) port</td>
</tr>
</tbody>
</table>
6. Description of Software

6.1 Operation Outline

In this application, LED0 or LED1 blinks 10 times by a keypress. The data used for LED blinking is saved to data flash memory when the supply voltage becomes too low. The saved data is read when system restarts, and the interrupted blinking processing is continued.

When reset is ended, the system reads the blinking state data (target LED for blinking, and the remaining times of LED blinking) by EEL from data flash memory where the data has been saved.

Next, after completing 10 times blinking at intervals of 500 ms according to the blinking state data, the LED stops blinking and the system becomes the waiting state for keypress.

If the key is pressed in a state in which no LED is blinking, the LED that had not been blinking just before will start to blink. The keypress becomes invalid while LED is blinking.

The fall of power supply voltage is detected by LVD function. If the fall of power supply voltage is detected, the LED blinking state data (target LED for blinking, and the remaining times of LED blinking) is saved to data flash memory by the EEL, LED3 which shows the completion of data saving will be lit up, and then the mode moves to the STOP mode.

Moreover, if an error occurs when accessing data flash memory with an EEL function, LED0 and LED1 will be lit up and the mode shifts into the STOP mode.

1. Sets the input and output ports.
   * LED lighting control (for LED0, LED1, LED3): Configure P05, P45, and P41 as the output ports. (LED0, LED1, and LED3 are off.)
   * Keypress: Configure P137/INTP0 for detecting INTP0 falling edges. (Interrupt servicing disabled)
2. Start EEPROM emulation by doing the RAM initialization processing of FDL/EEL and the preparation processing.
   Specifically, functions are called in following order.
   FDL_Init, FDL_Open, EEL_Init, EEL_Open, EEL_Execute (Startup)
3. LED blinking state (Data ID: 1) is read and then the target LED will blinked at intervals of 500 ms according to this LED blinking state.
   * Higher 4 bits of the read data show the target LED for blinking (0000B: LED0, 0001B: LED1). And lower 4 bits show the data (Range: 0000B - 1010B) of remaining times of LED blinking.
   * The target LED for blinking to is set as LED0 and the data of remaining times of LED blinking is set as 0, when data does not exist.
   * Blinking according to the read data is started.
   * EEL_Execute (Read) function is used for reading of data.
4. Ensure the space for data writing via evaluating the free space in a block before writing the data.
   * If free space is lower than 3 bytes (smaller than the size of user data), perform refresh processing to secure a space in another block and move the latest data.
   * If free space is 3 bytes or more, refresh processing is not performed.
5. A push on a switch will blink LED 10 times.
   * Interrupt processing is started upon detection of a P137/INTP0 falling edge. Chattering is detected and, if the on state of the input lasts about 10 ms, it is recognized as a valid keypress and the LED blinking is started.
   * Target LED for blinking is changed at every keypress.
   * The next keypress can’t be accepted during the period from pressing key to the end of the LED blinking.
6. When a LVD interrupt occurs, the remaining times of LED blinking and the number of the target LED for blinking will be saved to data flash memory. The LED3 turns on to show completion of data saving. Then FDL/EEL will be stopped and system will go into STOP mode. Specifically, after functions are called in following order, STOP command is executed.
   EEL_Execute (Write), EEL_Execute (Shutdown), EEL_Close, FDL_Close
7. If an error occurs when accessing data flash memory by the EEL, it will go to the stop mode after stopping FDL/EEL and turning on both LED0 and LED1.
   Specifically, after functions are called in following order, STOP command is executed.
   EEL_Execute (Shutdown), EEL_Close, FDL_Close
8. If reset occurs, it will return to 1.
Figure 6.1 shows the timing chart.

Remark 1. Preparation Processing: It gets prepared to write data flash memory by using EEL for saving data. The saved data is read and the LED blinking is started. The free space of a block is checked. It will refresh if there is no space for writing.

Remark 2. Normal processing: Waiting for keypress. If a key is pressed, the target LED will blink 10 times and then waits for keypress again. The target LED for blinking changes to another by keypress.

Remark 3. Data saving: Data of the remaining times of LED blinking and targeted LED for blinking is saved into data flash memory. It turns LED off and turns LED3 on which shows the completion of data saving. It invalidates INTP0 interruption and goes into STOP mode.
(1) Release from the reset state
   After reset is ended the CPU starts running, initialization of RAM used by FDL/EEL and the LED blinking data reading are performed. Then LED linking is started according to the read data.

(2) Keypress of SW1
   The count of the interval timer for chattering evasion is started.

(3) Detection of keypress
   It will be regarded as a valid keypress if the detection performed 10 ms after the previous keypress shows that SW1 is still being pressed. The interval timer of 500 ms is started, and LED goes to blink.

(4) Low voltage detection
   LED blinking data (the remaining times of LED blinking, the target LED for blinking) will be written in data flash memory (Data ID: 1), and the blinking LED will be off. Moreover, after turning on LED (LED3) which shows the completion of data saving, It invalidates INTP0 interruption (operation of SW1 is ignored), and goes into STOP mode. In the example of Figure 6.1, LED blinking data is set to 03H (the rest of the LED0's blinking times is 3).

(5) Reset occurring
   If voltage becomes below 2.75V ($V_{LVDL}$ falling edge), reset by LVD will occur.

(6) Data saving
   LED corresponding to the data saving blinks when the reset is ended. In the example of Figure 6.1, LED0 blinks 3 times.
6.2 File Configuration

The files used for the sample code is shown in Table 6.1. Files that are automatically generated by the integrated development environment are excluded.

