

HARDWARE FEATURES

- Immediate evaluation of all ST625x and ST626x devices, with demonstration examples.
- Software debugging within the user's real application environment.
- Programming of ST62T5x, ST62T6x and ST62E6x devices (DIL packages).
- In-circuit programming of ST62T5x, ST62T6x and ST62E6x devices on the user's application board (all packages).

SOFTWARE FEATURES

- Software simulator including I/O read/write.
- Assembler, linker, debugger.
- OTP and EPROM programming utilities.
- Application examples and demonstrations.



Table of Contents

ST626x-KIT	1
1 INTRODUCTION	4
1.1 Where to go from here...	7
2 THE STARTER KIT HARDWARE	8
2.1 The ST6 Microcontrollers	8
2.2 The Starter Kit Board	8
2.3 Oscillator	12
2.4 Reset Button	12
2.5 Audio Transducer	12
2.6 Digital to Analog Conversion	13
2.7 + And - Buttons	13
2.8 LED Indicators	14
2.9 Resistance trimmer	14
2.10 Thermistor bridge - Temperature control	15
2.11 RS-232 Interface	15
2.12 Demonstration Selector Jumpers	16
3 INSTALLING THE STARTER KIT	18
3.1 Hardware and Software Requirements	18
3.2 Installing the Software	18
3.3 Connecting the Power Supply	18
4 RUNNING THE DEMOS	20
4.1 What the Demos Do	20
4.1.1 Demo 1 - Sound Generation	20
4.1.2 Demo 2 - Music box	20
4.1.3 Demo 3 - Voltage trimming and LED level indication	21
4.1.4 Demo 4 - Temperature Control	21
4.1.5 Demo 5 - Digital to Analog Conversion	22
4.1.6 Demo 6 - RS-232 Communications	22
4.2 Running the Demonstration Programs	22
5 CONNECTING EXTERNAL RESOURCES TO THE STARTER KIT BOARD	25
6 USING THE STARTER KIT BOARD AS A HARDWARE SIMULATOR	26
6.1 The Data Transmission Driver	27
6.2 Technical Limitations	27
6.3 Error Messages	29
6.4 Troubleshooting	29

Table of Contents

7 PROGRAMMING ST6 MICROCONTROLLERS	30
7.1 Programming Signals	30
7.2 Setting Up the Starter Kit Board	31
7.3 In-Circuit Programming	33
7.3.1 Application Board Connections	33
7.4 Setting Up the Starter Kit Board for In-Circuit Programming	35
8 RUNNING YOUR OWN PROGRAM ON THE STARTER KIT BOARD	37
9 HARDWARE INFORMATION	39
9.1 Parts List	39
9.2 Starter Kit Board Schematic	39

1 INTRODUCTION

The ST626x Starter Kit provides you with all you need to start designing, developing and evaluating programs for ST6253, ST6255, ST6260, ST6263 and ST6265 microcontrollers immediately.

The ST626x Starter Kit includes:

- The ST6 assembler and linker, AST6 and LST6.
- The ST6 Windows debugger, WGDB6.
- The Windows ST6 microcontroller programmer, Epromer.
- The ST6 Starter Kit board, which serves as a demonstration board and low-cost debugging tool.
- Some demonstration programs that show how ST6 microcontrollers use the Starter Kit board resources.
- Some example programs.
- One ST62E60BF1, two ST62E62BF1 and two ST62E65BF1 microcontrollers.
- A complete set of paper documentation and online help.

The demonstration programs, that come pre-loaded on an ST62E65 microcontroller, show how the powerful features of ST6 microcontrollers operate in a real environment. The demonstration programs use the hardware resources provided on the Starter Kit board, which include reset and data control buttons, LED indicators, a resistance trimmer, temperature control circuit and an RS-232 interface.

Using the ST6 assembler and linker, AST6 and LST6, you can assemble and link ST6 programs. The "ST6 Family Software development tools AST6, LST6, WGDB6" User Manual will guide you through the steps of developing, assembling and linking programs for the ST6. The Starter Kit software includes a set of example programs of typical ST6 applications. These are installed in the directory **C:\lst6tools\sk626Xi1\examples**.

For a fast-track solution for developing bug-free programs for the ST6, without the hassle of writing assembler code, try out the ST6-Realizer program.

Once you have developed your ST6 program, you can use the Windows-based ST6 program debugger, WGDB6/SIMULATOR, together with the Starter Kit board, as a low-cost but powerful debugging tool. WGDB6 includes an ST6 simulator, that simulates the execution of your program, and uses the ST6 that is plugged into the Starter Kit board to emulate all transactions that are performed with the data space. Thus, using the Starter Kit board with WGDB6, you can view how the microcontroller peripherals behave when your program is executed. WGDB6 includes powerful debugging features, such as source-level debugging, instruction and conditional memory access breakpoints and selective trace recording. The "ST6 Family

Software development tools AST6, LST6, WGDB6" User Manual and online help will lead you through the debugging process using WGDB6.

When your program is ready, Epromer provides you with an easy-to-use Windows interface, which lets you prepare executable code, then write it to the ST6 microcontroller that is plugged into either one of the DIL sockets on the Starter Kit board, or your own in-circuit application board that is connected to the Starter Kit board.

To observe and evaluate the consequences of your program on the resources it controls, you can run it on an ST6 microcontroller that is plugged into the Starter Kit board. If it controls a resource that is not included on the Starter Kit board, you can connect your own resource to the board.

