

CodeTAP[®]-XA Emulator

For Motorola 68331 and 68332 Microcontrollers

Highlights

- Real-time in-circuit emulation permits non-intrusive debugging
 - Uses no target memory space
 - Provides Read/Write access to all registers and memory
 - Allows reliable single-stepping, even with interrupts enabled
- Intelligent dynamic trace disassembly captures information on-the-fly and shows register content changes along with trace display
- Powerful source-level debugger supports C and C++
- Sequential event system makes trapping complex bugs easy
- 256K or 1 MB overlay memory greatly facilitates debugging of PROM-based systems and makes it easier to debug RAM-based systems
- Ethernet communications for Sun and serial communications for PC make downloading fast and efficient
- Powered either from your target or a separate, isolated supply for convenience and safety
- Performance analysis tracks where the program spends its time
- External breakpoint outputs permit CodeTAPs to work together with logic analyzers, oscilloscopes and other CodeTAPs in multiprocessor targets
- Timesaving “Explode” command decodes register contents, eliminating the need to constantly refer to data books

Put the compact, feature-rich CodeTAP-XA in your tool kit.



CodeTAP-XA: Price and Performance

The new CodeTAP-XA (extended architecture) in-circuit embedded development tool introduces an unprecedented feature-set in its price class. CodeTAP-XA gives software engineers all the debugging functions they use most, such as software and hardware breakpoints and modification of memory and processor registers, in a low-cost, small-footprint device.

CodeTAP-XA also incorporates high-performance features such as trace disassembly including register contents, Ethernet communications, sequential Event System, and performance analysis. CodeTAP-XA's combination of low-cost and performance lets you equip every engineer, boost productivity, and reduce time to market.

Patented Emulation Technology

CodeTAP-XA uses a custom ASIC with advanced emulation technology to provide visibility and control for executing and debugging code. Because CodeTAP-XA doesn't require code modifications, target memory, interrupt vectors, or target I/O locations, you get a transparent, real-time view of your target.



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*We also offer tools to support these Motorola products:
68000, 68020, 68030, 68040/040V, 68060/EC060/LC060,
ColdFire MCF5102, 68302, 68330/340, 68360/EN/MH, CPU32*

High-Level Debugger and Language Tools

Specifically engineered for CodeTAP-XA, Applied's MWX-ICE C/C++ source and assembly-level debugger gives you easy access to all hardware features. From the windowed interface you have access to high-level data structures and dynamic variables. You can selectively start and stop execution, display and modify CPU registers and memory, and construct powerful macros using a C-like command language.

With convenient, quickly installed interfaces to popular hosts and compilers, CodeTAP-XA fits easily into your environment. Supported software tools include a C/C++ cross-compiler, cross-assembler, disassembler, embedded linker, and object librarian.

Trace History and Display

A 4K deep trace buffer captures address, data, and status information on each clock cycle. Trace information can be captured and viewed without stopping the target processor (Non-Stop Emulation™) or trace can be qualified by turning it off *n* cycles after an event qualification signal. The trace display shows full source-level, assembly-level, or mixed source-and-assembly instructions, along with timestamp information. A trace buffer search capability allows searching for frames containing any combination of address, data, and status information.

Overlay Memory

Mappable RAM overlay memory enables convenient debugging of target PROM and RAM-based target systems. Up to 1 MB of zero wait-state overlay memory is available. It can be segmented into 8 separate blocks, each mapped anywhere in memory on 16K or 64K byte boundaries. Your code is protected while running because writes are not allowed to overlay memory declared as ROM.

Breakpoints and Sequential Event System

CodeTAP-XA supports four hardware breakpoints. Each can be used to invoke either an execution, access, or data value breakpoint. Used together, they form a powerful, four-level sequential event system capable of generating breakpoints that quickly and efficiently pinpoint even tricky, intermittent problems. 64 software execution breakpoints can each be set to a specific address. Asynchronous breakpoints are controlled by the host debugger. External input and output breakpoints allow other devices to notify CodeTAP-XA to break execution or allow it to tell other devices it has stopped. The event system can be used to turn off trace *n* cycles after event qualification.

Trace Disassembly

Applied's Intelligent Trace Disassembler—an industry first—dramatically increases productivity by displaying instructions correlated with register values and bus cycles. CodeTAP-XA lets you easily isolate events that produce unexpected register values, without time-consuming single-stepping, manual calculations, or tedious references to data books. Detailed timing data for each instruction is also useful for analyzing code performance. For the most often-used registers, the convenient "Explode" command graphically displays the register, identifies each bit, and provides definitions.