<table>
<thead>
<tr>
<th>File Name</th>
<th>Outline</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>r_eel_function.c</td>
<td>Source file for the data saving function</td>
<td>Additional functions:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>R_EEL_Initialize</td>
</tr>
<tr>
<td></td>
<td></td>
<td>R_EEL_CheckStatus</td>
</tr>
<tr>
<td></td>
<td></td>
<td>R_EEL_ReadData</td>
</tr>
<tr>
<td></td>
<td></td>
<td>R_EEL_CheckDataRange</td>
</tr>
<tr>
<td></td>
<td></td>
<td>R_EEL_WriteData</td>
</tr>
<tr>
<td>r_eel_function.h</td>
<td>Header file for the data saving function</td>
<td>-</td>
</tr>
<tr>
<td>fdl_descriptor.c</td>
<td>FDL descriptor source file</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>fdl_descriptor.h</td>
<td>FDL descriptor header file</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel_descriptor.c</td>
<td>EEL descriptor source file</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel_descriptor.h</td>
<td>EEL descriptor header file</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>fdl.h</td>
<td>Note 1: Header file of FDL</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel.h</td>
<td>Note 1: Header file of EEL</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel_types.h</td>
<td>Note 1: Header file of EEL type definition</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel_user_types.h</td>
<td>Note 1: Header file of EEL user type definition</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>fdl.lib</td>
<td>Note 1: FDL</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>eel.lib</td>
<td>Note 1: EEL</td>
<td>CubeSuite+ version</td>
</tr>
<tr>
<td>r_eel.dr</td>
<td>Note 2: Link directive file</td>
<td>CubeSuite+ version</td>
</tr>
</tbody>
</table>

Note 1: It is a file which needs to be added separately. Refer to the cover sheet “Correspondence between Compiler and EEL” for more information.

Note 2: Depending on the device to be used, change may be required for the contents.
### Table 6.2 Option Byte Settings

<table>
<thead>
<tr>
<th>Address</th>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>000C0H/010C0H</td>
<td>11101111B</td>
<td>Disables the watchdog timer.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Stops counting after the release from the reset status.)</td>
</tr>
<tr>
<td>000C1H/010C1H</td>
<td>01110010B</td>
<td>LVD interrupt &amp; Reset Mode</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Detection voltage $V_{LVDH}$:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rising edge 4.06V/Falling edge 3.98V</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$V_{LVDL}$:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rising edge 2.75V</td>
</tr>
<tr>
<td>000C2H/010C2H</td>
<td>11100000B</td>
<td>high-speed on-chip oscillator HS mode 24MHz</td>
</tr>
<tr>
<td>000C3H/010C3H</td>
<td>1000100B</td>
<td>Enables the on-chip debugger</td>
</tr>
</tbody>
</table>
6.4 List of Constants

Table 6.3 lists the constants for the sample program.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATA_ID</td>
<td>0x01</td>
<td>Data ID of EEL</td>
</tr>
<tr>
<td>RET_OK</td>
<td>0x00</td>
<td>Normal response</td>
</tr>
<tr>
<td>RET_NG_DEVICE</td>
<td>0x01</td>
<td>Device exception</td>
</tr>
<tr>
<td>RET_NG_NODATA</td>
<td>0x02</td>
<td>No stored data</td>
</tr>
<tr>
<td>RET_NG_RANGE</td>
<td>0x03</td>
<td>The data is out of the valid range.</td>
</tr>
<tr>
<td>USER_DATA_SIZE</td>
<td>0x03</td>
<td>User data size</td>
</tr>
<tr>
<td>SHIFT_NUM</td>
<td>0x04</td>
<td>The number of bits to be shifted for LED blinking data</td>
</tr>
<tr>
<td>STATUS_PENDING</td>
<td>0xFF</td>
<td>Pending status</td>
</tr>
<tr>
<td>BLINK_LED_MAX</td>
<td>0x01</td>
<td>The maximum of the blinking LED's number</td>
</tr>
<tr>
<td>BLINK_NUM_MAX</td>
<td>0x0A</td>
<td>The maximum of LED blinking times</td>
</tr>
<tr>
<td>BLINK_LED0</td>
<td>0x00</td>
<td>Target LED for blinking: LED0</td>
</tr>
<tr>
<td>BLINK_LED1</td>
<td>0x01</td>
<td>Target LED for blinking: LED1</td>
</tr>
<tr>
<td>LED0</td>
<td>P0.5</td>
<td>LED0 control port (CubeSuite+ version)</td>
</tr>
<tr>
<td></td>
<td>P0_bit.no5</td>
<td>LED0 control port (IAR version)</td>
</tr>
<tr>
<td>LED1</td>
<td>P4.5</td>
<td>LED1 control port (CubeSuite+ version)</td>
</tr>
<tr>
<td></td>
<td>P4_bit.no5</td>
<td>LED1 control port (IAR version)</td>
</tr>
<tr>
<td>LED3</td>
<td>P4.1</td>
<td>LED3 control port (CubeSuite+ version)</td>
</tr>
<tr>
<td></td>
<td>P4_bit.no1</td>
<td>LED3 control port (IAR version)</td>
</tr>
<tr>
<td>LED_ON</td>
<td>0</td>
<td>LED ON level</td>
</tr>
<tr>
<td>LED_OFF</td>
<td>1</td>
<td>LED OFF level</td>
</tr>
<tr>
<td>SW1</td>
<td>P13.7</td>
<td>SW1 control port (CubeSuite+ version)</td>
</tr>
<tr>
<td></td>
<td>P13_bit.no7</td>
<td>SW1 control port (IAR version)</td>
</tr>
<tr>
<td>SW_ON</td>
<td>0</td>
<td>Keypress level of SW</td>
</tr>
<tr>
<td>SW_OFF</td>
<td>1</td>
<td>Not the keypress level of SW</td>
</tr>
<tr>
<td>BLINK_LED_MASK</td>
<td>0xF0</td>
<td>Mask for blinking target in LED blinking data</td>
</tr>
<tr>
<td>BLINK_NUM_MASK</td>
<td>0x0F</td>
<td>Mask for blinking times in LED blinking data</td>
</tr>
</tbody>
</table>
6.5 List of Variables

Table 6.4 lists the global variables.

<table>
<thead>
<tr>
<th>Type</th>
<th>Variable Name</th>
<th>Contents</th>
<th>Function Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>volatile uint8_t</td>
<td>g_blink_led</td>
<td>Target LED for blinking</td>
<td>main r_tau0_channel0_interrupt r_tau0_channel1_interrupt</td>
</tr>
<tr>
<td>volatile uint8_t</td>
<td>g_blink_num</td>
<td>Blink count</td>
<td>main r_tau0_channel0_interrupt r_tau0_channel1_interrupt</td>
</tr>
<tr>
<td>volatile uint8_t</td>
<td>g_lvd_flag</td>
<td>Supply voltage fall detection flag</td>
<td>main r_lvd_interrupt</td>
</tr>
</tbody>
</table>
6.6 List of Functions

Table 6.5 gives a list of functions that are used by this sample program.

