

RL78/G13

Renesas Starter Kit Tutorial Manual
(CubeSuite+)

RENESAS MCU
RL Family / G1X Series

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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 the RSK hardware functionality, and electrical characteristics. It is intended for users designing sample code on the RSK platform, using the many different incorporated peripheral devices.

The manual comprises of an overview of the capabilities of the RSK product, but does not intend to be a guide to embedded programming or hardware design.

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 RL78G13 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. | RSKRL78G13 User's Manual | R20UT0459EG |
| Tutorial | Provides a guide to setting up RSK environment, running sample code and debugging programs. | RSKRL78G13 Tutorial Manual | R20UT0460EG |
| Quick Start Guide | Provides simple instructions to setup the RSK and run the first sample, on a single A4 sheet. | RSKRL78G13 Quick Start Guide | R20UT0461EG |
| Software Help Manual | Describes the functionality of the sample code. | RSKRL78G13 Software Help Manual | R20UT0746EG |
| Schematics | Full detail circuit schematics of the RSK. | RSKRL78G13 Schematics | R20UT0458EG |
| Hardware Manual | Provides technical details of the RL78G13 microcontroller. | RSKRL78G13 Hardware Manual | R01UH0146EJ |

2. List of Abbreviations and Acronyms

| Abbreviation | Full Form |
|---------------------|-----------------------------------|
| ADC | Analogue to Digital Converter |
| API | Application Programming Interface |
| CD | Compact Disk |
| CPU | Central Processing Unit |
| E1 | E1 Emulator |
| LCD | Liquid Crystal Display |
| LED | Light Emitting Diode |
| ROM | Read-Only Memory |
| RSK | Renesas Starter Kit |
| RTC | Real Time Clock |
| 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?

The project generator will create a tutorial project with two selectable build configurations.

- 'DefaultBuild' is a project with debug support and optimisation level set to two.
- 'DebugBuild' is a project built with the debugger support included. Optimisation is set to zero.
- 'ReleaseBuild' is a project with optimised compile options, producing code suitable for release in a product.

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.

These tutorials are designed to show you how to use the RSK and are not intended as a comprehensive introduction to the CubeSuite+'s debugger, compiler toolchains or the E1 emulator. Please refer to the relevant user manuals for more in-depth information.

3. Introduction to Code Generator

3.1 What is Code Generator

Code Generator is a design tool which enables you to output the source code (device driver programs, C source files and header files) necessary to control the peripheral hardware functions provided by the microcontroller device (clock generator, port functions, etc.) by configuring various information using the GUI. This tool is integrated into CubeSuite+.

3.2 Features

The Code Generator has the following features:

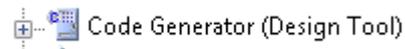
- Reporting function
You can output configured information using the Code Generator as files in various formats for use as design documents.
- Renaming function
The user can change default names assigned to the files output by Code Generator and the API functions contained in the source code.
- Code generating function
Code Generator can output not only device driver programs in accordance with the information configured using the GUI, but also a build environment such as sample programs containing main functions and link directive files.
- Project/workspace file generating function

3.3 Code Generation

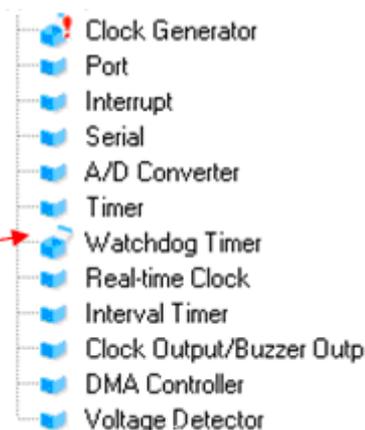
The following steps serve as a short presentation of how to generate source code using the Code Generator design tool. It assumes that a project already exists and is opened.

For more details on how to use Code Generator, refer to the document “CubeSuite+ V1.00.01 Integrated Development Environment User’s Manual: RL78 Design”.

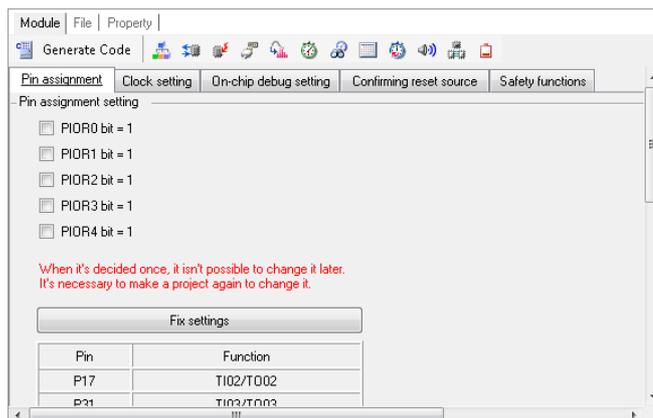
- Double-click the Code Generator (Design Tool) from the Project Tree pane to reveal the list of peripherals.