Instructions for use - Warning

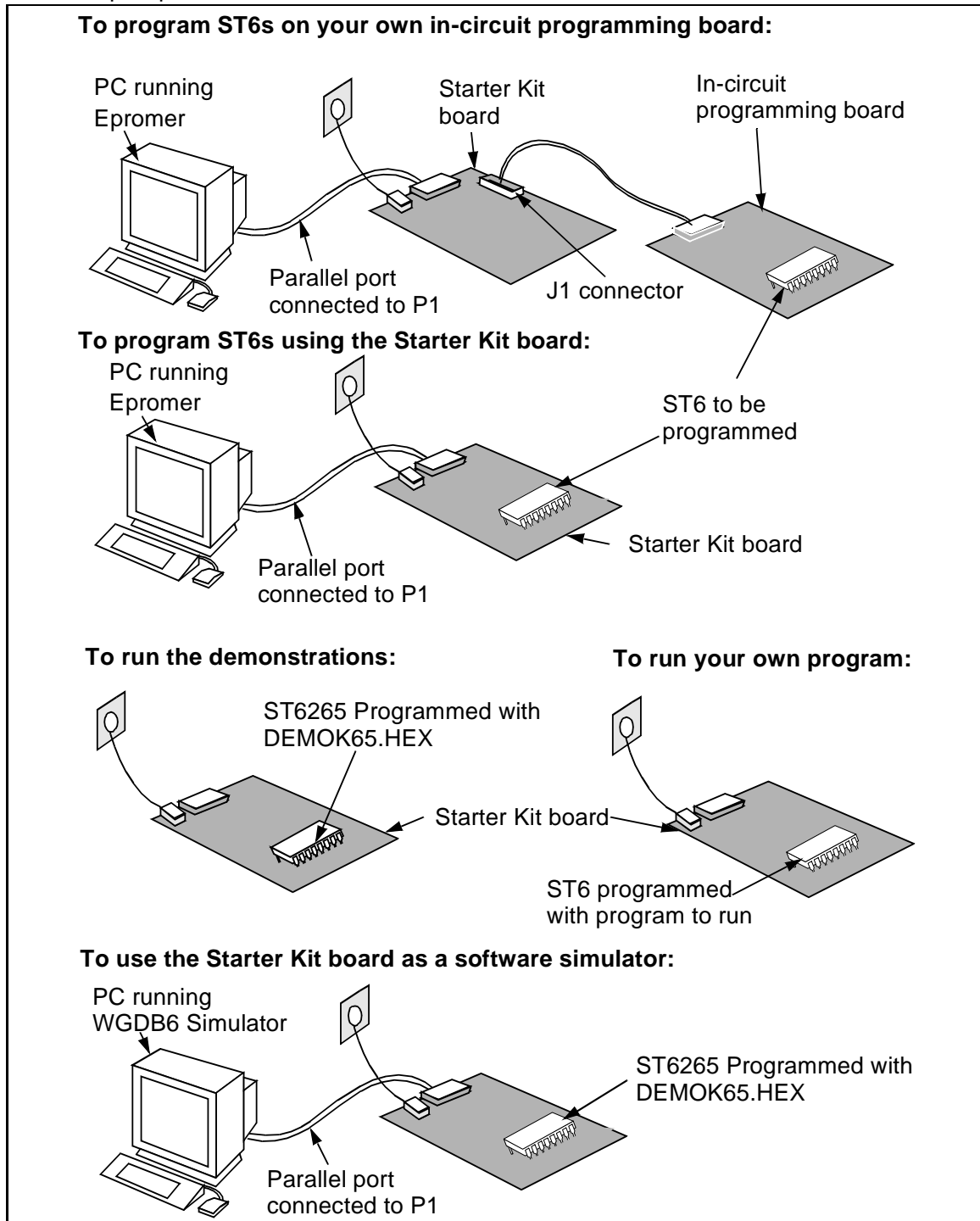
This product conforms with the 89/336/EEC directive; it also complies with the EN55022 emissions standard for ITE, as well as with generic 50082-1 immunity standards.

The product is a **Class A apparatus**. In a residential environment this device may cause radioelectrical disturbances which may require that the user adopt appropriate precautions.

The product is not contained in an outer casing, and cannot therefore be immune against electrostatic discharge (ESD): **it should therefore only be handled at static safe work stations.**

Introduction

The following diagram summarises the possible uses of the Starter Kit board and the hardware setup required for each one.



1.1 Where to go from here...

The following table directs you to where you should look for further information about using the ST6 Starter Kit

To:	Refer to:
Find out about the Starter Kit board and ST6 microcontrollers provided with the kit.	"The Starter Kit Hardware" on page 8 of this book.
Install the Starter Kit software, and connect the power supply to the board.	"Installing the Starter Kit" on page 18 of this book.
Find out what the demonstration applications do, and run them.	"Running the Demos" on page 20 of this book.
Learn how to develop source code for AST6 and LST6.	"ST6 Family Software development tools AST6, LST6, WGDB6" User Manual.
Prepare the Starter Kit board for use as an ST6 hardware simulator with WGDB6.	"Using The Starter Kit Board as a Hardware Simulator" on page 26 of this book.
Learn how to use WGDB6 for debugging your programs.	"ST6 Family Software development tools AST6, LST6, WGDB6" User Manual.
Prepare the Starter Kit board for programming ST6 microcontrollers using Epromer.	"Programming ST6 Microcontrollers" on page 30 of this book.
Prepare the Starter Kit board for connecting your own in-circuit programming board.	"In-Circuit Programming" on page 33 of this book.
Learn how to use Eprommer for programming ST6 microcontrollers.	The Epromer online help.
Connect your own hardware resource to the Starter Kit board.	"Connecting External Resources to the Starter Kit Board" on page 25 of this book.
Run your own program on an ST6 using the Starter Kit board.	"Running Your Own program on the Starter Kit Board" on page 37.

