A horizontal bar consisting of a solid red rectangle on the left and a grey rectangle with a fine grid pattern on the right.

HS0005KCU01H
HS0005KCU02H
Test Program Manual
HS0005TM01HE (B)

Renesas Microcomputer Development Environment System

Users Manual

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Test Program

This manual describes the troubleshooting procedure that applies the test program for the E10A-USB emulator.

1. System Setup for Executing Test Program

(1) The following equipments are required to execute the test program. Do not connect the user system interface cable or the user system when executing the test program.

- E10A-USB emulator
- USB cable
- “E10A-USB emulator software” CD-R
- Host computer (hereafter referred to as the PC)

To begin, make sure that the emulator software and USB driver are installed in the PC. For details on installation, refer to section 3.4, Installing Emulator’s Software, in the Debugger Part of the SuperH™ Family E10A-USB Emulator User’s Manual.

(2) Start up the PC and connect the E10A-USB emulator to the USB connector of the PC with the attached USB cable. Note that the user interface cable must be disconnected.

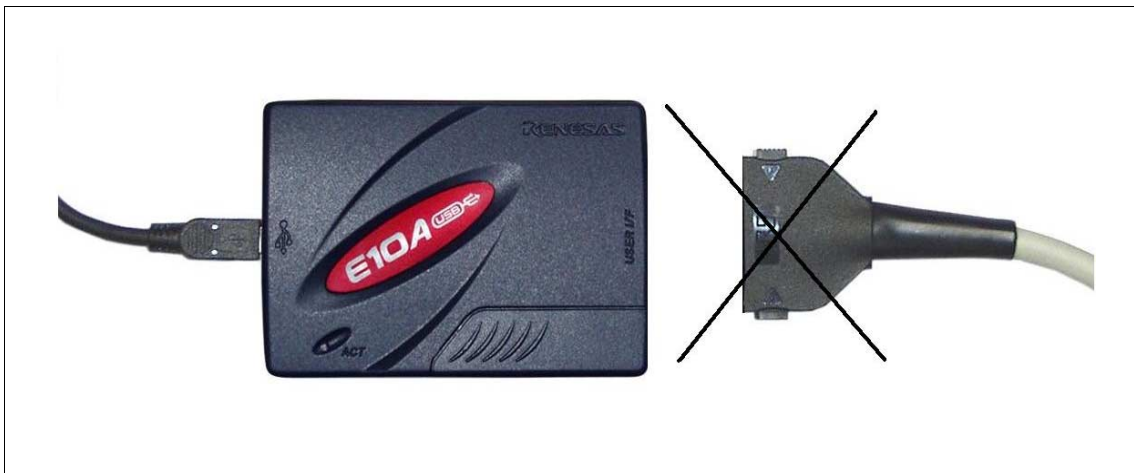


Figure 1 Connection

- (3) Execute Setup.exe from the E10A-USB TM folder of the “E10A-USB emulator software” CD-R to start the install wizard. Follow the instructions of the install wizard.

When Setup.exe is executed, the start-up screen displayed in figure 2 will appear. Click the “Next” button.