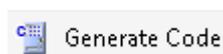
- The project tree shows all configurable peripherals of the selected device.
- The exclamation mark on the Clock Generator will disappear after the Pin Assignment configuration; shown in the screen-shot that follows the one opposite to this text.
- The Watchdog Timer module is configured and enabled by default; indicated by the open box.



- Click on the < Fix settings > button.
- The ‘Clock setting’ tab contains options for configuring the clocks.
- The ‘On-chip debug setting’ tab contains an option to enable/disable debugging and the use of a security ID. Ensure to set the ‘On-chip debug operation setting’ to ‘Used’ for debugging projects.



- The icons highlighted in the opposite screen-shot shows the available peripherals that can be configured. Click each icon to open the settings view and configure the desired peripherals.
- Click on ‘Generate Code’ after configuring all desired peripherals, to generate the project source and header files.
- The generated files will automatically be created and placed in the project folder.



Note: If files of the same name already exist in the IDE project folder, it may be necessary to back-up the old files before overwriting them.

Note: The Application sample project is an empty sample project with temporary files generated from Code Generator. Users are encouraged to use Code Generator to generate the source files containing API functions based on their application development’s requirements and use them in the Application sample project.

4. Tutorial Project Workspace

The project includes all of the files required to get started. The tutorial code is designed to show how code can be written, debugged and then downloaded.

Contents of common C files are controlled with defines set up in the build configuration options and `#ifdef` statements within the source files. Maintaining only one set of project files means that projects are more controllable.

5. Project Workspace

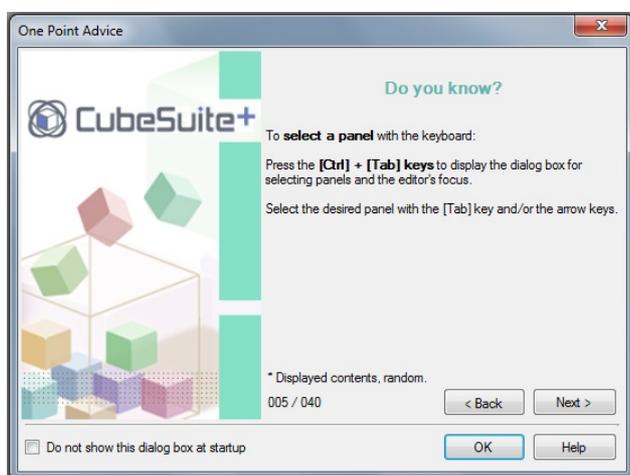
5.1 Introduction

CubeSuite+ is an integrated development tool that allows the user to write, compile, program and debug a software project on the 78K, RL and V850 family of Renesas Microcontrollers. CubeSuite+ will have been installed during the installation of the software support for the Renesas Starter Kit product. This manual will describe the stages required to create and debug the supplied tutorial code.

5.2 Starting CubeSuite+ and Connecting the E1 Debugger

To look at the program, start CubeSuite+ from the Windows Start Menu.

The first time CubeSuite+ is started, the One Point Advice dialog box will be shown:



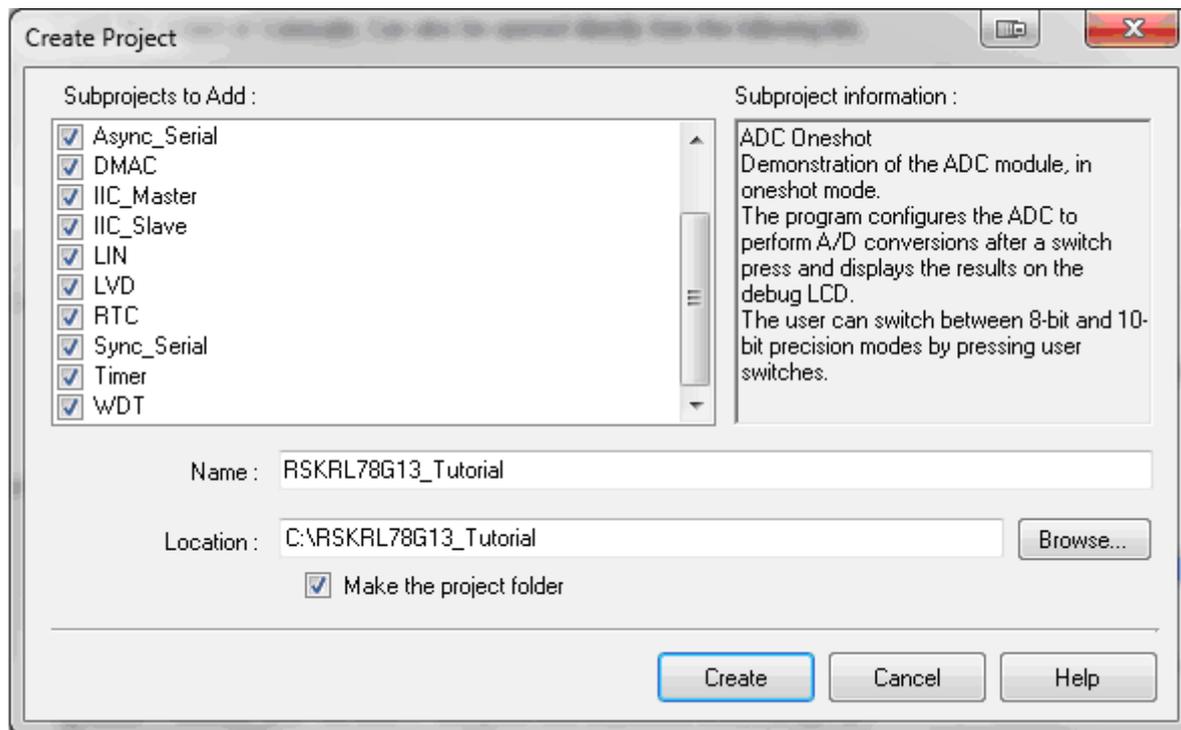
The One Point Advice dialog box provides some useful tips when using CubeSuite+. Press < OK > to skip the advice and close the One Point Advice dialog. The user will then be presented with the Start panel which contains six sections.