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Outline</th>
</tr>
</thead>
<tbody>
<tr>
<td>R_SystemInit</td>
<td>Initialization of peripheral functions</td>
</tr>
<tr>
<td>R_PORT_Create</td>
<td>Initialization of the port</td>
</tr>
<tr>
<td>R_CGC_Create</td>
<td>Initialization of CPU clock</td>
</tr>
<tr>
<td>R_TAU0_Create</td>
<td>Initialization of TAU0</td>
</tr>
<tr>
<td>R_INTC_Create</td>
<td>Initialization of INTP</td>
</tr>
<tr>
<td>R_LVD_Create</td>
<td>Initialization of LVD</td>
</tr>
<tr>
<td>main</td>
<td>Main processing</td>
</tr>
<tr>
<td>R_MAIN_UserInit</td>
<td>Initialization of the main processing</td>
</tr>
<tr>
<td>R_EEL_Initialize</td>
<td>Initialization of EEL</td>
</tr>
<tr>
<td>R_EEL_ReadData</td>
<td>Read by EEL</td>
</tr>
<tr>
<td>R_EEL_CheckDataRange</td>
<td>Valid range check of LED blinking data</td>
</tr>
<tr>
<td>R_EEL_CheckStatus</td>
<td>EEL function status check</td>
</tr>
<tr>
<td>R_TAU0_Channel1_Start</td>
<td>Enabling TAU01</td>
</tr>
<tr>
<td>r_tau0_channel1_interrupt</td>
<td>TAU01 interrupt handler</td>
</tr>
<tr>
<td>R_TAU0_Channel1_Stop</td>
<td>Disabling TAU01</td>
</tr>
<tr>
<td>R_INTC0_Start</td>
<td>Enabling INTP0</td>
</tr>
<tr>
<td>r_intc0_interrupt</td>
<td>INTP0 interrupt handler</td>
</tr>
<tr>
<td>R_TAU0_Channel0_Start</td>
<td>Enabling TAU00</td>
</tr>
<tr>
<td>r_tau0_channel0_interrupt</td>
<td>TAU00 interrupt handler</td>
</tr>
<tr>
<td>R_EEL_WriteData</td>
<td>Write by EEL</td>
</tr>
<tr>
<td>R_TAU0_Channel0_Stop</td>
<td>Disabling TAU00</td>
</tr>
<tr>
<td>R_INTC0_Stop</td>
<td>Disabling INTP0</td>
</tr>
<tr>
<td>R_LVD_InterruptMode_Start</td>
<td>Enabling LVD interruption</td>
</tr>
<tr>
<td>r_lvd_interrupt</td>
<td>LVD interrupt handler</td>
</tr>
<tr>
<td>FDL_Init</td>
<td>Initialization of FDL</td>
</tr>
<tr>
<td>FDL_Open</td>
<td>FDL set up</td>
</tr>
<tr>
<td>FDL_Close</td>
<td>Stop FDL</td>
</tr>
<tr>
<td>EEL_Init</td>
<td>Initialization of RAM used by EEL</td>
</tr>
<tr>
<td>EEL_Open</td>
<td>EEL set up</td>
</tr>
<tr>
<td>EEL_Close</td>
<td>Stop EEL</td>
</tr>
<tr>
<td>EEL_Execute</td>
<td>Execution of the data flash operation by each command</td>
</tr>
<tr>
<td>EEL_Handler</td>
<td>Control of EEL during program execution</td>
</tr>
<tr>
<td>EEL_GetSpace</td>
<td>Confirmation of free space of EEL block</td>
</tr>
</tbody>
</table>
6.7 Function Specifications

This section describes the specifications for the functions that are used in the sample code. Each function has included r_cg_mmacrodriver.hHeader.

**R_Systeminit**

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Initialization of peripheral functions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_Systeminit(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Initializes peripheral functions used in this application note.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

**R_PORT_Create**

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Initialization of ports</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_port.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_PORT_Create(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Initializes ports.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

**R_CGC_Create**

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Initialization of CPU clock</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_cgc.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_CGC_Create(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Initializes the CPU clock.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

**R_TAU0_Create**

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Initialization of TAU0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_timer.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_TAU0_Create(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Initializes TAU0 in order to use TAU00 and TAU01 as interval timers.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>
### R_INTC_Create