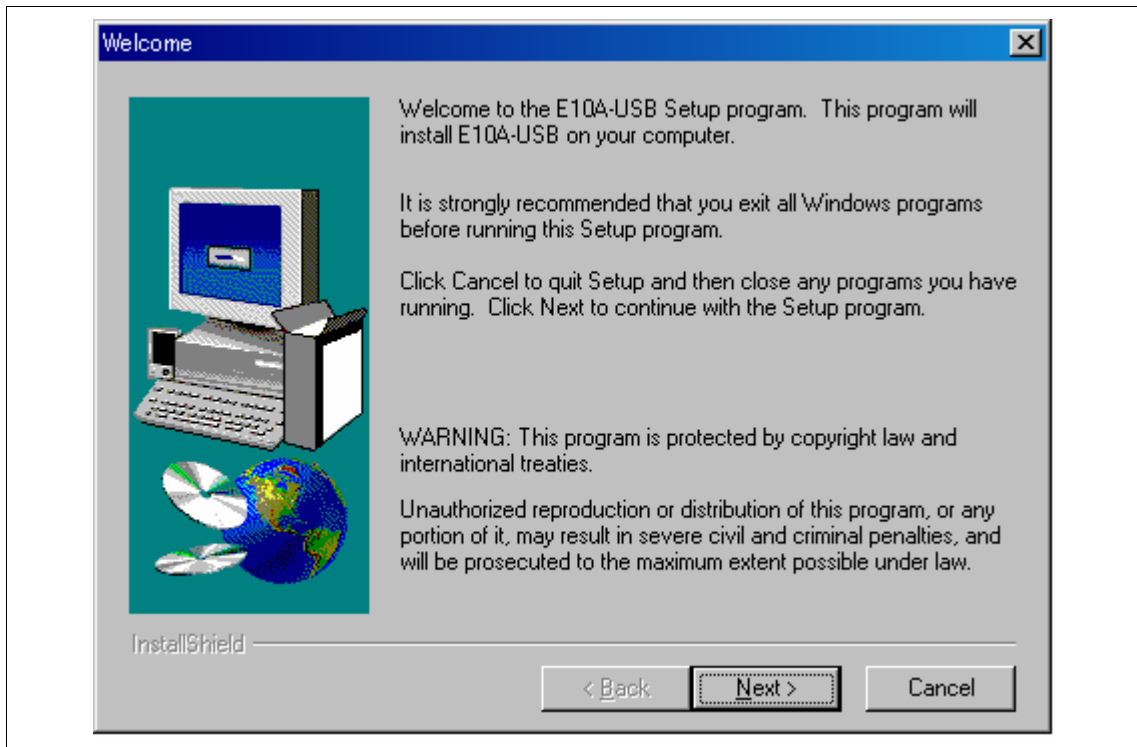


Figure 2 Start Setup

The screen in figure 3 shows the directory to which the E10A-USB™ will be installed. If you do not need to specify a different directory, click the “Next” button.