Under the 'Open Sample RSK Project', open a new Tutorial project by selecting the RSKRL78G13_Tutorial project template and click on 'Go' as shown below. This will save a copy of the RSKRL78G13_Tutorial project.



Add all sub-projects by clicking on the tick-box next to each sub-project name. Information on each sub-project is listed below the 'Subproject information' heading.

CubeSuite+ will present a 'Create Project' dialog as seen in the next screenshot below.

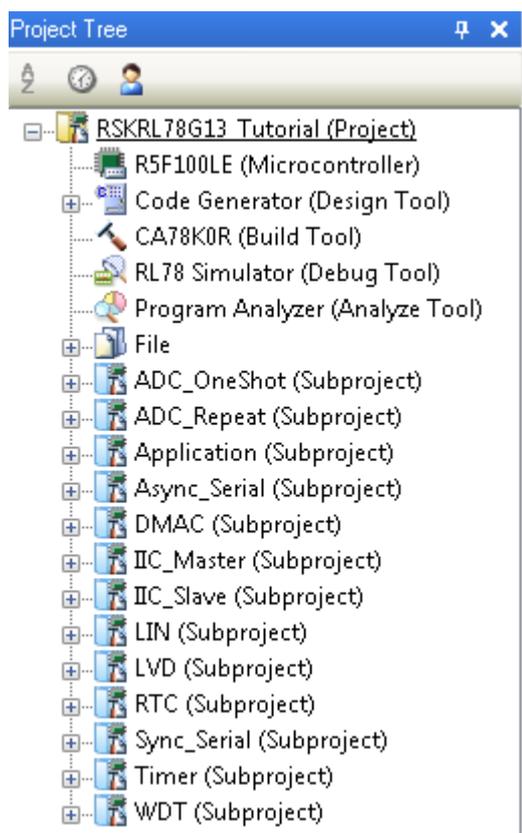


- Select all sub-projects by clicking on each tick-box and observe the information displayed under the 'Subproject information:' heading as you click on each tick-box.
- Enter a name in the 'Name' field as shown above.
- Specify a folder where the project is to be saved.
- Click on <Create>.
- A dialog will appear if the location specified does not exist; asking to create the folder specified.
- Click on <OK>.
- CubeSuite+ will create the project in the specified folder. A number of dialogs will appear consecutively as each sub-projects is added to the main project.

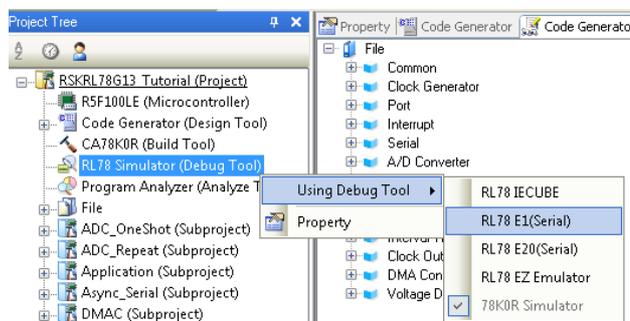
To view the file project source files, double click on the files listed in the Project Tree window. A new window will open showing the code.

Note: A different name and location may be specified.