**Synopsis**
Initialization of INTP

**Header**
r_cg_intc.h

**Declaration**
void R_INTC_Create(void)

**Explanation**
Initializes INTP.

**Arguments**
None

**Return value**
None

### R_LVD_Create

**Synopsis**
Initialization of LVD

**Header**
r_cg_lvd.h

**Declaration**
void R_LVD_Create(void)

**Explanation**
Initializes LVD.

**Arguments**
None

**Return value**
None

### main

**Synopsis**
Main Processing

**Header**
r_cg_tau.h
r_cg_intc.h
r_eel_function.h
r_cg_userdefine.h

**Declaration**
void main(void)

**Explanation**
Main processing is performed.

**Arguments**
None

**Return value**
None

### R_MAIN_UserInit

**Synopsis**
Initialization of the Main Processing

**Header**
r_lvd.h
r_eel_function.h

**Declaration**
void R_MAIN_UserInit(void)

**Explanation**
Initializes the main function.

**Arguments**
None

**Return value**
None

### R_EEL_Initialize

**Synopsis**
Initialization of EEL

**Header**
r_eel_function.h
r_cg_userdefine.h

**Declaration**
uint8_t R_EEL_Initialize(void)

**Explanation**
Performs the preparation processing like initialization of RAM before starting EEPROM emulation.

**Arguments**
None

**Return value**
- Normal response: RET_OK
- Abnormal termination: RET_NG_DEVICE
**R_EEL_ReadData**

**Synopsis**
Read by EEL

**Header**
r_eel_function.h
r_cg_userdefine.h

**Declaration**
uint8_t R_EEL_ReadData(uint8_t id, uint8_t* pdata)

**Explanation**
Reads data from data flash memory.

**Arguments**
- `id` Data ID to be read
- `pdata` The pointer of the buffer where the read data is stored.

**Return value**
- Normal response: RET_OK
- Abnormal termination: RET_NG_DEVICE
- No data: RET_NG_NODATA

**R_EEL_CheckDataRange**

**Synopsis**
Valid range check of LED blinking data

**Header**
r_eel_function.h

**Declaration**
uint8_t R_EEL_CheckDataRange(uint8_t data)

**Explanation**
Checks whether LED blinking data is in the valid range.

**Arguments**
- `data` Object data of the check

**Return value**
- Within the range: RET_OK
- Outside of the range: RET_NG_RANGE

**R_EEL_CheckStatus**

**Synopsis**
EEL Function Status Check

**Header**
r_eel_function.h
r_cg_userdefine.h

**Declaration**
uint8_t R_EEL_CheckStatus(eel_request_t* request_pstr)

**Explanation**
Checks the execution status of EEL. It is called immediately after performing EEL_Execute.

**Arguments**
- `request_pstr` The argument when EEL_Execute is executed.

**Return value**
- Normal response: RET_OK
- Abnormal termination: RET_NG_DEVICE
- No data: RET_NG_NODATA

**R_TAU0_Channel1_Start**

**Synopsis**
Enabling TAU01

**Header**
r_cg_timer.h

**Declaration**
void R_TAU0_Channel1_Start(void)

**Explanation**
Starts the count of TAU01.

**Arguments**
None

**Return value**
None
### r_tau0_channel1_interrupt

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>TAU01 interrupt handler</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_timer.h</td>
</tr>
<tr>
<td></td>
<td>r_eel_function.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>__interrupt static void r_tau0_channel1_interrupt(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Switches LED between ON/OFF and decrements the remaining times of LED blinking</td>
</tr>
<tr>
<td></td>
<td>Target LED for blinking is switches to another LED when blinking is completed.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### R_TAU0_Channel1_Stop

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Disabling TAU01</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_timer.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_TAU0_Channel1_Stop(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Stops the count of TAU01.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### R_INTC0_Start

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Enabling INTP0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_intp.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_INTC0_Start(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Enables INTP0 interruption.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### r_intc0_interrupt

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>INTP0 interrupt handler</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_intp.h</td>
</tr>
<tr>
<td></td>
<td>r_cg_timer.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>__interrupt static void r_intc0_interrupt(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Starts the operation of TAU00.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### R_TAU0_Channel0_Start

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Enabling TAU00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>r_cg_timer.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void R_TAU0_Channel0_Start(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Starts the count of TAU00.</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>
r_tau0_channel0_interrupt

Synopsis  TAU00 interrupt handler
Header     r_cg_timer.h
          r_eel_function.h
Declaration __interrupt static void r_tau0_channel0_interrupt(void)
Explanation Checks the state of SW1 and starts to blink LED.
Arguments  None
Return value None

R_EEL_WriteData

Synopsis  Write by EEL
Header     r_eel_function.h
          r_cg_userdefine.h
Declaration uint8_t R_EEL_WriteData(uint8_t id, uint8_t* pdata)
Explanation Writes data to the data flash memory.
Arguments  uint8_t id  Data ID to be written
          uint8_t* pdata  The pointer of the buffer where the data is written.
Return value
- Normal response: RET_OK
- Abnormal termination: RET_NGDEVICE

R_TAU0_Channel0_Stop

Synopsis  Disabling TAU00
Header     r_cg_timer.h
Declaration void R_TAU0_Channel0_Stop(void)
Explanation Stops the count of TAU00.
Arguments  None
Return value None

R_INTC0_Stop

Synopsis  Disabling INTP0
Header     r_cg_intp.h
Declaration void R_INTC0_Stop(void)
Explanation Disables INTP0 interruption.
Arguments  None
Return value None

R_LVD_InterruptMode_Start

Synopsis  Enabling LVD interruption
Header     r_cg_lvd.h
Declaration void R_LVD_InterruptMode_Start(void)
Explanation Enables LVD interruption.
Arguments  None
Return value None
### r_lvd_interrupt

**Synopsis**
LVD interrupt handler

**Header**
r_cg_lvd.h
r_eel_function.h

**Declaration**
__interrupt static void r_lvd_interrupt(void)

**Explanation**
Sets the low voltage detection flag

**Arguments**
None

**Return value**
None

### FDL_Init

**Synopsis**
Initialization of FDL

**Header**
fdl.h

**Declaration**
fdl_status_t __far FDL_Init(const __far descriptor_t* descriptor_pstr)

**Explanation**
Initializes FDL.
(This is a FDL library function.)

**Arguments**
const __far descriptor_t* descriptor_pstr
It is a pointer to the descriptor table.

**Return value**
- Normal termination: FDL_OK
- Initialization error: FDL_ERR_CONFIGURATION

### FDL_Open

**Synopsis**
FDL set up

**Header**
fdl.h

**Declaration**
void __far FDL_Open(void)

**Explanation**
Sets up FDL.
(This is a FDL library function.)

**Arguments**
None

**Return value**
None

### FDL_Close

**Synopsis**
Stop FDL

**Header**
fdl.h

**Declaration**
void __far FDL_Close(void)

**Explanation**
Stops FDL.
(This is a FDL library function.)

**Arguments**
None

**Return value**
None
### EEL_Init

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Initialization of RAM used by EEL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>eel.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>eel_status_t __far EEL_Init(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Initializes RAM which is used for EEPROM emulation. (This is an EEL library function.)</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>Normal termination: EEL_OK</td>
</tr>
<tr>
<td></td>
<td>Initialization error: EEL_ERR_CONFIGURATION</td>
</tr>
</tbody>
</table>

### EEL_Open

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>EEL set up</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>eel.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void __far EEL_Open(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Changes into the state where EEPROM emulation can be performed. (This is an EEL library function.)</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### EEL_Close

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Stop EEL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>eel.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void __far EEL_Close(void)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>This function makes the EEPROM emulation unexecutable. (This is an EEL library function.)</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>

### EEL_Execute

<table>
<thead>
<tr>
<th><strong>Synopsis</strong></th>
<th>Execution of the data flash operation by each command</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Header</strong></td>
<td>eel.h</td>
</tr>
<tr>
<td><strong>Declaration</strong></td>
<td>void __far EEL_Execute(__near eel_request_t* request_pstr)</td>
</tr>
<tr>
<td><strong>Explanation</strong></td>
<td>Each type of processing for performing EEPROM emulation operations is specified for this function as an argument in the command format, and the processing is executed. (This is an EEL library function.)</td>
</tr>
<tr>
<td><strong>Arguments</strong></td>
<td>__near eel_request_t* request_pstr</td>
</tr>
<tr>
<td><strong>Return value</strong></td>
<td>None</td>
</tr>
</tbody>
</table>
EEL_Handler

**Synopsis**
Controls the EEL while it is running

**Header**
eel.h

**Declaration**
void __far EEL_Handler(void)

**Explanation**
This function continues executing the EEPROM emulation processing specified for the EEL_Execute function.
(This is an EEL library function.)