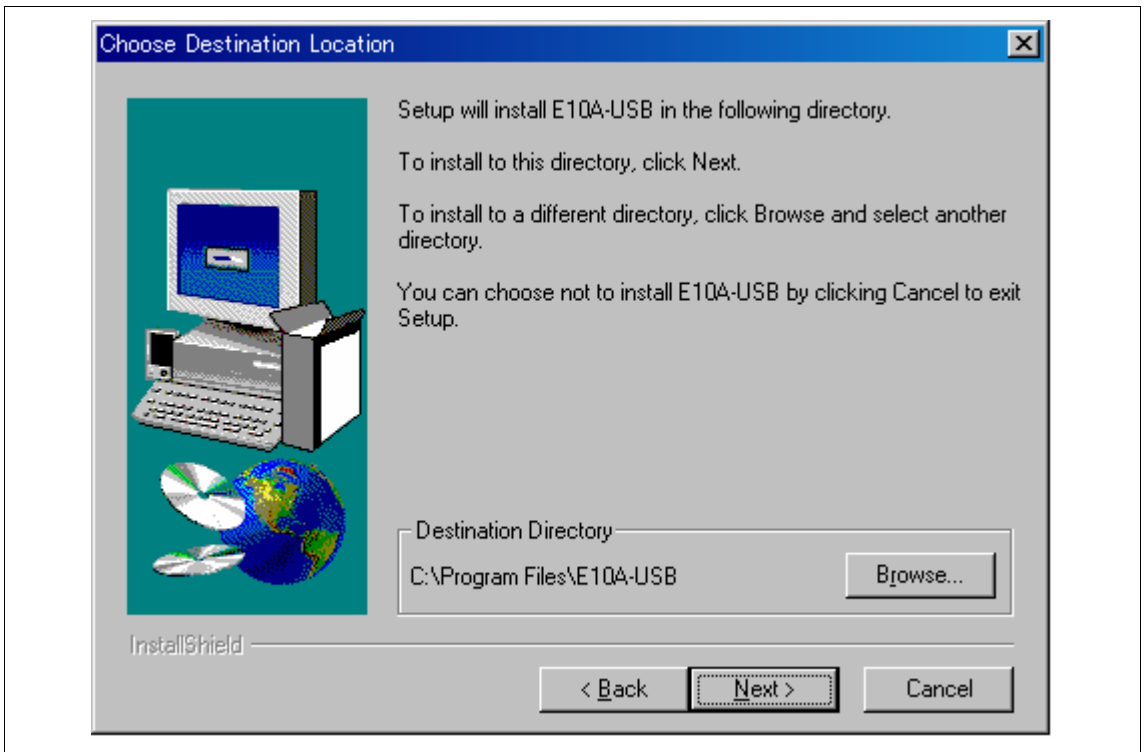


Figure 3 Specify Directory

The screen in figure 4 shows the program folder selection of the E10A-USB TM. If you do not need to add or specify a different folder, click the “Next” button.