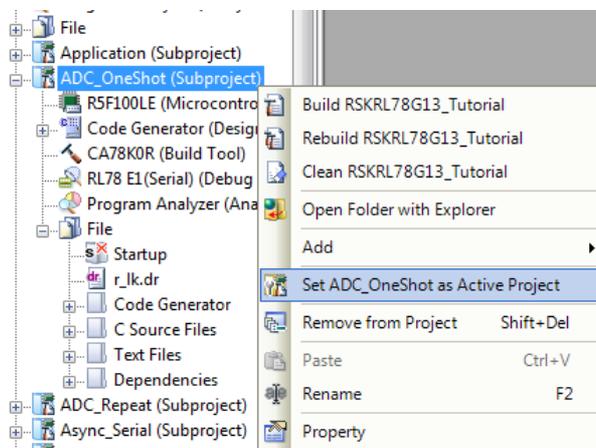
- The Project Tree as seen in CubeSuite+.
- RSKRL78G13_Tutorial (Project) is the master project and includes the tools shown on the opposite screenshot.
- The File folder seen in the screenshot belongs to the master project, RSKRL78G13_Tutorial.
- This folder contains and lists all project source and header files including text files arranged in separate folder structures.
- Folders containing the subprojects, indicated by “(Subproject)”, are listed below the File folder.
- Each subproject folder, when expanded, reveals an identical tools and folder structure to that of the master project being RSKRL78G13_Tutorial.
- By default the RSKRL78G13_Tutorial project is set as the active project, indicated by the line under the project name.
- To change the active project, right-click on the project/subproject name and select “Set ___ as Active Project” (___ represents the project name).



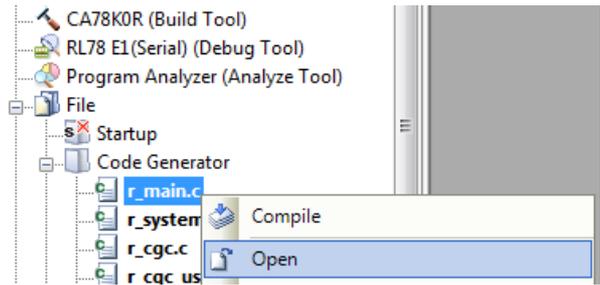
- The main project’s default debug tool is set to ‘RL78 Simulator’.
- To change the debug tool:
 - Right-click on RL78 Simulator (Debug Tool).
 - Select Using Debug Tool
 - Select ‘RL78 E1 (Serial)



- The screenshot shown opposite serves as a demonstration of how to change the active project. The ADC_OneShot subproject is used as an example.
- The File folder contains four subfolders. This structure is common to all projects.
- All Code Generator generated source files are grouped under the Code Generator folder which itself is listed under the File folder in the Project Tree. These files are prefixed with ‘r_’ to indicate that they were generated by Code Generator. All other user-generated or user-included source files are listed separately from those of Code Generator’s. This can be seen above.



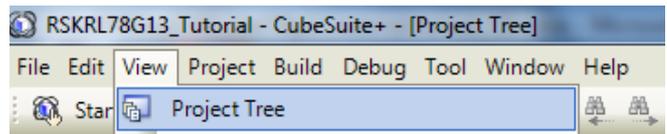
- To open a file for viewing, right-click on the file and select 'Open'. Alternatively, double-click on the file.



5.3 Configuring the Debug Tool (E1)

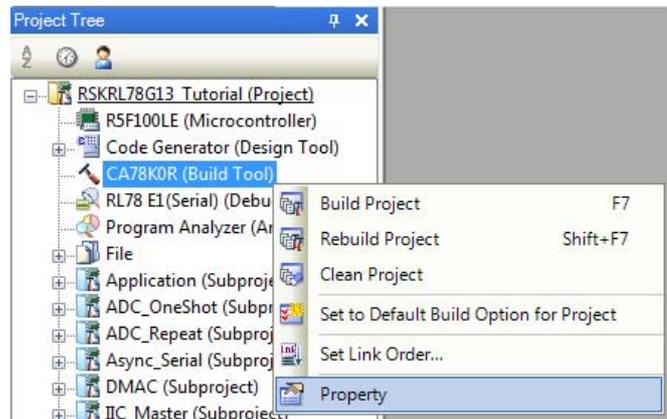
Note: The Tutorial sample project's settings are pre-configured. This section serves to help the user familiarise themselves with the settings for when they decide to create a new project.

- The Project Tree will be displayed on the left-hand pane of CubeSuite+.
- This can be invoked from the menu bar [View > Project Tree].

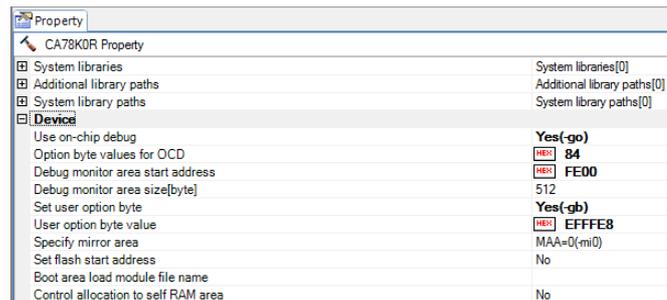


This list contains a number of tools used in configuring the IDE for programming and debugging of the device, as well as listing source code files. Follow the following instructions to verify the pre-configured settings:

- Right click on CA78K0R (Build Tool)
- Click on Property



- Click on the Link Options tab to open the sheet.
- Expand the Device entry to reveal the sub-entry options.
- Verify that the Debug monitor area start address is as shown on the opposite screen-shot.