**Arguments**
None

**Return value**
None

EEL_GetSpace

**Synopsis**
Checks free space in the EEL block

**Header**
eel.h

**Declaration**
eel_status_t __far EEL_GetSpace(__near eel_u16* space_pu16)

**Explanation**
This obtains the free EEL block space.
(This is an EEL library function.)

**Arguments**
__near eel_u16* space_pu16
The address at which the free space information of the current active block is input.

**Return value**
Normal termination: EEL_OK
EEL_Init has not been executed: EEL_ERR_INITIALIZATION
The EEL_CMD_STARTUP command has not finished normally: EEL_ERR_ACCESS_LOCKED
A command is being executed: EEL_ERR_REJECTED
6.8 Flowcharts

6.8.1 Overall Flowchart

Figure 6.2 shows the overall flow of the sample program described in this application note.

![Figure 6.2 Overall Flowchart](image)

6.8.2 Initialization of Peripheral Functions

Figure 6.3 shows the initialization of peripheral function.

![Figure 6.3 Initialization of Peripheral Functions](image)
6.8.3 Initialization of Ports

Figure 6.4 shows the initialization of ports.

```
| R_PORT_Create                | PFSEG0 register ← 00H |
| Use P50-P53 as ports        | PFSEG1 register ← 00H |
| Use P54-P57 and P70-P73 as ports | PFSEG2 register ← 00H |
| Use P74-P77 and P30-P33 as ports | PFSEG3 register ← 00H |
| Use P34-P37, P45-P475, P130 and P22-23 as ports | PFSEG4 register ← 00H |
| Use P24-P27 and P10-P13 as ports | PFSEG5 register ← 00H |
| Use P14-P17 and P00-P03 as ports | PFSEG6 register ← 00H |
| Enable the digital input of P125-P127 | ISCLCD register ← 03H |
| Set up P05 for high level  | P0 register ← 20H  |
| Set up P41 & P45 for high level | P4 register ← 22H  |
| Set up P05 for output mode | P41 bit = 1       |
| Set up P41 & P45 for output mode | P45 bit = 1       |
| Set up P15 for high level  | PM0 register ← 00H |
| Set up P15 for output mode  | PM05 bit = 0      |
| Set up unused port          | PM4 register ← 01H |
| Note 1: This is a setup which makes unused LED switch off. |
| Note 2: Refer to “RL78/L13 User’s Manual: Hardware” for the setup of the unused ports. |
| Caution: Provide proper treatment for unused pins so that their electrical specifications are observed. Connect each of any unused input-only ports to VDD or VSS via a separate resistor. |
```
6.8.4 Initialization of CPU Clock

Figure 6.5 shows the initialization of CPU clock.

<table>
<thead>
<tr>
<th>Step</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>R_CGC_Create</td>
<td>CMC register ← 00H: Operation mode of high-speed system clock pin:</td>
</tr>
<tr>
<td></td>
<td>EXCLK bit = 0: Operation mode of high-speed system clock pin:</td>
</tr>
<tr>
<td></td>
<td>OSCSEL bit = 0: Operation mode of high-speed system clock pin:</td>
</tr>
<tr>
<td></td>
<td>EXCLKS bit = 0: Operation mode of sub-system clock pin:</td>
</tr>
<tr>
<td></td>
<td>OSCSELS bit = 0: Operation mode of sub-system clock pin:</td>
</tr>
<tr>
<td></td>
<td>AMPHS1-AMPHS0 bit = 00B: Oscillation mode of XT1 oscillator circuit:</td>
</tr>
<tr>
<td></td>
<td>Low power oscillation</td>
</tr>
<tr>
<td>Stop high-speed system clock</td>
<td>CSC register</td>
</tr>
<tr>
<td></td>
<td>MSTOP bit ← 1: Stop X1 oscillator circuit.</td>
</tr>
<tr>
<td></td>
<td>CKC register</td>
</tr>
<tr>
<td></td>
<td>MCM0 bit ← 0: Stop X1 oscillator circuit.</td>
</tr>
<tr>
<td></td>
<td>OSCM0 bit ← 0: Stop XT1 oscillator circuit.</td>
</tr>
<tr>
<td></td>
<td>XTSTOP bit ← 1: Stop XT1 oscillator circuit.</td>
</tr>
<tr>
<td></td>
<td>OSMC register ← 10H: Supply permission of subsystem clock to peripheral</td>
</tr>
<tr>
<td></td>
<td>functions.</td>
</tr>
<tr>
<td></td>
<td>RTCLPC bit = 0: Supply permission of subsystem clock to peripheral functions.</td>
</tr>
<tr>
<td></td>
<td>WUTMMCK0 bit = 1: Low-speed on-chip oscillator clock</td>
</tr>
<tr>
<td></td>
<td>CKC register</td>
</tr>
<tr>
<td></td>
<td>CSS bit ← 0: Set up the main system clock</td>
</tr>
<tr>
<td></td>
<td>HIOSTOP bit ← 0: Operation mode of high-speed system clock pin:</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
6.8.5 Initialization of TAU0

Figure 6.6 and Figure 6.7 show the initialization of TAU0.