2 THE STARTER KIT HARDWARE

This section describes the ST6 microcontrollers and the Starter Kit board that come with the ST6 Starter Kit. A full schematic of the Starter Kit board is provided in “Hardware Information” on page 39.

2.1 The ST6 Microcontrollers

The Starter Kit includes the following microcontrollers:

- Two ST62E65BF1
- One ST62E60BF1
- Two ST62E62BF1

The ST6265 microcontroller labelled DEMOK65 is pre-loaded with the code **DEMOK65.HEX**, which includes the demonstration programs (see “Running the Demos” on page 20), as well as the communications protocol program, that enables you to use the Starter Kit board as a simulator (see “Using The Starter Kit Board as a Hardware Simulator” on page 26). The other ST6 microcontrollers are blank.

The file Demok65.hex is in the directory C:\st6tools\sk626Xi1, so that if you erase it from the ST6265, you can re-program it following the instructions given in “Programming ST6 Microcontrollers” on page 30.

2.2 The Starter Kit Board

The Starter Kit board includes the following resources:

- Reset and data control buttons.
- LED indicators.
- Resistance trimmer.
- Analog to digital converter.
- Audio transducer circuit.
- RS-232 interface.
- Demonstration program selector jumpers.

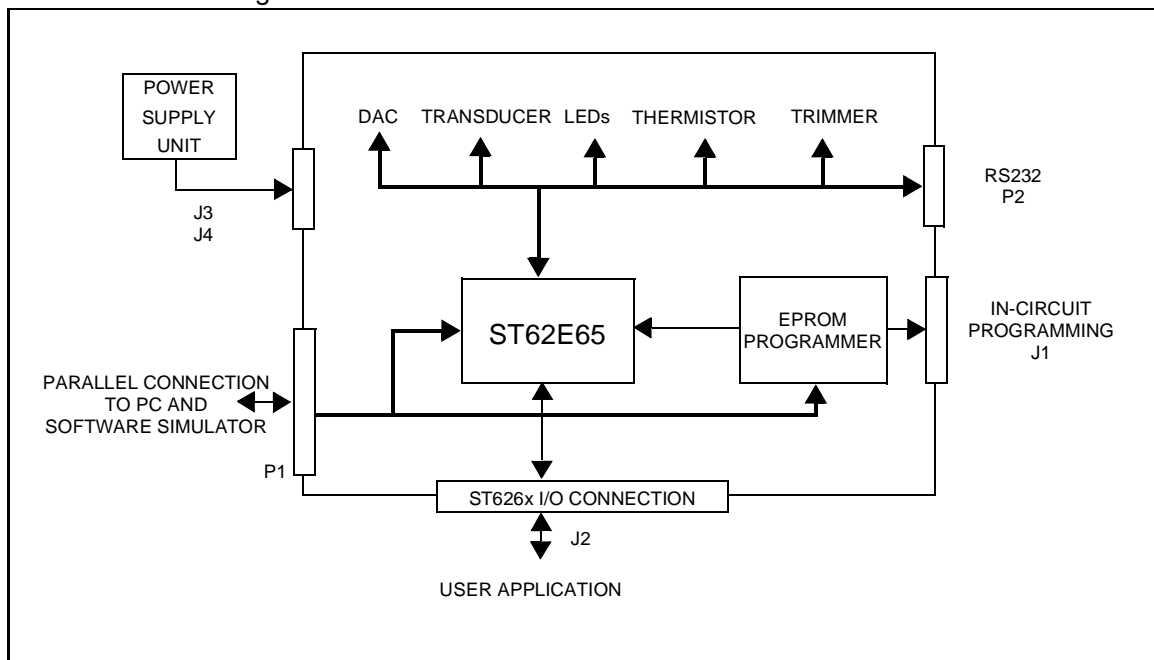
It comes with its own power supply unit that can be plugged into an AC mains source, or a DC source with the following characteristics:

- Voltage: 16V min./20V max.
- Current: 100 mA min.