- The opposite screen-shot indicates that the selected Debug Tool is E1.

- Right click on RL78 E1(Serial) (DebugTool)
- Click on Property
- View the Connect Settings
- Verify that the settings match with what is shown on the opposite screen-shot.

Note: to supply external power to the target board, set the 'Power target from emulator. (MAX 200mA)' entry to No.

The project is configured to halt code execution on the first instruction of the main function after programming the microcontroller. To specify another function as the entry point:

- View the Download File Settings of the RL78 E1's property.
- Change the 'specified symbol' to another available function.
- Ensure to pre-fix the function name with an underscore ("_").

Note: Do not specify an interrupt handler as the entry point.

The screenshot shows the Project Tree on the left with 'RL78 E1(Serial) (Debug Tool)' selected. A context menu is open over it, showing 'Using Debug Tool' and 'Property'. The 'Property' panel is open, showing various settings for the RL78 E1(Serial) tool.

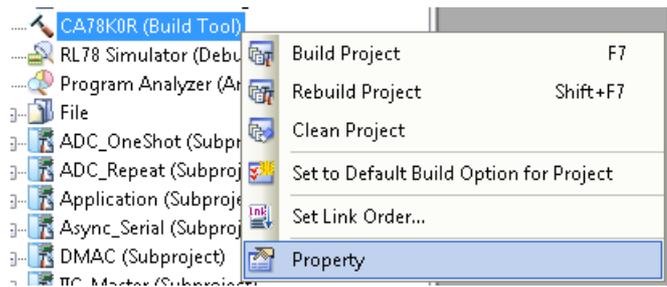
| RL78 E1(Serial) Property | |
|---|---------------------------|
| Internal ROM/RAM | |
| Size of internal ROM[KBytes] | 64 |
| Size of internal RAM[Bytes] | 4096 |
| Size of DataFlash memory[KBytes] | 4 |
| Clock | |
| Main clock frequency [MHz] | 20.00 |
| Sub clock frequency[kHz] | 32.768 |
| Monitor clock | System |
| Connection with Target Board | |
| Communication method | 1 line type (TOOL0) |
| Power target from the emulator (MAX 200mA) | Yes |
| Supply voltage | 5.0V |
| Flash | |
| Security ID | HEX: 00000000000000000000 |
| Permit flash programming | Yes |
| Use wide voltage mode | Yes |
| Chip erase when starting | No |
| RL78 E1(Serial) Property | |
| Download | |
| Download files | [1] |
| CPU Reset after download | Yes |
| Erase flash ROM before download | No |
| Automatic change method of event setting position | Suspend event |
| Debug Information | |
| Execute to the specified symbol after CPU Reset | Yes |
| Specified symbol | _main |
| Startup start symbol | _@cstart |
| Startup end symbol | _@cend |

5.4 Build Configuration

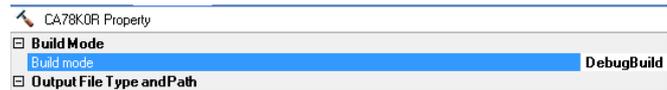
The build configurations are selected from the build tool's Property panel. The options available are DefaultBuild, DebugBuild and ReleaseBuild. The DefaultBuild and DebugBuild are configured for use with the debugger. The ReleaseBuild is configured for the final ROM-programmable code.

A common difference between the two builds is the optimisation setting and the addition of debug information. With optimisation turned on, the debugger may seem to execute code in an unexpected order. To assist in debugging it is often helpful to turn optimisation off on the code being debugged.

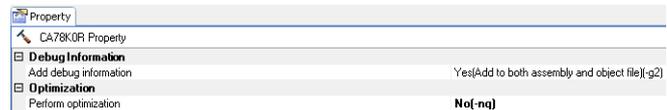
- Right-click on CA78K0R (Build Tool) from the Project Tree.
- 'Select Property.'



- The Common Options sheet will open by default.
- Verify that the Build Mode is set to DebugBuild.



- Click on the Compile Options sheet to view compiler options.
- Ensure the 'Add debug information' entry is set to 'Yes (Add to both assembly and object file)(-g2)'.
 • Ensure the 'Optimization' is set to No.



6. Building the Tutorial Program

The tutorial project build settings have been pre-configured in the toolchain options. To view the toolchain options double-click on CA78K0R (Build Tool) from the Project Tree and select the available tabs. It is important when changing settings to be aware of the current configuration before modifying the settings.

- Review the options on each of the tabs to be aware of the options available. For the purposes of the tutorial, leave all options at default.
- When complete, the Property panel can be closed by clicking [x] on the right-hand corner of the Property window.



6.1 Building the Code

There is a choice of three shortcuts available for building the project.

