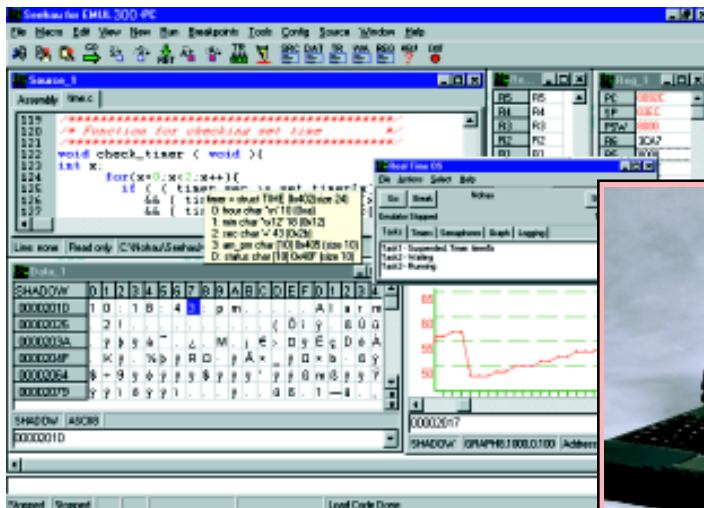


EMUL-16/300-PC

In-Circuit Emulator



Key Benefits

- ◆ Motorola 683xx and HC16 supported.
- ◆ Full feature ICE: to 25 MHz. Not a BDM emulator.
- ◆ SeeHau Intuitive GUI: Windows 95, 98, NT and 2000.
- ◆ Emulation and trace ISA boards install in the Nohau HSP box or in your PC via the LPTx port: no IRQ is used.
- ◆ Optional trace board can be installed or upgraded later.
- ◆ Trace is real-time: up to 512K deep by 104 bits.
- ◆ 3 trigger levels with timestamp display.
- ◆ Trace filtering increases the effective data capture.
- ◆ Up to 4M static emulation memory available with 0 wait states.

Product Overview

The EMUL16/300-PC supports the 68HC16 and 683xx (CPU 32) families of Motorola microcontrollers, up to 25 MHz. Nohau has delivered over 18,000 emulators since 1986. The system consists of an ISA emulator board, an ISA trace board and a pod. The trace is optional and can be added later. Only the pod is different for various flavors of the HC16 and 683xx. The pod contains the exact production chip used. The Nohau user interface SeeHau is standard and provides advanced debugging features. The emulator and trace cards can be installed in the ISA slots in your PC or in the HSP stand-alone box as shown above.

Trace Memory and Triggers

Trace memory is available from 32K to 512K and is configurable and viewable in real-time without stealing cycles from the emulation controller. Source code will appear as well as assembly cycles. Full pipeline decoding ensures only executed instructions are displayed. The trace contents can be saved to a file for later analysis.

Triggers can be set on addresses and data ranges, including addresses internal to the target chip. They control trace recording or cause the emulator to stop the target, depending on the options set. The triggers do not intrude into emulation until a break occurs.

Shadow RAM

Shadow RAM allows data accesses in real-time to be displayed in a Data window. Shadow RAM is continuously updated in real-time. The data can be displayed in many numerical and graphical formats: and in genuine real-time without stealing any CPU cycles.

Background Debugging Mode Emulator (BDM)

Nohau also offers an economical BDM emulator: the EMUL16/300-PC/BDM. This emulator uses the same SeeHau user interface and shares many of the features of the full emulator.

Code Coverage and Performance Analysis

Code Coverage shows code that has been executed and is ideal for finding dead code. It shows fetch, read and write cycles. Performance Analysis provides statistical information about your programs in a graphical or numerical format. Find out where your code is spending its time in order to check your code optimizations.

Breakpoints

Breakpoints are unlimited in number. They can be temporarily "parked" without deletion. Breakpoints can be one address or a range of addresses and are separate from the triggers.

Supported Compilers and Formats

Nohau supports S records, IEEE695, and COFF compilers from Intermetrics, Introl, SDS, Sierra, HIWARE, P&E, Microtec Research and others. C and C++ are supported.

www.nohau.com



Cut Development Time



By Ice Technology

422 Peninsula Avenue
San Mateo CA94401

Email: sales@icetech.com

Tel: (800) 686-6428

Tel: (650) 375-0409

Fax: (650) 375-8666

Web: www.icetech.com