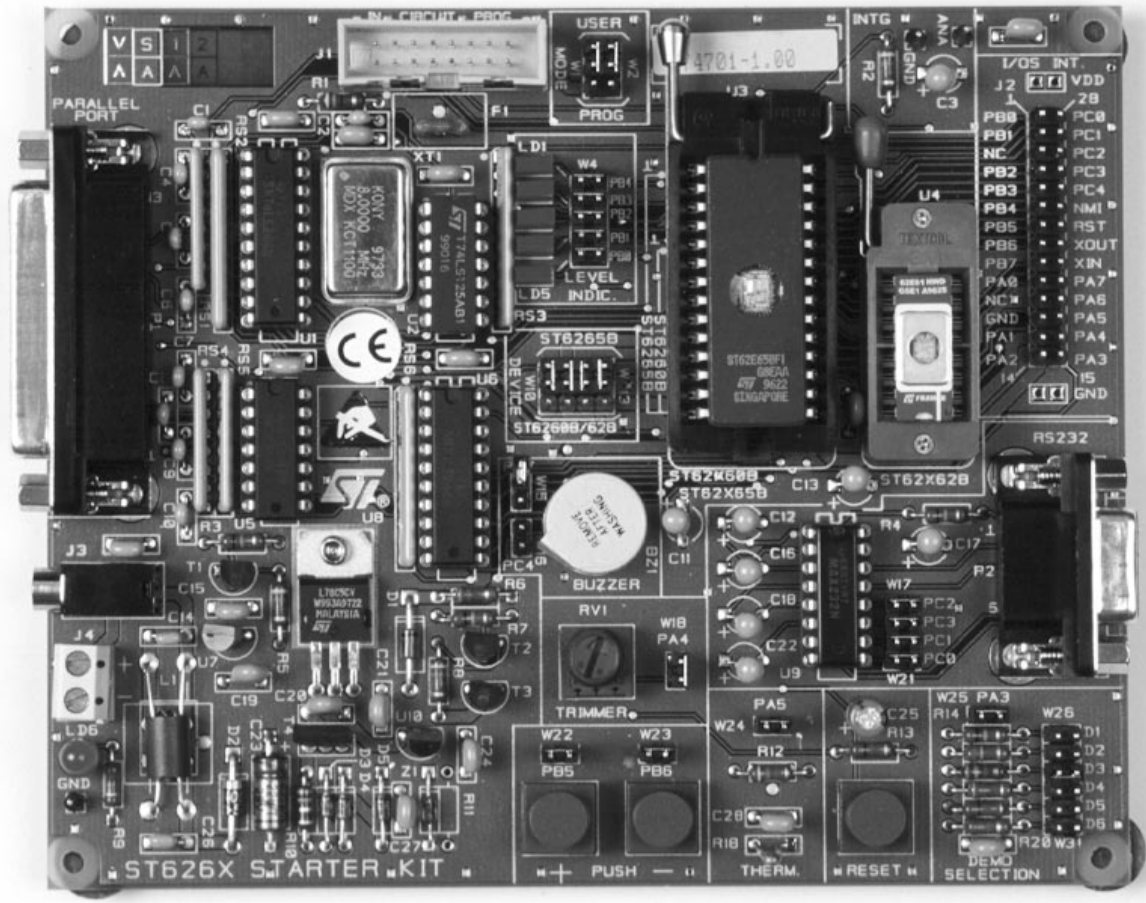
It includes the following connectors:

- A parallel port connector (P1) for connection to the host PC when it is used as a hardware simulator or for programming.
- A remote resource I/O interface connector (J2) to which you can connect your own hardware resource.
- An RS-232 connector, which you can use for observing RS-232 communication control using an ST6.
- A connector for your own in-circuit ST6 programming board. See “Application Board Connections” on page 33 for further details.

Below is a block diagram of the Starter Kit board:

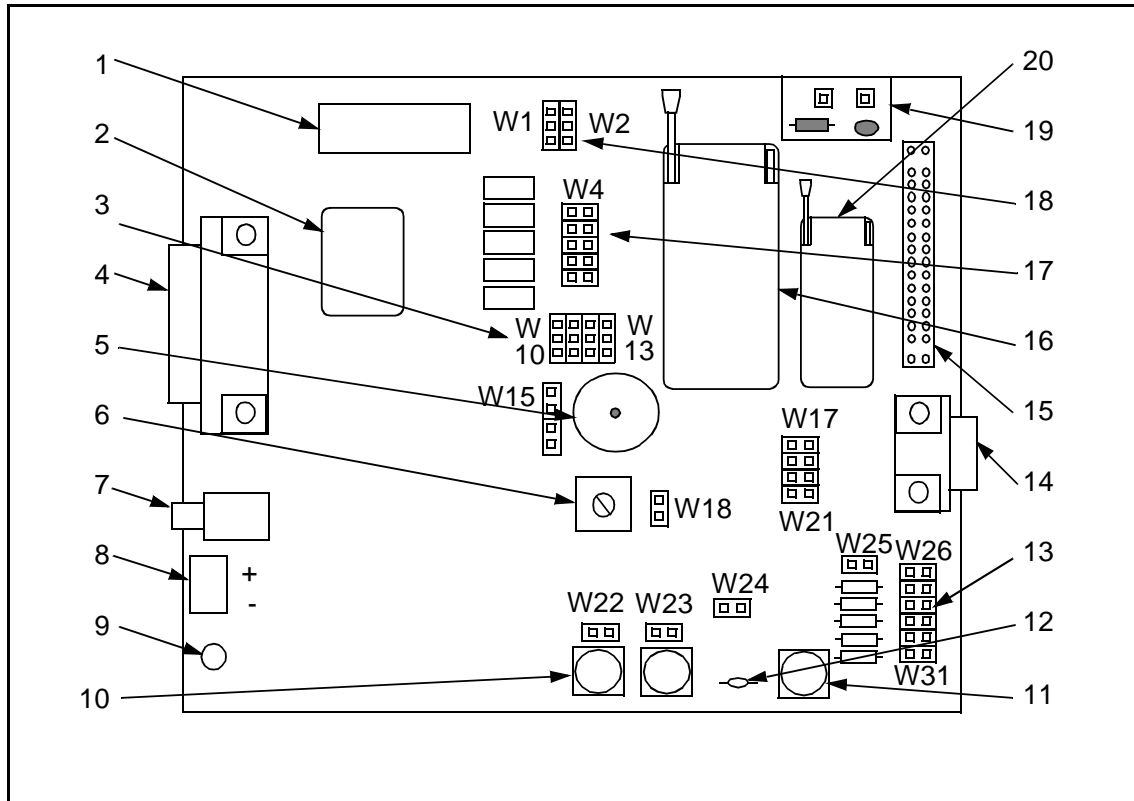


The Starter Kit Hardware



ST626x Starter Kit Board

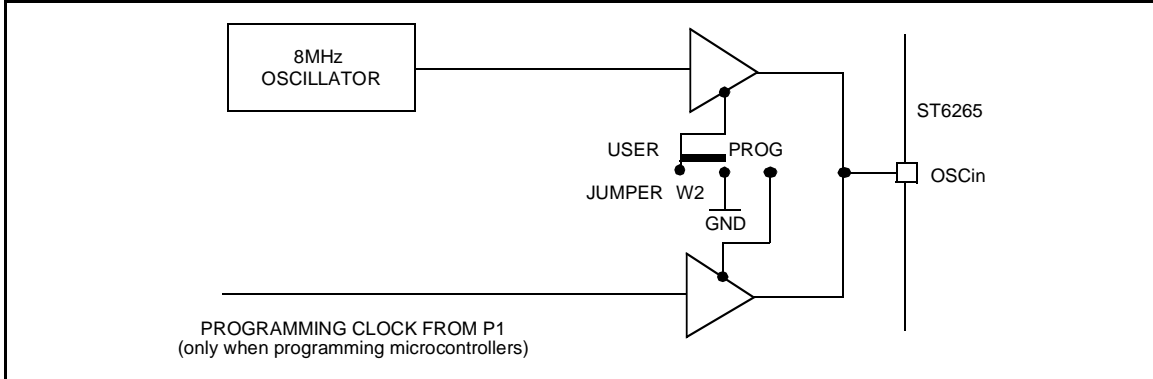
The following diagram shows the layout of the Starter Kit board.



1	In-circuit programming connector (J1).	20	DIL-16 ZIF MCU socket
2	8 Mhz Oscillator.	19	Digital to analog conversion circuit.
3	"ST6260/62" or "ST6265" device selection jumpers W10 to W13.	18	"Programming" or "User" operating mode selection jumpers W1 and W2.
4	PC connector P1.	17	Five LED level indicators including jumpers W4 to W8.
5	Audio Transducer circuit.	16	DIL 20-28 ZIF MCU socket.
6	10 K Ω trimmer.	15	Remote resource I/O interface connector J2.
7	Power supply JACK connector J3.	14	RS232 interface circuit and connector.
8	Power supply connector J4.	13	Demonstration routine selector.
9	Power supply LED indicator LD6.	12	Thermistor including jumper W24.
10	"+" and "-" buttons.	11	RESET button.

2.3 Oscillator

An oscillator feeds the ST6265 OSCIN input with an 8 MHz clock signal. You can disconnect the oscillator by removing the jumper W2 (marked 18 on the Starter Kit board diagram on page 11).



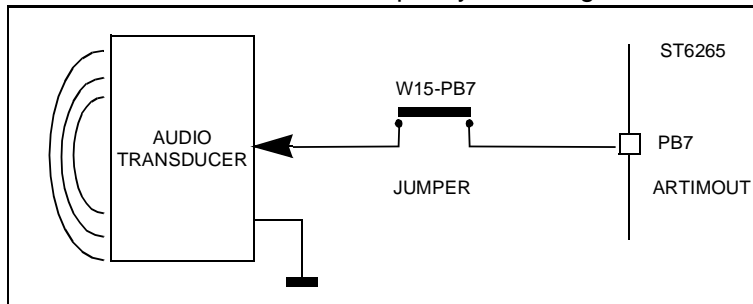
2.4 Reset Button

This activates the ST6265 RESET input when pressed. A power-on reset circuit is also provided.

2.5 Audio Transducer

A piezoelectric audio transducer is connected to the ST6265 Audio Reload Timer (PB7 pin). It is provided to demonstrate and evaluate the sound generation capabilities.

The transducer can be disconnected from PB7 pin by removing the W15-PB7 jumper.

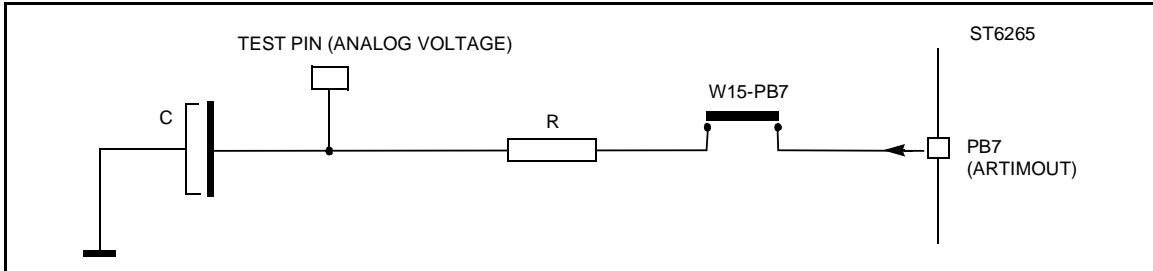


2.6 Digital to Analog Conversion

Digital to analog conversion is performed using an RC integrator circuit connected to the ST6265 auto reload timer output (PB7).

A PWM signal is generated by the ARTimer at PB7 output. The voltage value at the output of the RC integrator circuit is controlled by the PWM duty cycle.