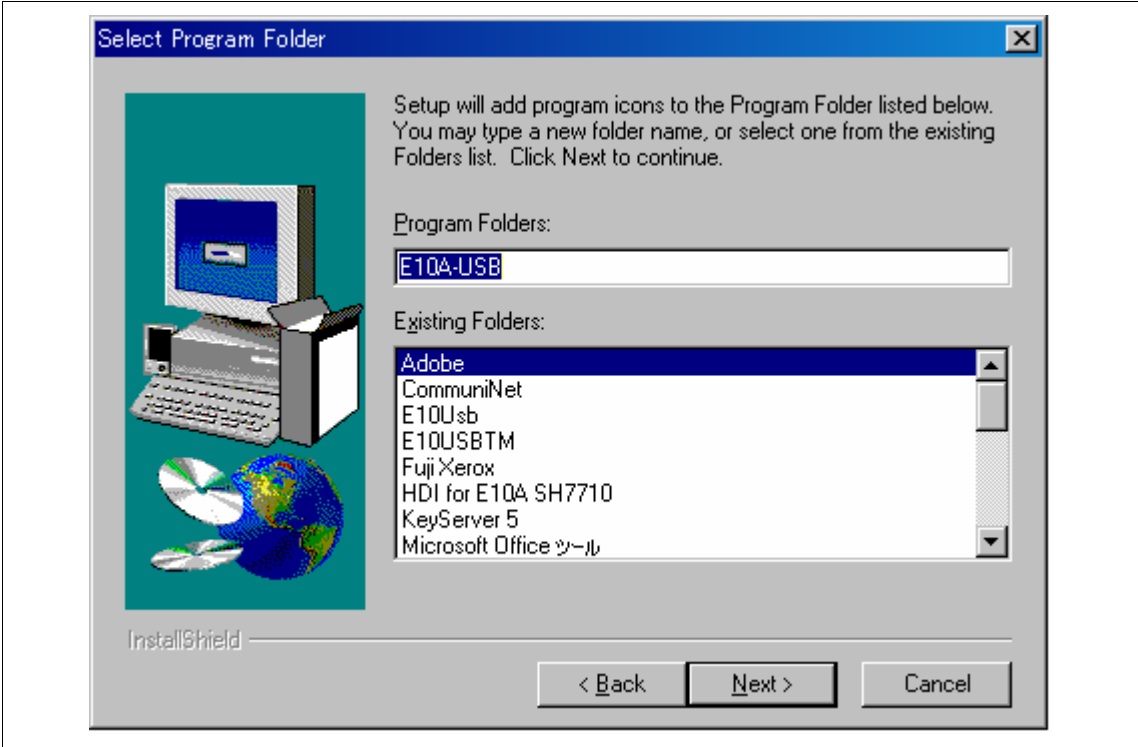


Figure 4 Select Folder

This finishes the installation. The [E10A-USB] icon added to the [Start] menu (as shown in figure 5) indicates that the installation is complete.