CodeTAP-XA for Motorola 68331 and 68332 Microcontrollers

Microprocessor Support

Motorola MC68331 at up to 16.78 MHz
Motorola MC68332 at up to 16.78 MHz

Host Requirements

PC environment:

Compatible with IBM PC-386 or later,
MS-DOS or PC-DOS 5.0 or higher,
4MB RAM minimum, RS-232 serial
port, VGA display

Sun environment:

Sun 4, SPARCstation, 8MB RAM
minimum, Sun OS 4.1.1 or higher,
Ethernet port

Communications

PC environment:

RS-232C serial interface, to 115.2K
baud. Effective download speed to:
250K bytes per min.

Sun Environment:

IEEE 802.3 10base2 and 10base5
(Ethernet Thin wire and Thick wire).
Effective download speed to: 500
Kbytes /min

Power Requirements

2A at 5V maximum; 1.3A at 5V typical
Powered from target or external supply,
jumper selectable

Physical Specifications

Dimensions (LHW): 5.6 x 1.0 x 3.0"
(14.22 x 2.54 x 7.62cm)

Weight: 5 oz.

Ambient humidity: 0-90% non condensing

Operating temperature: 32-104° F
(0 to 40° C)

Optional Software Development Tools

ANSI C/C++ Cross-Compiler
Cross-Assembler
Embedded Linking Loader
Object Module Librarian

High Level Debugger

Efficient source-level debug

Window-oriented interface (X-Window
support on SUN SPARCstation)

Support for C/C++

Access to source code variables

Disassembled source view for
machine-level debug and patch

Access to all global, local, stack-based
and register-based symbols

Full C-typing features

Execution control and full access to all CodeTAP-XA hardware features

Execution breakpoints can be set on
line numbers, C statements, program

labels and memory addresses
Display trace in raw, disassembled, and
high-level format
Monitor real and simulated I/O
High-level control of event system set-
up and operation

In-line assembler/memory operations

Assemble code in target memory using
Motorola mnemonics

Display and modify memory

Advanced testing and set up capabilities

Construct complex macros containing
C-like statements and debugger
commands

Record and play back debugging sessions

Explode command to display register
contents with explanations

Performance Analysis

Statistical representation of relative
time spent in functions

File format compatibility:

MRI tool chain

Overlay Memory

256K or 1 MB

16 MHz operation with zero wait states

Mapping based on Addresses or Chip
Selects

Mappable on 16K byte boundaries
(256K version) or 64K byte boundaries
(1 MB version)

Mappable as Read/Write or Read Only

Trace

Depth: 4K clock cycles x 68 bits wide
(address, data, and status signals)

Collected on clock cycles (typically 4
clocks per bus cycle)

Dynamic trace: trace can be read
without stopping target processor
Qualified by turning trace off based on
event system

IPIPE and IFETCH captured for accurate
disassembly

Search trace for frames containing
specific address, data, and status
Display address, data, status, and time
stamp information with symbols

Intelligent Trace Disassembler

Infers and displays register contents
correlated with instructions

Allows display of mixed source-level
trace and assembler trace

Allows display of assembly instructions
along with bus cycle and timing
information

Breakpoint and Event System

4-stage sequential event system

4 hardware breakpoints

64 software execution breakpoints

Asynchronous breaking allowed under
control of host debugger

External breakpoint trigger in and out
4 comparators used to trigger:

Hardware execution breaks after
instruction

Hardware access breaks after bus cycle

Trace system to stop tracing

Comparator inputs include:

Address

Data

Chip select & CS Boot

Function Code

Data Strobe Acknowledge

Read/Write

Autovector

Read-Modify-Write Cycle

Size

Interrupt Request

External event input (LSA bit)

Stand-Alone Mode

When invoked, CodeTAP-XA behaves
just as a bare processor without
emulation capabilities

Target Hardware Adapters

Clip-on adapter, fits over 132-pin PQFP
package in target

Ironwood two piece adapter; LCC
bottom soldered to target

AMP adapter fits over AMP PQFP
socket (P/N 821949-5) soldered to
target

For more information, call 1-800-426-3925,
e-mail info@amc.com, or browse <http://www.amc.com>



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