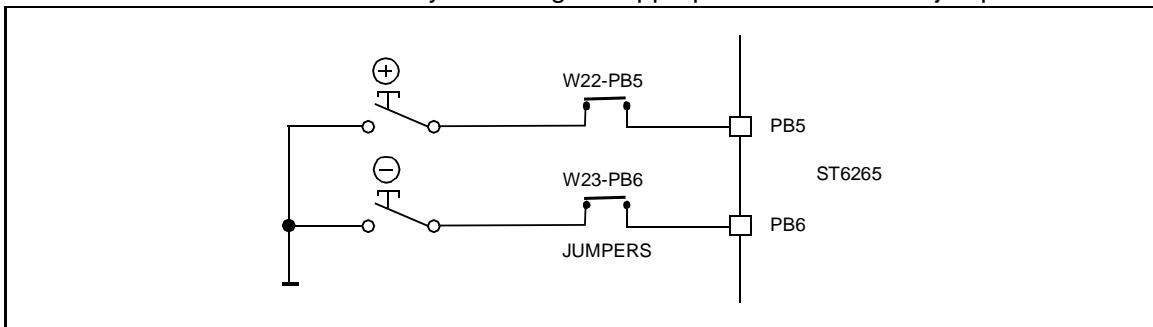
The RC circuit input can be disconnected from PB7 output by removing the W15-PB7 jumper.



2.7 + And - Buttons

These are connected to PB5 and PB6 pins on the microcontroller respectively. They drive the PB5 and PB6 inputs down to GND when pressed.

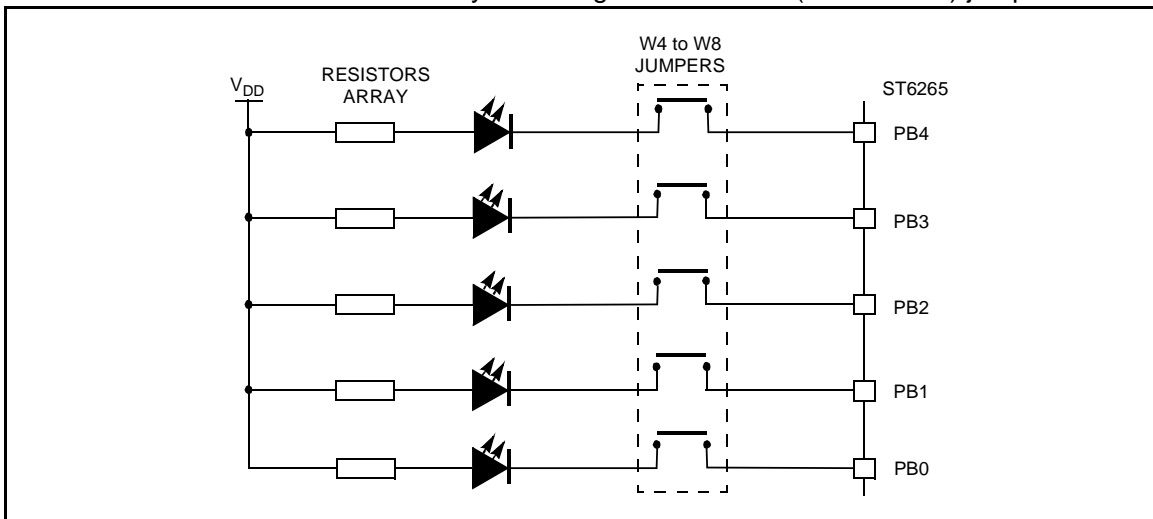
You can disconnect PB5 or PB6 by removing the appropriate W22 or W23 jumper.



2.8 LED Indicators

Five LEDs are used for level indication in the demonstration routines. They are connected to the ST6265 pins: PB0 to PB4 (when programmed as outputs) to demonstrate direct LED-driving capability.

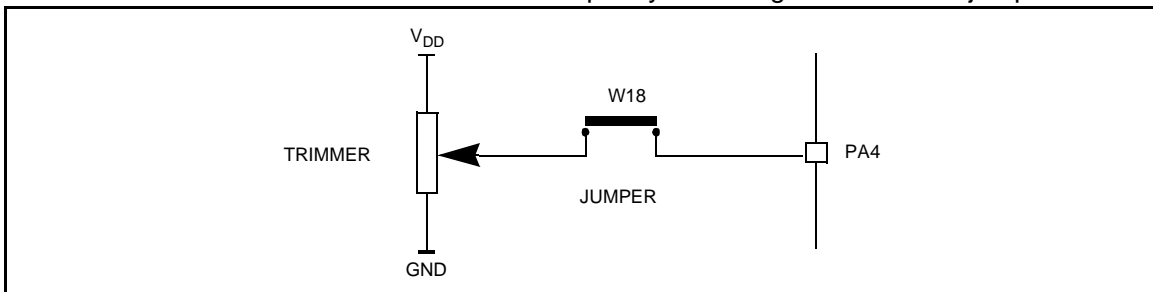
The five LEDs can be disconnected by removing the W4 to W8 (PB4 to PB0) jumpers.



2.9 Resistance trimmer

A 10 K Ω resistance trimmer feeds the ST6265 PA4 I/O pin (when programmed as an A/D Converter input) with a variable voltage (0 to 5V DC). It is used for A/D conversion demonstration/evaluation.

