

# Z8932301ZEM

DSP FAMILY EMULATOR- Z89323

## **FEATURES**

Supported Devices:

Packages	Emulation	OTP Programming
44-Pin PLCC	Z89223/2731	Z89273 <sup>2</sup>
44-Pin QFP	Z892231	N/A
68-Pin PLCC	Z89323/3731	Z89373 <sup>3</sup>
80-Pin QFP	Z89323/3731	Z89373 <sup>3</sup>

#### Notes:

- 1. Requires hand-wiring the Z89323 Emulator board to your target board's socket or by using a daughterboard connected to JP2 and JP3.
- 2. Requires optional, separately purchased accessory kit, Z8922300ZAC, from Zilog.
- Requires optional, separately purchased accessory kit, Z8937300ZAC, from Zilog.

- ICEBOX Emulator Provides Source-Level Debugging for DSP Codes.
- Symbolic Disassembly in the Debug Window
- Selectable Baud Rates 9600 to 57.6 Kbps
- Windows-Based User Interface
- RS-232C Connector
- Zilog Macro Cross Assembler (ZMASM)
  - Structured Assembly and Data Code
  - Source-Level Debug Support
  - Built-In Register Equates
  - Linker

## **GENERAL DESCRIPTION**

Zilog's in-circuit emulators are interactive, Windows-oriented development tools providing a real-time environment for developing and debugging software. Also included is a fullfeatured macro cross assembler to enhance programmer productivity when used in conjunction with the Z89323 Emulator.

The Emulator provides a hardware platform that is a significant improvement compared to software simulators. The Emulator is faster in operation, making it more practical than software simulators for code development.

The Z89323 Emulator, which supports the Z89323 family of DSP processors listed above, provides essential timing and I/O circuitry to simplify user emulation of the prototype hardware and software product.

The Z89323 Emulator can be connected to a serial port (COM1, COM2, COM3, or COM4) of the host computer, and it uses Graphical User Interface (GUI) software.

## SPECIFICATIONS

## **Operating Conditions**

Operating Temperature:	20°C ±10°C
Supply Voltage:	+5 VDC $\pm5\%$ or 9VDC @
	1.2A wall adaptor
Operating Humidity:	10-90% RH (non-condensing)
Minimum Emulation Speed:	1 MHz
Maximum Emulation Speed:	20 MHz

## **Power Requirements**

The emulator board has dual-power capability: 9VDC or 5.0VDC. If optional OTP programming is enabled and the 5.0VDC terminal is used, a 6.0VDC +/-5% @ 500 mA (typical) power source is also required.

## **HOST COMPUTER**

#### **Minimum Requirements**

IBM PC (or 100-percent compatible) 386-based machine:

33 MHz 4 MB RAM VGA Video Adapter Hard Disk Drive (3.0 MB free space) 3.5-inch, High-Density (HD) Floppy Disk Drive RS-232C COM Port Mouse or Pointing Device Microsoft Windows 3.1(Use with DSPICE software)

## **KIT CONTENTS**

- Qty. Item
- 1 Z89323 Emulator Board

#### Cables/Pods

- 1 RS-232C Serial Cable, 9-Pin M-F
- 1 9VDC AC Adaptor

Width:	5.25 in.
Length:	9.50 in.
Height:	0.50 in.

## Serial Interface

RS-232C @ 9600, 19200 (default), 28800, or 57600 Baud Rates

## **Emulation Memory**

DSP = 64K words (maximum)

#### **Number of Breakpoints**

DSP = 256 (maximum)

The following changes to the Minimum Requirements are recommended for increased performance:

486- or Pentium-based machine 66 MHz (or faster) 8 MB of RAM (or more) SVGA Video Adapter Color Monitor Printer Microsoft Windows 95

Host Software DSP GUI Diskette

ZDS/Zilog Macro Cross Assembler Diskette

Documentation Emulator User's Manual Zilog Macro Cross Assembler User's Manual Software License and Limited Warranty Agreement Registration Card (2)

## ADDITIONAL REQUIRED ITEMS NOT SUPPLIED

Your Target Design

Typically, this is a wire-wrapped or printed-circuit prototype that includes connectors that you can

#### LIMITATIONS

- 1. Switching Emulators without quitting the GUI is not supported and may cause unexpected results.
- The Emulator breakpoint hardware does not distinguish between instruction and data fetches. Consequently, the breakpoint hardware triggers when the address specified matches either an instruction or data fetch.

#### Example:

0000	LD	A, #%0006
0002	ADD	A, #%0002
0003	LD	Y, @A
0004	NOP	
0005	NOP	
0006	JP	%0000
8000	NOP	

Setting the breakpoint at %0008 and click GO causes the code to break at %0004 due to the data fetch address match during the prior instruction. This does connect to the emulator's JP2 and JP3, or points where you can connect with the emulator P6.

not occur when Animate Mode is on because the GUI is not using the hardware breakpoints when in Animate Mode.

- 3. "ROM PROTECT" option programming is temporarily disabled.
- 4. The maximum loadable symbols is 32,768 provided there is enough system resource (memory).
- Although GUI, 3.00 and later support baud rates up to 57.6K baud, the actual maximum usable rate may be less due to limitations of the users hardware and or system software setup. The maximum usable rate is determined by the users tolerance of the frequency of communication errors.
- The GUI does not recognize the PUSH and POP instructions when entered in the In-Line Assembler (Debug window). As a workaround, use "LD STACK,xxx" for PUSH and "LD xxx,STACK" for POP.

# PRECAUTIONS

- 1. The Emulator cannot be operated while performing ESD/EMI testing on the target board.
- 2. For 386 PCs, set the baud rate to 19.2K or less because Windows' communication driver does not guarantee "reliable" operation at more than 9600 baud. Selecting a high baud rate on some slower 386 machines may crash the Windows environment.
- 3. Breakpoint overshoot. The Debug window shows the processor halting at one or two instructions past the instruction where the breakpoint was set.
- 4. Do not start the Emulator with OTP in socket.
- 5. Executing GUI. The GUI will occasionally continue to indicate "Executing" after a Halt instruction. Pushing the GO button will then result in Executing. (Executing showing at the top of the screen.)

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4