(4) Start up the E10A-USB TM from the [Start] menu.

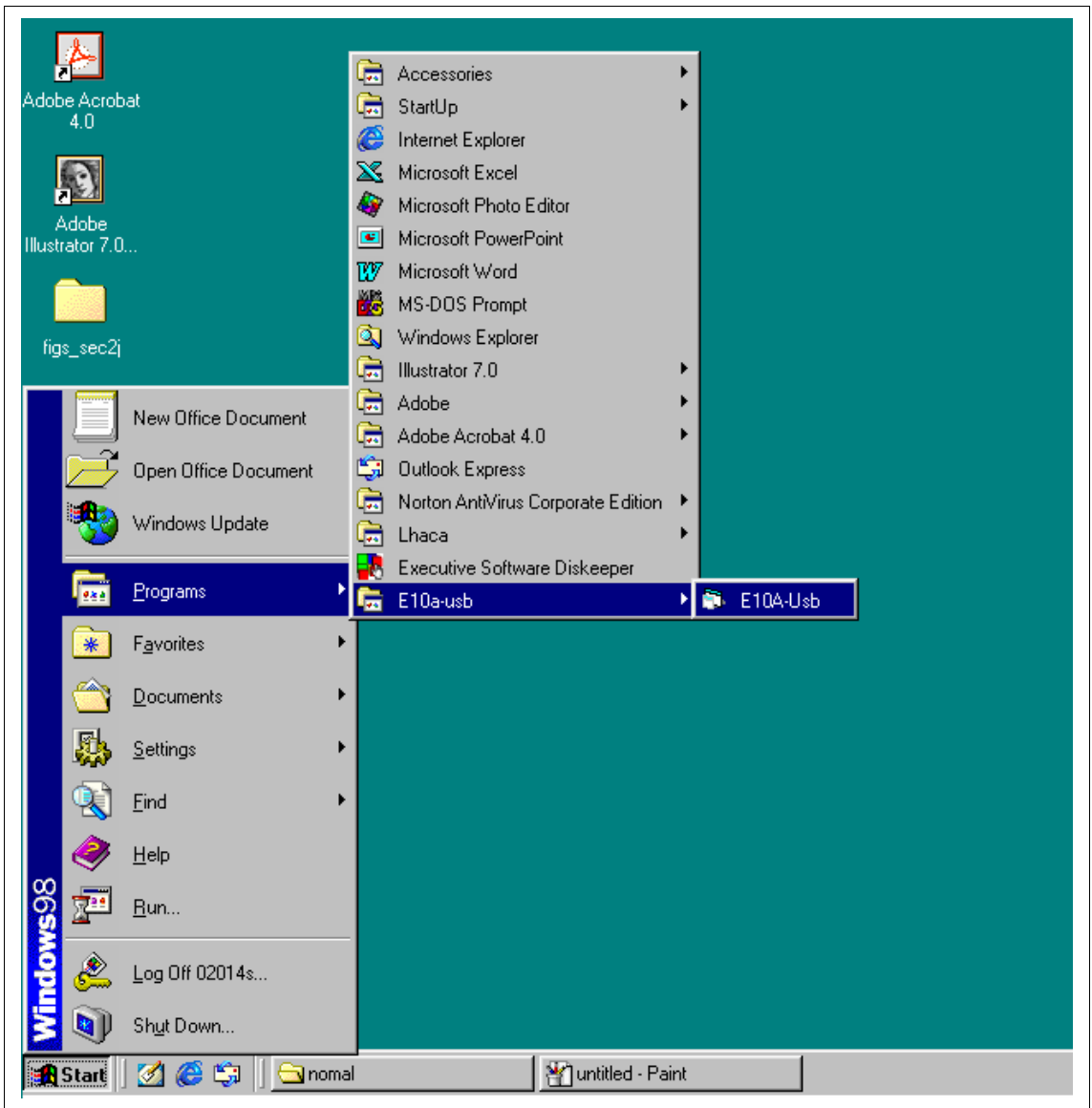


Figure 5 Starting Up the Test Program

Figure 7 shows the start-up screen of the E10A-USB™. Before clicking on “START”, check that the E10A-USB emulator switch settings are the same as those indicated on the screen.