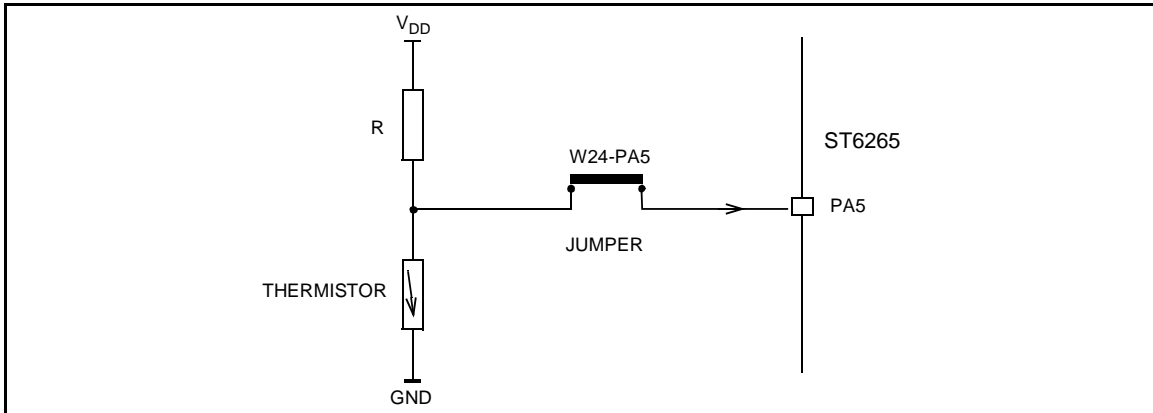
The trimmer can be disconnected from the I/O pin by removing the W18-PA4 jumper.



2.10 Thermistor bridge - Temperature control

A thermistor bridge (with a negative coefficient) is connected to the ST6265 I/O pin PA5, which is defined as an analog to digital converter (ADC) input. The voltage value at the ADC input decreases when the temperature is increased. Demonstration 4 shows how the thermistor is used to indicate temperature levels on the five LEDs (see “Running the Demos” on page 20.)

The thermistor bridge can be disconnected from the pin PA5 by removing the W24-PA5 jumper.



2.11 RS-232 Interface

The RS-232 interface enables you to communicate with the pre-programmed ST6265 microcontroller provided with the Starter Kit. It includes an RS-232 buffer circuit that is connected to a standard PC-compatible RS-232 SUBD-9 connector.

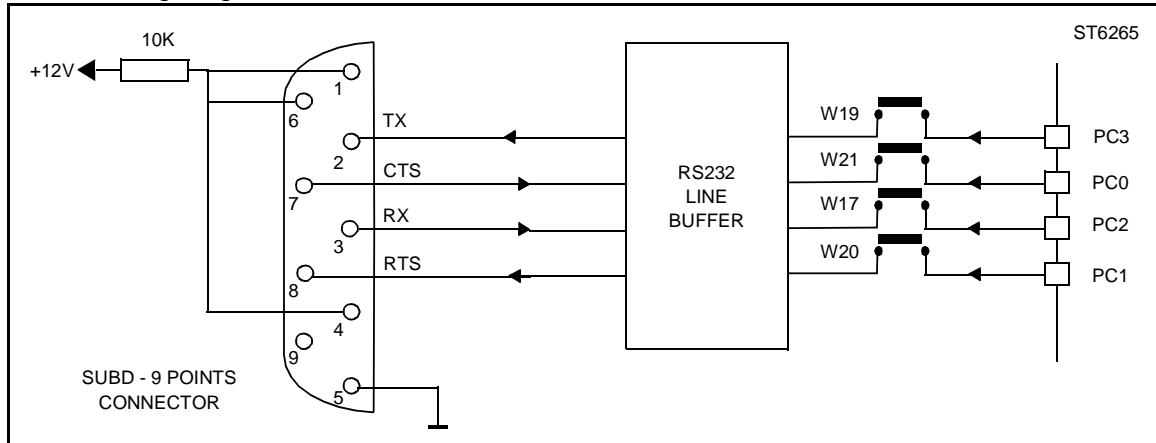
The following table lists the RS-232/ST6 pin connections:

Signal Name	SUBD-9 Pin	ST6 Pin
Data Transmission (TX)	2	PC3
Data Reception (RX)	3	PC2
Request to Send (RTS)	8	PC1
Clear to Send (CTS)	7	PC0

You can disconnect these by removing the corresponding jumpers from W17 to W21.

The Starter Kit Hardware

The following diagram shows the RS-232 connections and line allocations:



TX, RX, CTS and RTS are defined so that the board is used as a slave. To use the board as a master, swap both the RX and TX and the CTS and RTS pin connections on the cable.

2.12 Demonstration Selector Jumpers

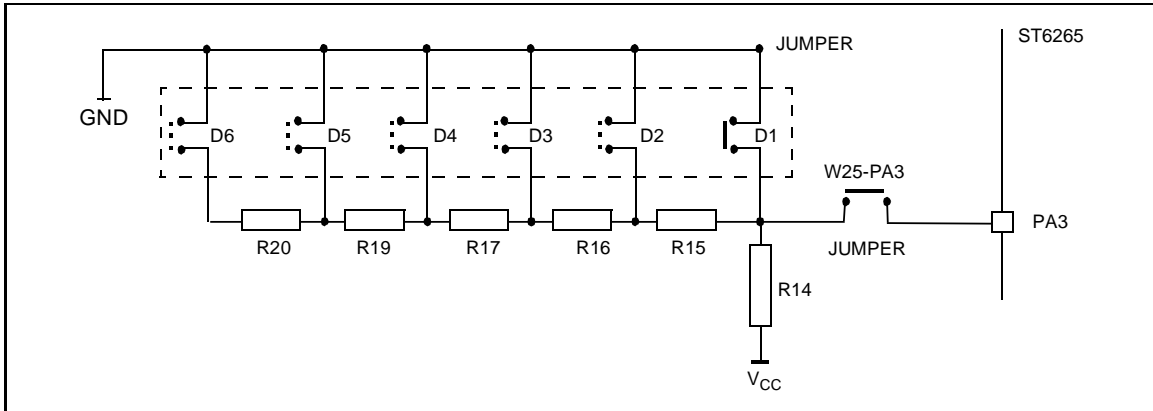
The demonstration selector is made up of 6 jumpers W26 to W31 (marked 13 on the Starter Kit board diagram on page 11), with each jumper connected to a resistor. Each resistor generates a different voltage.