---

**R_TAU0_Create**

Supply permission of clock to TAU0

Set up timer clock selection register 0

Stop TAU0 count

Stop TAU01 count

Disable TAU00 interrupt

Disable TAU01 interrupt

Disable TAU01 higher 8 bits interrupt

Set up TAU00 operation mode

Set TAU00 counter value

Disable TAU00 output

---

- **PER0 register**
  - TAU0EN bit ← 1

- **TPS0 register** ← 0082H
  - PRS031-PRS030 bit = 00B : fCLK/2⁸
  - PRS021-PRS020 bit = 00B : fCLK/2
  - PRS013-PRS010 bit = 1000B : CK01 = fCLK/2⁸(93750Hz)
  - PRS003-PRS000 bit = 0010B : CK00 = fCLK/2²(6MHz)

- **TT0 register** ← 0AFFH
  - TT00 bit = 1
  - TT01 bit = 1

- **MK0H register**
  - TMMK00 bit ← 1
  - TMMK01 bit ← 1
  - TMMK01H bit ← 1

- **IF0H register**
  - TMIF00 bit ← 0 : Clear interrupt request flag of INTTM00
  - TMIF01 bit ← 0 : Clear interrupt request flag of INTTM01
  - TMIF01H bit ← 0 : Clear interrupt request flag of INTTM01H

- **MK1L register**
  - TMMK01H bit ← 1 : Disable INTTM01H interrupt

- **MK0H register**
  - TMMK01H bit ← 1 : Disable INTTM01H interrupt

- **MD00 register** ← 0000H
  - CKS001-CKS000 bit = 00B : Operation clock (CK00) which is set by timer clock selection register 0 (TPS0)
  - CCS00 bit = 0 : Count clock: Operation clock which are specified by CKS001 and CKS000 bit.
  - STS002-STSO00 bit = 000B : Start trigger set up: Only software trigger start is enable. (Other trigger factors are made deselect.)
  - MD003-MD001 bit = 000B : Operation mode: Interval timer mode
  - MD00 bit = 0 : Timer interrupt is not generated when counting is started.

- **TDR00 register** ← EA5FH : measure for 10 ms (1/6MHz × 60000 = 10ms)

- **TO0 register**
  - TO00 bit ← 0
  - TOE0 register ← 0

---

Figure 6.6 Initialization of TAU0 (1/2)
- Set up TAU01 operation mode
  - TMR01 register 8001H
    - CKS011-CKS010 bit = 01B : Operation clock: Operation clock (CK01) which is set by timer clock selection register 0 (TPS0)
    - CCS01 bit = 0 : Count clock: Operation clock which are specified by CKS011 and CKS010 bit.
    - SPLIT01 bit = 0 : Operate as 16-bit timer
    - STS012-STS010 bit = 000B : Start trigger set up: Only software trigger start is valid. (Other trigger sources are unselected.)
    - MD013-MD011 bit = 000B : Operation mode: Interval timer mode
    - MD01 bit = 1 : Timer interrupt is generated at the time of a count start.
  - TDR01 register B71AH : measure for 500 ms (1/93750Hz × 46875 = 500ms)

- Set up TAU01 counter value
- Disable TAU0 output
  - TOM0 register
  - TOM01 bit 0
  - TOL0 register
  - TOL01 bit 0
  - TO0 register
  - TO01 bit 0
  - TOE0 register
  - TOE01 bit 0

- Set up unused timer

**Figure 6.7 Initialization of TAU0 (2/2)**
6.8.6 Initialization of INTP

Figure 6.8 shows the initialization of INTP.

![Diagram of INTP Initialization]

- R_INTC_Create
- Disable INTP0 interrupt
- Clear interrupt request flag of INTP0
- Set interrupt priority level of INTP0 to 3
- The enable edge of INTP0 pin is set as a falling edge.
- Set up unused INTP

return

6.8.7 Initialization of LVD

Figure 6.9 shows the initialization of LVD.

![Diagram of LVD Initialization]

- R_LVD_Create
- Disable LVD interrupt
- Clear interrupt request flag of LVD
- Set interrupt priority level of LVD to 0

return
6.8.8 Main Processing

Figure 6.10 and Figure 6.11 show the main processing.

![Main Processing Diagram]

Figure 6.10 Main Processing (1/2)
Does the supply voltage become too low?

Yes

No (g_lvd_flag = UNDETECT_LOW_VOLTAGE)

IE ← 0

Prepare the data to be saved

led_data ← Higher 4 bits: g_blink_led
            Lower 4 bits: g_blink_num

EEL write
R_EEL_WriteData()

Turn off LED0 and LED1
Turn on LED3

LED0 ← LED_OFF
LED1 ← LED_OFF
LED3 ← LED_ON

Set arguments
request_pstr.command_enu ← EEL_CMD_SHUTDOWN

Shutdown EEL
EEL_Execute(Shutdown)

Stop EEL
EEL_Close()

Stop FDL
FDL_Close()

Disable TAU0
R_TAU0_Channel0_Stop()

Disable TAU1
R_TAU0_Channel1_Stop()

Disable INTP0
R_INTC0_Stop()

Shift to STOP mode

Figure 6.11 Main Processing (2/2)
6.8.9 Initialization of the Main Processing

Figure 6.12 shows the initialization of the main processing.

```
R_MAIN_UserInit

Enable maskable interrupt

IE ← 1

Set target LED for blinking to LED0

g_blink_LED ← BLINK_LED0

Set 0 to the remaining times of LED blinking

g_blink_num ← 0

Clear low voltage detection flag

g_lvd_flag ← UNDETECT_LOW_VOLTAGE

Enable LVD interruption
R_LVD_Interrupt
Mode_Start()

return
```

Figure 6.12 Initialization of the Main Processing
6.8.10 Initialization of EEL

Figure 6.13 shows the initialization of EEL.

```
R_EEL_Initialize

Set up arguments
request_pstr.address_pu08 ← 00H
request_pstr.identifier_u08 ← 00H
request_pstr.command_enu ← 00H
request_pstr.status_enu ← 00H

Initialization of FDL
FDL_Init()
ret ← FDL_OK / FDL_ERR_CONFIGURATION

Correctly complete?
Yes
Set up of FDL
FDL_Open()

Initialization of EEL
EEL_Init()
ret ← EEL_OK / EEL_ERR_CONFIGURATION

Correctly complete?
Yes
Set up of EEL
EEL_Open()

Set up arguments
request_pstr.command_enu ← EEL_CMD_STARTUP

Start execution of EEL
EEL_Execute(Startup)

EEL function status check
R_EEL_CheckStatus()
ret ← Correctly complete / Access error

return(ret)

Set “Abnormal termination” to the return value.
ret ← RET_NG_DEVICE
```

Figure 6.13 Initialization of EEL
### 6.8.11 Read Processing by EEL

**Figure 6.14** shows how to read data by EEL.

![Diagram](image)

**R_EEL_ReadData**

- **Argument**
  - `uint8_t id` : ID of reading out data
  - `uint8_t* pdata` : The pointer of the buffer in where read data is stored.