The DIP switches are attached to the lower right of the emulator’s upper-side panel as shown in figure 6. To open the sliding switch cover, slide it to the right. The state of the switches will be 1 when they are in the upper position or 0 when they are in the lower position, respectively. For details regarding the switch settings, refer to section 3.8, Setting the DIP Switches, in the Debugger Part of the SuperH™ Family E10A-USB Emulator User’s Manual.

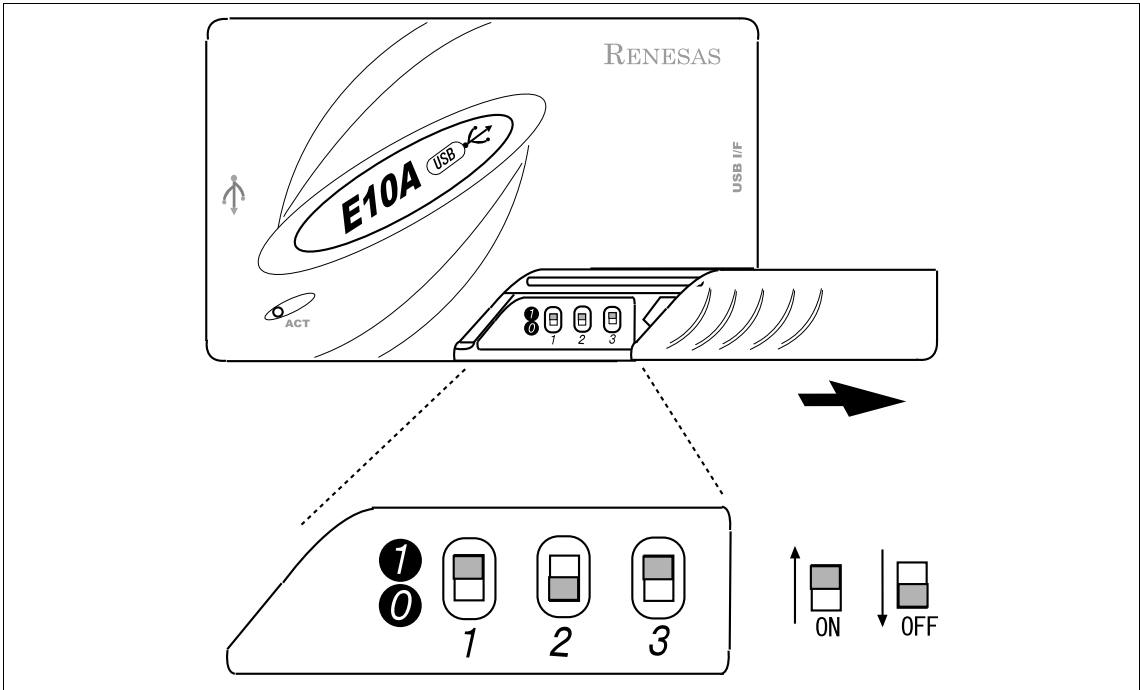


Figure 6 Switch Settings

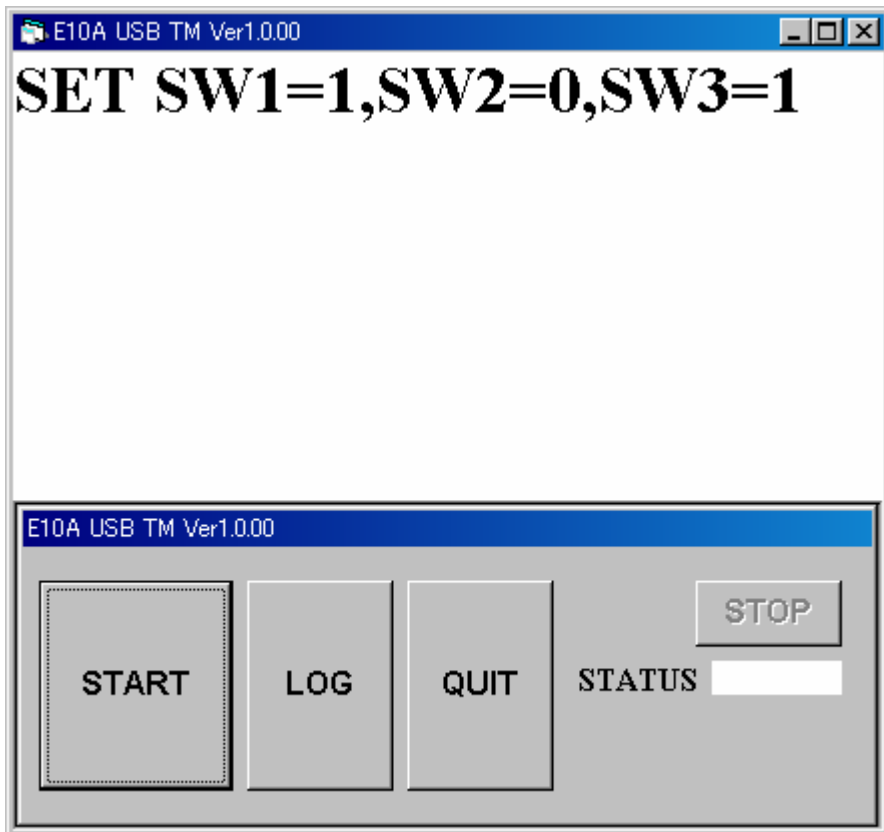


Figure 7 Starting up the Test Program

- (5) Click the “START” button appeared on the window. This starts execution of the test program showing the message “RUNNING”.



Figure 8 Running the Test Program

- (6) The message “FAIL” or “PASS” will be displayed. “PASS” indicates that there is no problem with the emulator. Click the “QUIT” button to complete the test program.