- Selecting the 'Build Project' toolbar button will build all projects listed in the project tree. 
- Pressing [F7]. This is equivalent to pressing the 'Build Project' toolbar button. 
- Selecting the 'Rebuild Project' toolbar button will rebuild all project files. 
- Selecting the 'Build & Download' toolbar button will only build the active project and download the code to the target device after a successful build.
- Pressing [F6]. This is equivalent to pressing the 'Build & Download' toolbar button. 

Build the project now by pressing [F7] or pressing one of the build icons as shown above. During the build each stage will be reported in the Output Window. The build will complete with an indication of any errors and warnings encountered during the build.

6.2 Connecting the Debugger

For this tutorial it is not necessary to provide an external power supply to the board. The power will be obtained from the USB port. Please be aware that if you have too many devices connected to your USB port it may be shut down by Windows. If this happens remove some devices and try again. Alternatively provide an external power source taking care to ensure the correct polarity and voltage.

Other sample code supplied with this RSK will require a variable power supply; in which case an external 5V variable power supply should be used. Refer to the RSKRL78G13 User Manual for further details.

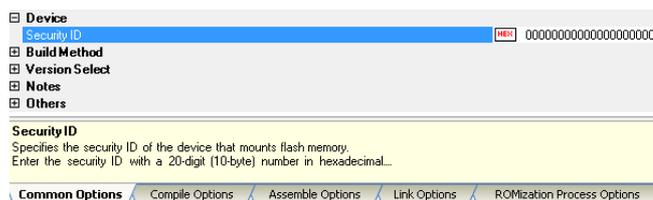
The Quick Start Guide provided with the Renesas Starter Kit board gives detailed instructions on how to connect the E1 to the host computer. The following assumes that the steps in the Quick Start Guide have been followed and the E1 drivers have been installed.

- Fit the LCD module to LCD connector on the board, via the header marked 'LCD'. Ensure all the pins of the connector are correctly inserted in the socket.
- Connect the E1 Debugger to a free USB port on your computer.
- Connect the E1 Debugger to the target hardware ensuring that it is plugged into the connector marked 'E1'.
- If supplying external power to the board please refer to Section 5.3 to turn off the option of supplying power from the E1 before turning on the external power supply.

6.3 Connecting to the Target with the E1 Debugger

This section will take you through the process of connecting to the device, programming the Flash and executing the code.

- Double click on CA78K0R (Build Tool) to open the Property view.
- In the Common Options tab; found under the Property view.
- Verify that the Security ID is set to 00000000000000000000 under the 'Device' entry.

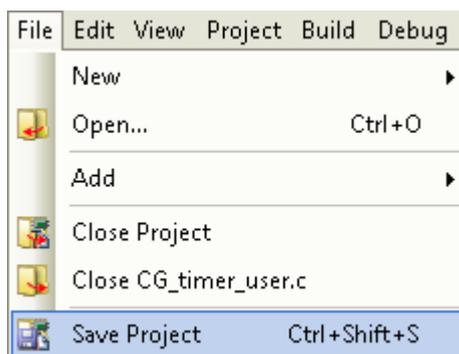


Note:

The project has been configured not to use the Security ID feature.

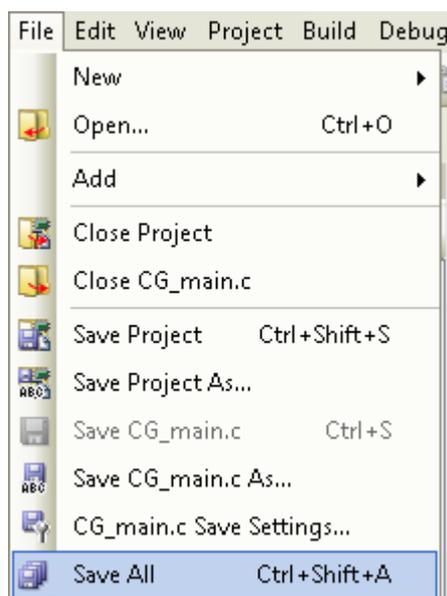
If you have changed any project settings now is a good time to save the project.

- Select 'File' | 'Save Project'.

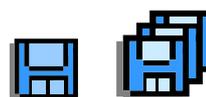


If you make any changes to files in CubeSuite+ and want to preserve these change, you can save them by:

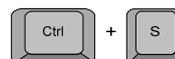
- Select 'File' | 'Save All'.



You can also save files by clicking the 'Save' or 'Save All' buttons from the CubeSuite+ toolbar.



You can also save files using the following keyboard shortcut:



7. Downloading and Running the Tutorial

7.1 Downloading the Program Code

Now that the code has been built in CubeSuite+ it needs to be downloaded to the RSK.

