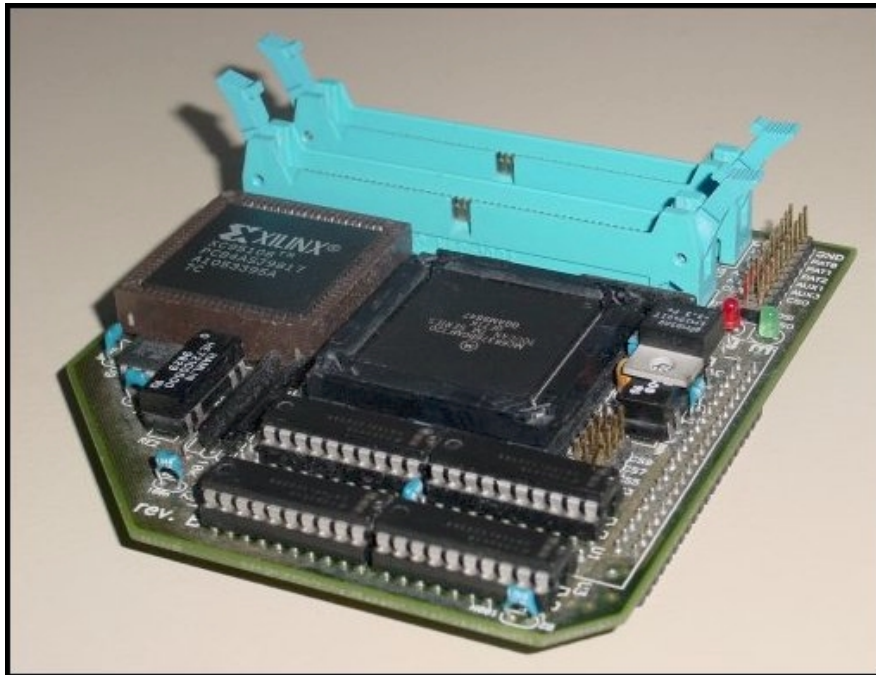

POD Hardware Reference

Motorola MC68336 POD rev. B

Ordering code	IC20101
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POD Hardware Reference

In-Circuit Emulation PODs

The following elements of interest are located on all In-Circuit emulation PODs:

- emulation CPU - acts on behalf of target's CPU. On some PODs you must use the same CPU on the POD as it is used on the target (see your POD reference page). In such cases, remove the CPU from the POD and insert the CPU that you use in the target system, in its place.
- red LED (D3) - lit when CPU is running
- green LED (D4) - lit when Emulator is ready for emulation
- a connector, mostly marked ST3 - contains signal lines, some of which are hardware configuration lines (such as bank select signals), others you can use for signal generation (pattern generator outputs).

Here are some common signals found on the signal connector, commonly marked as ST3:

- GND Ground
- BPE External breakpoint input. Active high.
- RESO/RO Reset output. Connect to target to reset peripherals.
- TRES/TR Target reset input.
- AUXn AUX signal inputs (same as inputs on Emulator/trace)

Note: On PODs that support synchronization between two or more Emulators (currently only the HC(S)12 Family, see the Synchronization section in the Hardware User's Guide for more information) AUX0 and AUX1 are cut short with Run/Stop synchronization line, and AUX2, AUX3 with RESET synchronization line. You should use these pins to connect to other PODs or target CPUs.

- PAT0-2 Pattern generator output on 16-bit POD
- OC4-6 Pattern generator output on 8-bit POD

Note: The signal connector can also have other markings, like P1, U1, etc. Please refer to the POD-specific documentation for the signal connector name and signals present.

For every POD the following information is given:

- Ordering code. If there are different speed versions of a POD the ordering code is modified by appending the speed in MHz (IC81020-16 for the 16 MHz 8031 POD)
- information on available speed versions and required Emulator access time
- POD size and position of PIN1 on the target adapter relative to bottom left corner.

The memory range specifies the range of addresses that a POD can address. If this specification is omitted the default 1MB is assumed.