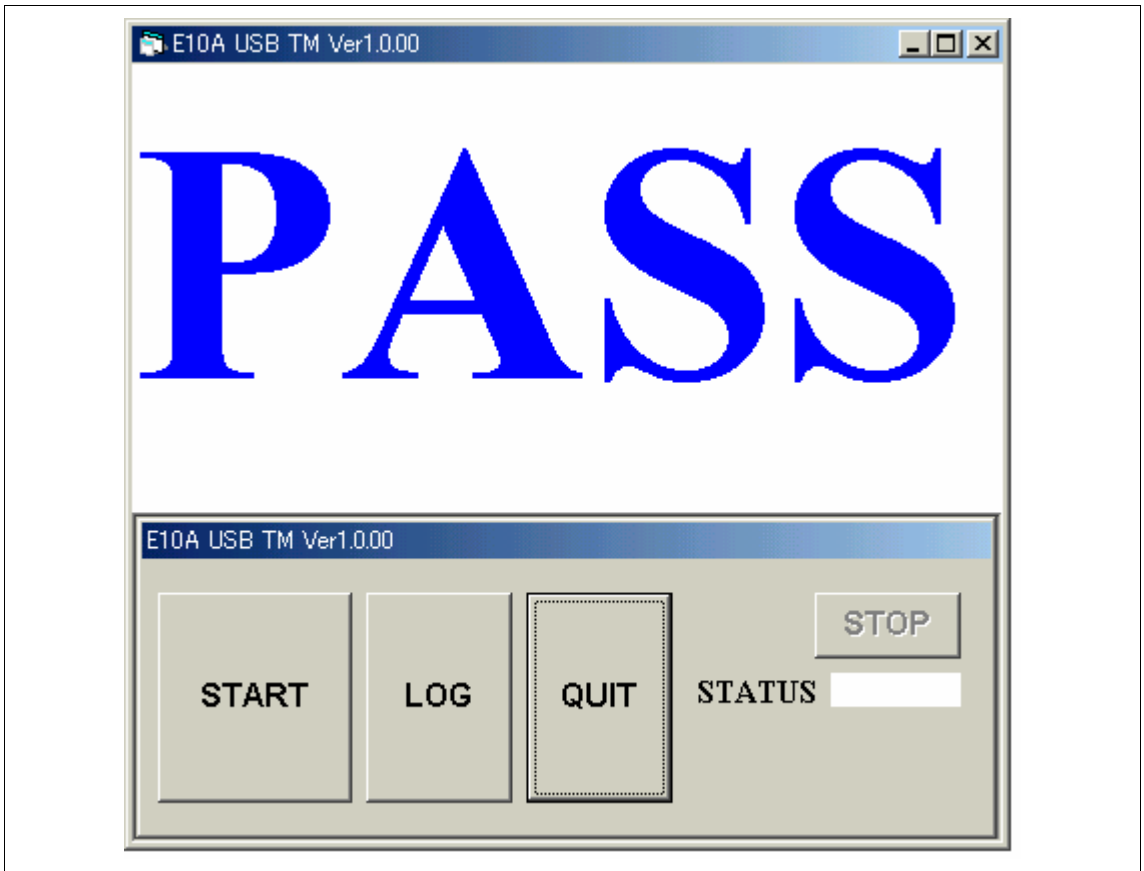


Figure 9 “PASS” Message

2. Process when an Error Occurred

Follow the procedure listed below if “FAIL” is displayed (i.e. an error has occurred) during execution of the test program.

- (1) If “FAIL” appears during execution of the test program, the status is displayed in the lower right side of the window, as well as a separate window indicating an error message.



Figure 10 “FAIL” Message

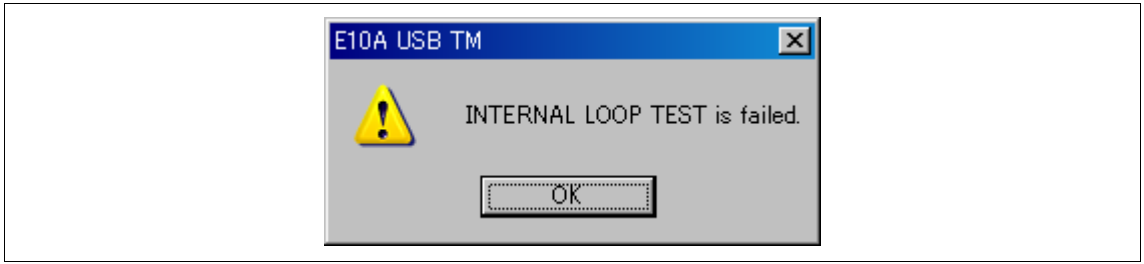


Figure 11 Error Message (Example)

- (2) Click the “LOG” button to create a log file.
- (3) Go to the E10A-USB TM installation directory and then find the “TM_LOG.TXT” file. Visit the following website and send the file to the site of your region by e-mail:

<http://www.renesas.com/eng/contact/index.html>

The e-mail text should contain information such as your contact address, MCU in use, and details on the error that has occurred.