- Click on the program download button. Alternatively, select Debug from the Menu bar and click on Download.
- On completion of program download, the debugger and code are ready to be executed. The program counter indicator will point to first line of code inside the main function; this is the program's entry point.



```
82 void main(void)
83 {
84     /* Start user code. Do not edit comment generated here */
85
86     /* Initialise the LCD module. */
87     InitialiseDisplay();
88
89     /* Display RSK and sample name */
90     DisplayString(LCD_LINE1, "Renesas");
91     DisplayString(LCD_LINE2, NICKNAME);
92 }
```

7.2 Running the Tutorial

Once the program has been downloaded onto the RSK device, the program can be executed. Click the 'Go' button to begin the program from the current program counter position. It is recommended that you run through the program once first, and then continue to the review section.



8. Reviewing the Tutorial Program

This section will look at each section of the tutorial code, how it works, and how it could be altered to be implemented into more complex code.

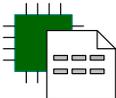
8.1 Program Initialisation

Before the main program can run, the microcontroller must be configured. Due to the debugger configuration used for the Tutorial project and the rest of the sample projects, the user will not be able to step through the hardware initialisation code as a result. Please refer to Section 5.3 to change the entry point after programming the microcontroller. Specify ‘_R_Systeminit’ as the function name if viewing of hardware initialisation is desired. The initialisation code is executed every time the device is reset via the reset switch or from a power reboot. The user is advised not to use the ‘step’ feature of the debugger to exit the R_Systeminit function.

Ensuring the Tutorial program has been downloaded onto the RL78G13; press the ‘Reset & Go’ button on the Debug Toolbar.



- From the Menu bar select View > Disassemble > Disassemble1. Alternatively, use the Display Disassemble button to open and view the ‘source and disassembly’.
- To make the Display Disassemble button available on the toolbar, right-click on the toolbar and select ‘View Panels’.



Revert back to the source by clicking on the file containing the function pointed to by the program counter indicator. Alternatively, right click in the Disassemble1 window and click "Jump to Source"

```

78:      **      None
79:      **
80:      **-----**
81:      */
82:      void main(void)
83:      {
84:          /* Start user code. Do not edit comment generated here */
85:
86:          /* Initialise the LCD module. */
87:          InitialiseDisplay();
88:
89:          _main:
90:          00412 fc520500 CALL      !!_InitialiseDisplay
91:
92:          /* Display RSK and sample name */
93:          DisplayString(LCD_LINE1, "Renesas");
94:          00416 300920 MOVW     AX,#2009H
95:          00419 c1      PUSH     AX
96:          0041a f6      CLRW     AX
97:          0041b fce20500 CALL     !!_DisplayString
98:          0041f c0      POP      AX
99:
100:         DisplayString(LCD_LINE2, NICKNAME);
101:         00420 301120 MOVW     AX,#2011H
102:         00423 c1      PUSH     AX
103:         00424 301000 MOVW     AX,#10H
104:         00427 fce20500 CALL     !!_DisplayString
105:         0042b c0      POP      AX

```

8.2 Main Functions

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

- Right click the 'FlashLEDs()' function call and select 'Go to Here' to execute the program up to this line. The function 'InitialiseDisplay()' call initialises the debug LCD and the 'DisplayString()' function calls will write the strings "Renesas " and "RL78G13 " on line 1 and 2, respectively.

```

81  */
82  void main(void)
83  {
84      /* Start user code. Do not edit comment
85
86      /* Initialise the LCD module. */
87      InitialiseDisplay();
88
89      /* Display RSK and sample name */
90      DisplayString(LCD_LINE1, "Renesas");
91      DisplayString(LCD_LINE2, NICKNAME);
92
93      /* Flash the user LEDs for some time or
94      FlashLEDs();
95
96      /* Flash the
97      interrup
98      TimerADC();
99
100     /* Demonsta
    
```

- Set a software break-point on the 'TimerADC()' function call by clicking on the On-Chip Break-point column to the left of the number column.

```

93      /* Flash the user LEDs for some time
94      FlashLEDs();
95
96      /* Flash the user LEDs at a rate set
97      interrupts. */
98      TimerADC();
99
    
```

- Click the 'Step In' button to step into the 'FlashLEDs()' function. Alternatively, press F11.



- The program counter should now move into the FlashLEDs function definition. This function enables the external interrupts connected to the user switches and flashes the user LEDs 200 times or until a user switch has been pressed.
- Press the 'Go' button to resume program execution.
- On exiting the loop, the function disables the switch interrupts and returns to the main function.

```

175 void FlashLEDs(void)
176 {
177     /* Declare a loop iteration count variable */
178     uint32_t uLed_Delay;
179     uint8_t ucLEDcount;
180
181     /* Enable SW1 interrupts */
182     INTP1_Enable();
183
184     /* Enable SW2 interrupts */
185     INTP2_Enable();
186
187     /* Enable SW3 interrupts */
188     INTP4_Enable();
189
190     /* Flash the LEDs for 200 times or until a user switch is
191     for(ucLEDcount=0; ucLEDcount<200; ucLEDcount++)
192     {
193         /* If a user switch was pressed, exit the loop. */
194         if( gSwitchFlag > 0x00)
195         {
196             break;
197         }
    
```

- The program counter should come to a halt at the TimerADC function.
- Step over the function by clicking the 'Step Over' button. Alternatively, press F10.