Note: The In-Circuit Emulator can emulate a processor or a microcontroller. Beside the CPU, additional logic is integrated on the POD. The amount of additional logic depends on the emulated CPU and the type of emulation. A buffer on a data bus is always used (minimal logic) and when rebuilding ports on the POD, maximum logic is used. As soon as a POD is inserted in the target instead of the CPU, electrical and timing characteristics are changed. Different electrical and timing characteristics of used elements on the POD and prolonged lines from the target to the CPU on the POD contribute to different POD characteristics. Consequently, signal cross-talks and reflections occur, capacitance changes, etc.

Beside that, pull-up and pull-down resistors are added to some signals. Pull-up/pull-down resistors are required to define the inactive state of signals like reset and interrupt inputs, while the POD is not connected to the target. Because of this, the POD can operate as standalone without the target.

Final Target Application Test

After the application is being more or less debugged and final application test is performed, it is recommended to remove all breakpoints and to close all debug windows (memory, SFR, watch...) to eliminate any possible influence of the emulator on the CPU execution. There were cases where the target application has been behaving differently with the target CPU inserted or the POD connected. If the debugger is configured to update some debug windows in real-time, the user may not be aware of that the CPU execution may be slightly disturbed. However, when the monitor access type is configured to update debug windows while the CPU is running, the CPU execution is disturbed significantly, depending on the necessary number of memory accesses to update opened debug windows.

There are cases when internal peripheral device requires read access of the particular register during the device configuration. The user has had SFR window opened and the necessary read access was actually performed by the debugger and not by the application as it would be correct. Therefore, the application was working fine with the emulator, but a standalone application didn't work correctly, as the peripheral device was not configured properly.