- (4) If the message “FLASH MEMORY TEST is failed” is displayed and the error status is 1001 as shown in figures 12 and 13, the E10A-USB emulator test program or the E10A-USB emulator firmware may be an old version. Go to the above listed website’s download area and download updates for the E10A-USB emulator firmware and/or the E10A-USB emulator test program. For the method to update the E10A-USB emulator firmware, refer to section 3.10, Setting up the Emulator, in the Debugger Part of the E10A-USB Emulator User’s Manual.

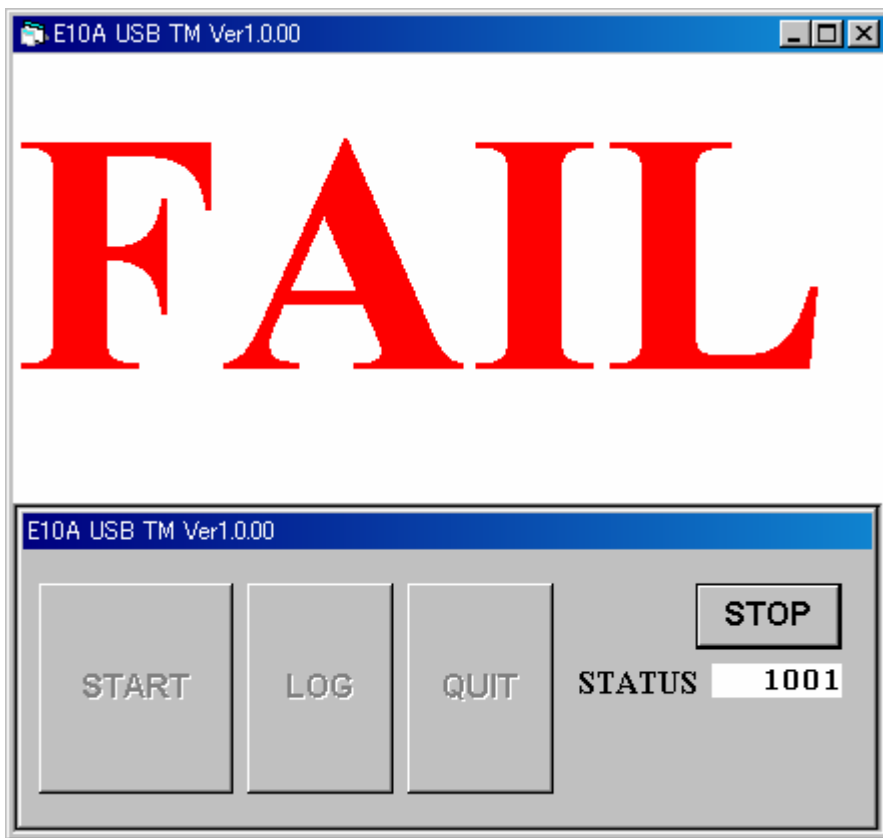


Figure 12 Status Number 1001 (Example)

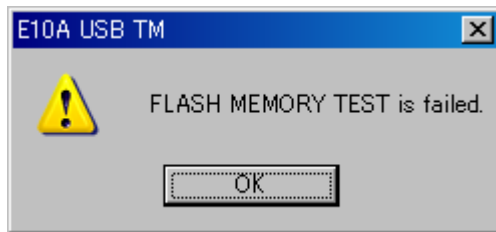


Figure 13 Error Message of the Flash Memory Test (Example)

3. When a USB Connection is Not Established

To run the test program, it is assumed that a communication between the PC and the emulator via USB is established. If a message such as in figures 14 or 15 is displayed, check the following:

1. Is the emulator setup switch is set to “1”?
2. Is the PC setup for the environment under which USB is available?
3. Does the PC recognize the USB driver?
4. Is the USB cable connected? Are you using the attached USB cable?

For details regarding the switch settings, refer to section 3.8, Setting the DIP Switches, in the Debugger Part of the SuperH™ Family E10A-USB Emulator User’s Manual.



Figure 14 USB Connection Error (1)



Figure 15 USB Connection Error (2)

HS0005KCU01H
HS0005KCU02H
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