A Note on Using E8a Emulator Software
- With Debugging Target Systems Designed with MCUs of the 38D5 Group -

Please take note of the following problem in using the emulator software for the E8a on-chip debugging emulator:

- With debugging target systems designed with MCUs of the 38D5 group

1. Product and Versions Concerned
   E8a Emulator Software
   V.1.00 Release 00 and V.1.00 Release 00A

2. Description
   The 740 E8a Emulator Debugger included in the product concerned may cause the following symptoms to appear:
   - The user program does not halt at the PC and Event breakpoints.
   - During normal or single-step execution of the user program, "Communication Timeout Error" arises.

3. Conditions
   This problem may occur if the following conditions are all satisfied:
   (1) The 740 E8a Emulator Debugger included in this product is running.
   (2) Any of the MCUs of the 38D5 group is used in the target system.
   (3) One or more interrupt request flags of the user interrupts are set to 1.*
   *Even if the user program is halted on the debugger, user interrupts are not prohibited. So some of their interrupt request flags may be set to 1.

4. Solution
   This problem has been resolved in E8a Emulator Software V.1.01
Release 00, which will be released on February 5, 2008. So use this revised version.

For details of the V.1.01 Release 00 product, see RENESAS TOOL NEWS Document No. 080205/tn4, published also on February 5, on the Web page at

(available on and after February 5.)

Note, however, that on E8a Emulator Software V.1.01 Release 00 and may be on later versions, the following restriction is still imposed:

Restriction:
The I flag (Interrupt Disable Flag) must not be set to 1 in the user program.
(Setting the flag to 1 prohibits all the interrupts except BRK.)
If the I flag is set to 1, the following operations cannot be performed:
- To reference and rewrite memory during program execution
- To update the Watch window automatically during program execution
- To stop the user program by pressing the STOP button

However, the PC and Event breakpoints are valid even if the I flag is set to 1 because they are not affected by the state of the flag.

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