- `request_pstr.address_u08 ← pdata`
- `request_pstr.identifier_u08 ← id`
- `request_pstr.command_enu ← EEL_CMD_READ`

- **Return**
  - `ret` : Correctly complete / No data / Access error

### 6.8.12 Valid Range Check of LED blinking Data

**Figure 6.15** shows the valid range check of LED blinking data.

![Diagram](image)

**R_EEL_CheckDataRange**

- **Argument**
  - `uint8_t data` : Data to be checked

- **Extraction of data**
  - `Led (local variable) ← Higher 4 bits of data to be checked`
  - `Num (local variable) ← Lower 4 bits of data to be checked`

- **Is LED data within the valid range?**
  - **Yes**
    - Set "normal response" to the return value.
    - `ret ← RET_OK`
  - **No**
    - Set "out of the valid range" to the return value.
    - `ret ← RET_NG_RANGE`

- **Return**
  - `ret`
6.8.13 EEL Function Status Check

Figure 6.16 shows the EEL function status check.

Figure 6.16 EEL Function Status Check
6.8.14 Enabling TAU01

Figure 6.17 shows how to enable TAU01.

```
R_TAU0_Channel1_Start

TAU0 channel 1 Clear interrupt request flag
IF1L register TMIF01 bit ← 0

TAU0 channel 1 Enable interrupt
MK1L register TMMK01 bit ← 0

TAU0 channel 1 Enable count
TS0 register TS01 bit ← 1

return
```

Figure 6.17 Enabling TAU01
6.8.15 TAU01 Interrupt Handler

Figure 6.18 shows the flowchart of the TAU01 interrupt handler.

![Flowchart of TAU01 Interrupt Handler](image)

*Figure 6.18 TAU01 Interrupt Handler*
6.8.16 Disabling TAU01

Figure 6.19 shows how to disable TAU01.

```
R_TAU0_Channel1_Stop

Disable TAU0 channel 1 count
TT0 register
TT01 bit ← 1

Disable TAU0 channel 1 interrupt
MK0L register
TMMK01 bit ← 1

Clear interrupt request flag of TAU0 channel 1
IF0L register
TMIF01 bit ← 0

return
```

Figure 6.19 Disabling TAU01

6.8.17 Enabling INTP0

Figure 6.20 shows how to enable INTP0.

```
R_INTC0_Start

Clear interrupt request flag of INTP0
IF0L register
PIF0 bit ← 0

Enable INTP0 interrupt
MK0L register
PMK0 bit ← 0

return
```

Figure 6.20 Enabling INTP0
6.8.18 INTP0 Interrupt Handler

Figure 6.21 shows the flowchart of the INTP0 interrupt handler.

```
        r_intc0_interrupt
          └── Enable maskable interrupt
               └── IE ← 1
                     └── IF0H register
                           └── TMIF00 bit ← 0
                                 └── MK0H register
                                       └── TMMK00 bit ← 0
                                             └── TS0 register
                                                  └── TS00 bit ← 1
```

Figure 6.21 INTP0 Interrupt Handler

6.8.19 Enabling TAU00

Figure 6.22 shows how to enable TAU00.

```
        R_TAU0_Channel0_Start
          └── Clear interrupt request flag of TAU0 channel 0
               └── IF0H register
                    └── TMIF00 bit ← 0
                               └── MK0H register
                                    └── TMMK00 bit ← 0
                                             └── TS0 register
                                                  └── TS00 bit ← 1
```

Figure 6.22 Enabling TAU00
6.8.20 TAU00 interrupt handler

Figure 6.23 shows the flowchart of the TAU00 interrupt handler.

```
Figure 6.23 TAU00 interrupt handler
```
### 6.8.21 Write by EEL

**Figure 6.24** shows how to write data by EEL.

```plaintext
R_EEL_WriteData

Set up arguments

Write by EEL
R_EEL_Execute(Write)

EEL function status check
R_EEL_CheckStatus()

return
```

#### Argument

- `uint8_t id` : ID of reading out data
- `uint8_t* pdata` : The pointer of the buffer in where read data is stored.

```plaintext
request_pstr.address_pu08 ← pdata
request_pstr.identifier_u08 ← id
request_pstr.command_enu ← EEL_CMD_WRITE
```

**Figure 6.24 Write by EEL**

### 6.8.22 Disabling TAU00

**Figure 6.25** shows how to disable TAU00.

```plaintext
R_TAU0_Channel0_Stop

Disable TAU0 channel 0 count
TT0 register
TT00 bit ← 1

Disable TAU0 channel 0 interrupt
MK0H register
TMMK00 bit ← 1

Clear interrupt request flag of TAU0 channel 0
IF0H register
TMIF00 bit ← 0

return
```

**Figure 6.25 Disabling TAU00**

### 6.8.23 Disabling INTP0

**Figure 6.26** shows how to disable INTP0.

```plaintext
R_INTC0_Stop

Disable INTP0 interrupt
MK0L register
PMK0 bit ← 1

Clear interrupt request flag of INTP0
IF0L register
PIF0 bit ← 0

return
```

**Figure 6.26 Disabling INTP0**
6.8.24 Enabling LVD Interrupt

Figure 6.27 shows how to enable LVD interrupt.

![Figure 6.27 Enabling LVD Interrupt](image)

6.8.25 LVD interrupt handler

Figure 6.28 shows the flowchart of the LVD interrupt handler.

![Figure 6.28 LVD interrupt handler](image)
6.9 How to Import EEL into the Software Project

How to import EEL files used by this application into the software project is indicated below.

6.9.1 CubeSuite+ Version

(1) The following files are copied to the root directory of a project.
   - fdl.h
   - fdl_types.h
   - fdl.lib
   - eel.h
   - eel_types.h
   - eel.lib

(2) Right-clicks “File” at the project tree of CubeSuite+ and select the file copied according to the extension (.h, .lib, .dr) by clicking “Add” and “Add an existing file”.

Caution

Please do not import the file in the directory smprl78 included in EEL. Be sure to use the file included in the sample code. (e.g. eel_descriptor.c)

When the file has been overwritten, correct according to “0 EEL Initial Values to be Set by User”.