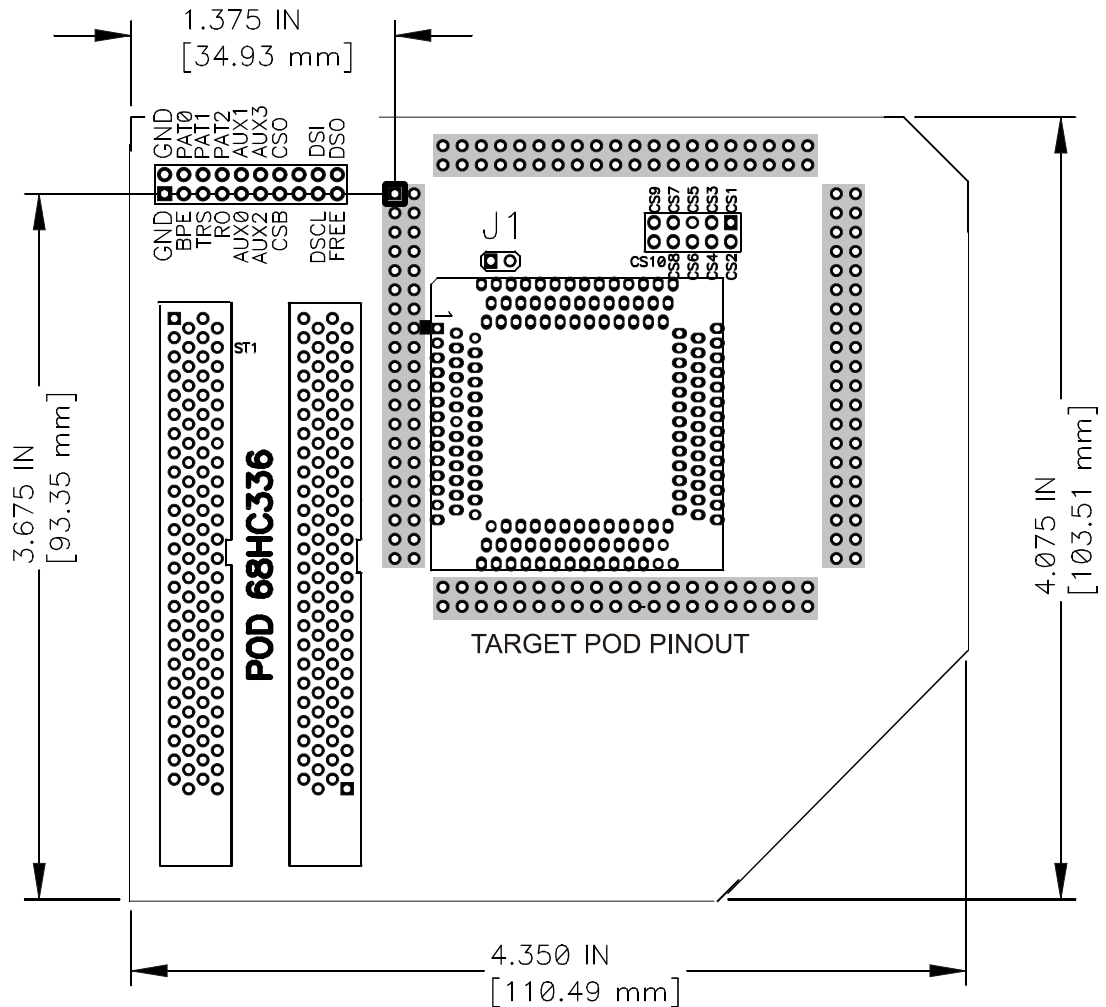
POD Hardware Reference

Motorola MC68336 POD rev. B

Ordering code	IC20101	
POD Speed (MHz)	16	20
Emulator Speed (ns)	90	65
Exchange CPU	YES	

This POD is a 16-bit PODs that can be used on the PowerEmulator unit revision F-2 or later.

Before connecting the PODs, make sure you have read the technical notes on the Motorola 683xx Family in the Hardware User's Guide.



Emulated CPU
MC68336
MC68376

The Clip-Over Adapter

The Motorola 68336 POD rev. B3 and higher supports using a clip-over adapter. When using a clip-over adapter, the target CPU doesn't need to be removed. However, the core of the target CPU must be disabled by connecting the TSC pin of the target CPU to $1,6*VDD$. Additionally, the jumper J2 on the POD must be removed.

Note that extra attention must be paid to the connection when using a clip-over adapter. It may happen that the connection is imperfect and the emulation doesn't start at all. From this aspect, it's more recommended to remove the target CPU and to use standard iSYSTEM's adapter solution to connect the POD to the target. Please, refer to the adapter documentation for more details on available adapter solutions.

Position	Description
Set	Clip-Over adapter not used
Removed	Clip-Over adapter used

Jumper J2 settings

Voltage setting

Jumper J1 determines the voltage level.

Position	Vcc level
Set	5.0 V
Removed	3.3 V

Jumper J1 settings

Emulation Notes

Internal RAM, Internal EEPROM

If the CPU provides a capability to write to the internal RAM or EEPROM via memory window (no specific programming sequence required), the download file can be loaded to the internal RAM or EEPROM using the 'Target Download' option. The debugger downloads the code to the internal memory after reset via the CPU. If the CPU requires some registers to be configured before the CPU is able to write in the EEPROM/RAM area, the user must configure the necessary registers respectively, using the initialization dialog. Any sequence, added in the initialization dialog, is executed immediately after reset, before the download is performed.

Note that debugging is limited while executing the program in the internal EEPROM or RAM. While the CPU accesses internal memory resources, the in-circuit emulator (ICE) loses the control over the CPU since the external bus is not active. Therefore, breakpoints cannot be set and the user's program cannot be stopped or stepped when executing in the internal EEPROM/RAM. Additionally, debug windows cannot be updated as well.

Normally, in the target application the CPU executes the program in the internal or external ROM. Using the ICE, ROM memory is overlaid by the emulation memory and consequently the program can be debugged without restrictions. But, sometimes, there is a need to execute some short routines in the CPU internal memory. Using the ICE, the user can run such routine, but he cannot debug it.

Checksum

When performing any kind of checksum in the emulated (code) area, note that all breakpoints must be removed before, otherwise the results are distorted. Note that the emulator forces "breakpoint" instruction on the data bus when executing the code at the address where breakpoint is set.