The TimerADC function starts a continuous A/D conversion and a periodic timer whose period is updated with the ADC result.

- Open the r_timer_user.c file. Set a hardware break-point on the first line of code inside the R_TAU0_Channel1_Interrupt interrupt handler.
- Right click instruction > Break Settings > Set Hardware Break
- Execute the program by pressing the 'Go' button. Alternatively, press F5.



```

93     /* Flash the user LEDs for some time or until a
94     FlashLEDs();
95
96     /* Flash the user LEDs at a rate set by the use:
97     interrupts. */
98     TimerADC();
99
100    /* Demonstration of initialised variables. Use
101    debugger.*/
102    Statics_Test();
103
104    /* Halt in an infinite while loop */
105    while (1U)
106    {
107        ;
108    }
    
```

```

72 */
73 __interrupt void R_TAU0_Channel1_Interrupt(void)
74 {
75     /* Start user code. Do not edit comment generated here */
76
77     /* Toggle user LEDs */
78     LED0 = ~LED0;
79     LED1 = ~LED1;
80     LED2 = ~LED2;
81     LED3 = ~LED3;
82
83     /* Store the
84     gTimerADCperi
85
86     /* Ensure tha
87     if (gTimerADCp
88     {
89         gTime
90     }
91
92     /* Update tim
93     TDR01 = gTime
94
95     /* Clear TMO1
96     TMIF01 = 0;
97
98     /* End user c
99 }
00
01 /* Start user code for adding. Do not edit comment generated here */
    
```

| | |
|---------------------------------|---------------------------|
| Register to Watch1 | |
| Register Action Event... | |
| Go to Here | |
| Set PC to Here | |
| Go To... | Ctrl+G |
| Jump to Function | F12 |
| Back to Last Cursor Position | |
| Forward to Next Cursor Position | |
| Tag Jump | Shift+F12 |
| Break Settings | Set Hardware Break |
| Jump to Disassemble | Set Software Break |
| Cut | Ctrl+X |
| Copy | Ctrl+C |
| Paste | Ctrl+V |
| Open in New Panel | |
| | Set Read Break to |
| | Set Write Break to |
| | Set R/W Break to |
| | Break Option |

- The program will halt at the hardware breakpoint due to the timer's period elapsing.

```

72 */
73 interrupt void R_TAU0_Channel1_Interrupt(void)
74 {
75     /* Start user code. Do not edit comment generated here */
76
77     /* Toggle user LEDs */
78     LED0 = ~LED0;
79     LED1 = ~LED1;
80     LED2 = ~LED2;
81     LED3 = ~LED3;

```

- Remove the hardware breakpoint by clicking on the icon once.

- Press F5 to resume program execution and observe the string on the debug LCD's second line change one character at a time from 'STATIC' to 'TESTTEST' as the Statics_Test function is executed.

```

126 void Statics_Test(void)
127 {
128     /* Declare loop count variable */
129     uint8_t uiCount;
130     /* Declare string variable to hold the string to be copied */
131     uint8_t ucStr[] = "STATIC \0";
132     /* Declare variable buffer to store the copied string */
133     uint8_t ucReplace[] = "TESTTEST\0";
134
135     /* Declare a delay count variable */
136     uint32_t ulDelay;
137
138     /* Write ucStr variable, "STATIC" to LCD */
139     DisplayString(LCD_LINE2, (int8_t*)ucStr);
140
141     /* Begin for loop which writes one letter of ucReplace to the LCD at a time
142     The nested while loops generate the delay between each letter change */
143     for (uiCount=0; uiCount<8; uiCount++)
144     {
145         /* Replace letter number uiCount of ucStr from ucReplace */
146         ucStr[uiCount] = ucReplace[uiCount];
147
148         /* Display the character on the debug LCD */
149         DisplayString(LCD_LINE2, (int8_t*)ucStr);
150
151         /* LED Flashing Delay */
152         for(ulDelay=0; ulDelay<700000; ulDelay++)
153         {
154             /* Delay */
155         }
156     }
157
158     /* Clear LCD Display */
159     ucStr[uiCount] = '\0';
160
161     /* Write MCU nickname to LCD again */
162     DisplayString(LCD_LINE2, NICKNAME);
163 }

```

- Press the Stop 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 RL78G13 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

9. Additional Information

Technical Support

For details on how to use CubeSuite+, refer to [Help > Tutorial] from the menu bar within the CubeSuite+.

For information about the RL78G13 series microcontrollers refer to the RL78G13 Group hardware manual.

For information about the RL78G13 assembly language, refer to [Help > Tutorial] from the menu bar within the CubeSuite+.

Online technical support and information is available at: <http://www.renesas.com/rskrl78g13>

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

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

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