6.10 Modification of the Sample Code

When re-execute code generation, correction of files and projects may be needed as follows.

Environment: CubeSuite+ version
File name: r_eel.dr
Modification required: ■ Set up build-target
  Open the property by right-click on r_eel.dr in the project tree of CubeSuite+.
  Change “No” to “Yes” on “set up as build-target”.

![Project Tree Image]
Environment: CubeSuite+ version
File name: r_cg_port.c
Modification required: PFSEG3 register set-up code
Modify "04_PFDEG_DEFAULT" to "00_PFDEG_PORT".
PFSEG6 register set-up code
Add it before ISCLED register set-up code.

```c
void R_PORT_Create(void)
{
    PFSEG0 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5_PORT | _00 PFSEG6_PORT | _00 PFSEG7_PORT | _00 PFSEG8_PORT | _00 PFSEG9_PORT | _00 PFSEG10_PORT | _00 PFSEG11_PORT | _00 PFSEG12_PORT | _00 PFSEG13_PORT | _00 PFSEG14_PORT | _00 PFSEG15_PORT;
    PFSEG1 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5_PORT | _00 PFSEG6_PORT | _00 PFSEG7_PORT | _00 PFSEG8_PORT | _00 PFSEG9_PORT | _00 PFSEG10_PORT | _00 PFSEG11_PORT | _00 PFSEG12_PORT | _00 PFSEG13_PORT | _00 PFSEG14_PORT | _00 PFSEG15_PORT;
    PFSEG2 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5_PORT | _00 PFSEG6_PORT | _00 PFSEG7_PORT | _00 PFSEG8_PORT | _00 PFSEG9_PORT | _00 PFSEG10_PORT | _00 PFSEG11_PORT | _00 PFSEG12_PORT | _00 PFSEG13_PORT | _00 PFSEG14_PORT | _00 PFSEG15_PORT;
    PFSEG3 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5_PORT | _00 PFSEG6_PORT | _00 PFSEG7_PORT | _00 PFSEG8_PORT | _00 PFSEG9_PORT | _00 PFSEG10_PORT | _00 PFSEG11_PORT | _00 PFSEG12_PORT | _00 PFSEG13_PORT | _00 PFSEG14_PORT | _00 PFSEG15_PORT;
    PFSEG4 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5_PORT | _00 PFSEG6_PORT | _00 PFSEG7_PORT | _00 PFSEG8_PORT | _00 PFSEG9_PORT | _00 PFSEG10_PORT | _00 PFSEG11_PORT | _00 PFSEG12_PORT | _00 PFSEG13_PORT | _00 PFSEG14_PORT | _00 PFSEG15_PORT;
    PFSEG5 = _00 PFSEG0_PORT | _00 PFSEG1_PORT | _00 PFSEG2_PORT | _00 PFSEG3_PORT | _00 PFSEG4_PORT | _00 PFSEG5 Port | _00 PFSEG6 Port | _00 PFSEG7 Port | _00 PFSEG8 Port | _00 PFSEG9 Port | _00 PFSEG10 Port | _00 PFSEG11 Port | _00 PFSEG12 Port | _00 PFSEG13 Port | _00 PFSEG14 Port |
    PFSEG6 = _00 PFSEG0 Port | _00 PFSEG1 Port | _00 PFSEG2 Port | _00 PFSEG3 Port | _00 PFSEG4 Port | _00 PFSEG5 Port | _00 PFSEG6 Port | _00 PFSEG7 Port | _00 PFSEG8 Port | _00 PFSEG9 Port | _00 PFSEG10 Port | _00 PFSEG11 Port | _00 PFSEG12 Port | _00 PFSEG13 Port | _00 PFSEG14 Port |
    ISCLED = 02_13000_VC100 | 01_13000_VC100;
```
7. **Sample Code**

   The sample code is available on the Renesas Electronics Website.

8. **Documents for Reference**

   RL78/L13 User's Manual: Hardware
   RL78 Family User's Manual: Software
   (The latest versions of the documents are available on the Renesas Electronics Website.)

   Technical Updates/Technical Brochures
   (The latest versions of the documents are available on the Renesas Electronics Website.)
## Revision History

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General Precautions in the Handling of Microprocessing Unit and Microcontroller Unit Products

The following usage notes are applicable to all Microprocessing unit and Microcontroller unit products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

1. Precaution against Electrostatic Discharge (ESD)
   A strong electrical field, when exposed to a CMOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop the generation of static electricity as much as possible, and quickly dissipate it when it occurs. Environmental control must be adequate. When it is dry, a humidifier should be used. This is recommended to avoid using insulators that can easily build up static electricity.
   Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors must be grounded. The operator must also be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions must be taken for printed circuit boards with mounted semiconductor devices.

2. Processing at power-on
   The state of the product is undefined at the time when power is supplied. The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the time when power is supplied. In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the time when power is supplied until the reset process is completed. In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the time when power is supplied until the power reaches the level at which resetting is specified.

3. Input of signal during power-off state
   Do not input signals or an I/O pull-up power supply while the device is powered off. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Follow the guideline for input signal during power-off state as described in your product documentation.

4. Handling of unused pins
   Handle unused pins in accordance with the directions given under handling of unused pins in the manual. The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of the LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible.

5. Clock signals
   After applying a reset, only release the reset line after the operating clock signal becomes stable. When switching the clock signal during program execution, wait until the target clock signal is stabilized. When the clock signal is generated with an external resonator or from an external oscillator during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Additionally, when switching to a clock signal produced with an external resonator or by an external oscillator while program execution is in progress, wait until the target clock signal is stable.

6. Voltage application waveform at input pin
   Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between $V_{IL}$ (Max.) and $V_{IH}$ (Min.) due to noise, for example, the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between $V_{IL}$ (Max.) and $V_{IH}$ (Min.).

7. Prohibition of access to reserved addresses
   Access to reserved addresses is prohibited. The reserved addresses are provided for possible future expansion of functions. Do not access these addresses as the correct operation of the LSI is not guaranteed.

8. Differences between products
   Before changing from one product to another, for example to a product with a different part number, confirm that the change will not lead to problems. The characteristics of a microprocessing unit or microcontroller unit products in the same group but having a different part number might differ in terms of internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.
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