Clock

Clock source can be either used internal from the emulator or external from the target. It is recommended to use the internal clock when possible. When using the clock from the target, it may happen that the emulator cannot initialize any more.

It is dissuaded to use a crystal in the target as a clock source during the emulation. It is recommended that the oscillator is used instead. Normally, a crystal and two capacitors are connected to the CPU's clock inputs in the target application as stated in the CPU datasheets. A length of clock paths is critical and must be taken into consideration when designing the target. During the emulation, the distance between the crystal in the target and the CPU (on the POD) is furthermore increased, therefore the impedance may change in a manner that the crystal doesn't oscillate anymore. In such case, a standalone crystal circuit, oscillating already without the CPU must be built or oscillator used.

Signal Connectors

Two signal connectors are present on the POD, named ST3 and ST3A:

2	4	6	8	10	12	14	16	18	20
GND	PAT0	PAT1	PAT2	AUX1	AUX3	CS0	n.c.	DSI	DSO
GND	BPE	TRS	RO	AUX0	AUX2	CSB	n.c.	DSCL	FREE
1	3	5	7	9	11	13	15	17	19

ST3 signal connector pinout

2	4	6	8	10
CS2	CS4	CS6	CS8	CS10
CS1	CS3	CS5	CS7	CS9
1	3	5	7	9

ST3A signal connector pinout

Signal	Description
AUX 0-3	AUX signal inputs
BPE	External Breakpoint
RO	Reset Out
PAT 0-2	Pattern Generator Output
GND	Ground
n.c.	Not Connected
CSB	Chip Select Boot Line
CS0..10	Chip Select Lines 0..10
DSCL, DSI, FREE, DSO	CPU BDM signals

ST3 and ST3A Connector signal description

Chip Select lines are used for extending the memory range. For more information about this, please see the technical notes on the Motorola 683xx Family in the Hardware User's Guide.

Target Adapters

iSYSTEM offers various adapter solutions for this POD. Please refer to the adapter documentation for more details.

Target POD Pinout

Target POD pinout is T_QFP160.

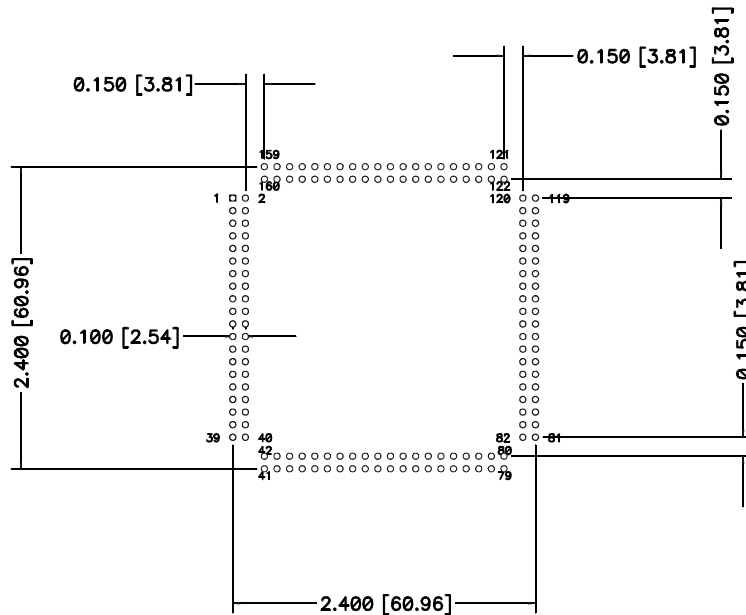
159	157	155	153	151	149	147	145	143	141	139	137	135	133	131	129	127	125	123	121
160	158	156	154	152	150	148	146	144	142	140	138	136	134	132	130	128	126	124	122

1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
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27	28
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33	34
35	36
37	38
39	40

120	119
118	117
116	115
114	113
112	111
110	109
108	107
106	105
104	103
102	101
100	99
98	97
96	95
94	93
92	91
90	89
88	87
86	85
84	83
82	81

42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80
41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79

T_QFP160 Target POD Pinout – Top View



Target POD Pinout -Dimensions