After reset, the voltage value generated by the resistor whose jumper is installed is sent to PA3 on the ST6265. PA3 is programmed as an A/D converter. The program installed on the ST6265 uses the input from PA3 to select the appropriate demo. The following table lists the voltage values generated by each resistor:

Resistor value:	Theoretical voltage value:
R14: 10 K Ω	No JUMPER: 5 V
R15: 680 Ω	JUMPER-D1: 0 V
R16: 750 Ω	JUMPER-D2: 333 mV
R17: 820 Ω	JUMPER-D3: 666 mV
R19: 1 K Ω	JUMPER-D4: 999 mV
R20: 1.2 K Ω	JUMPER-D5: 1.332 V

The same principle can be used for keyboard decoding. For a complete example of this, refer to the SGS-Thomson application note: "AN431: Using ST6 Analog Inputs for Multiple Key Decoding".

You can disconnect the demonstration selector from PA3 by removing the PA3 jumper from W25.



3 INSTALLING THE STARTER KIT

3.1 Hardware and Software Requirements

To be able to install and run the ST6 Starter Kit, you need a PC with:

- A 3 1/2" Floppy Disk Drive
- A CDROM Disk Drive
- 1.5 Mbytes free memory space
- A free Centronics compatible parallel port connector
- MS-Windows™ 3.11, NT or 95.

3.2 Installing the Software

If diskettes are provided, you must install the software with them in order to have the latest release:

- 1 Place the SK626XI1 diskette into your floppy disk drive.
- 2 In Windows Explorer or File Manager, view the contents of the diskette, then double-click the **Setup** file or icon.
- 3 Follow the instructions as they appear on screen.

If only the ST62 CDROM is provided, then: Place the ST62 CDROM provided into your CDROM disk drive.

- 1 In Windows Explorer or File Manager, view the contents of the CDROM, browse to st62oncd\ftools\sk626Xi1 and double-click the **Setup** file or icon.
- 2 Follow the instructions as they appear on screen.

3.3 Connecting the Power Supply

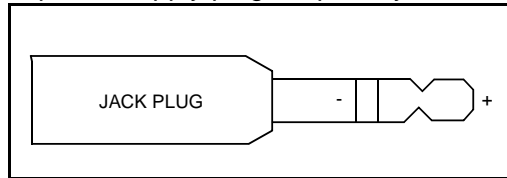
If you have AC mains supply, connect the Jack plug on the power supply cable provided to the J3 input socket, then connect the mains plug to a mains source.

If you have DC mains supply, connect the male plug on the power supply cable provided to the J3 input socket, then connect the mains plug to a mains source with the following characteristics:

- Voltage: 16V min./20V max.
- Current: 100 mA min.

Note: To avoid a short circuit, always connect the power input cable to the starter kit board before connecting it to a mains power supply.

If you use your own 3.5 mm power supply plug, its polarity must be as follows:



4 RUNNING THE DEMOS

This section describes the demonstration programs that are provided with the Starter Kit and explains how to run them.

4.1 What the Demos Do

The following paragraphs describe the demos that come pre-loaded with the ST6 Starter Kit demos. See “Running the Demonstration Programs” on page 22 below for details on how to select and run a demo.

The source files of these demos are provided with the Starter Kit software in the file **C:\st6tools\sk626Xi1\sk626Xi1\DEMOK65.ASM.**

4.1.1 Demo 1 - Sound Generation

After RESET, this program generates a PWM signal at the output of the AUTO RELOAD TIMER peripheral (PB7), which is connected to the Audio Transducer.

The frequency of the PWM signal can be adjusted by pressing the + (increase) or the - (decrease) pushbuttons.

An oscilloscope probe can be positioned on the W15-PB7 jumper to observe the PWM signal.

4.1.2 Demo 2 - Music box

After RESET, this program produces 5 tunes that are played by the Audio Transducer. The sound frequencies are generated at the AUTO RELOAD TIMER output peripheral (PB7), used in PWM mode.

The LED that is turned on indicates the tune to be played (1 through 5). To select the tune to play, press the + button.

The music starts playing when the - button is pressed.

The tempo of the music can be modified using the voltage trimmer (marked 6 on the Starter Kit board diagram on page 11). This is connected to PA4 I/O programmed as Analog input.

Once the music has finished playing, another tune can be selected and played the same way.

4.1.3 Demo 3 - Voltage trimming and LED level indication

1 Initialises the pins as follows:

This pin:	Is initialised as:
PA4	Analog input. Connected to the trimmer.
PB0 to PB4	Push-pull outputs. Connected to the five LEDs (as marked on board).

2 Reads the A/D converter data register, and turns on a LED according to the Voltage value input by the trimmer:

This voltage:	Turns this LED on:
0 to 1V	LD5
1 to 2V	LD4
2 to 3V	LD3
3 to 4V	LD2
4 to 5V	LD1

Adjusting the voltage trimmer (marked 6 on the Starter Kit board diagram on page 11) turns on the appropriate LED.

4.1.4 Demo 4 - Temperature Control

1 Initialises the pins as follows:

This pin:	Is initialised as:
PA5	Analog input. Connected to the thermistor circuit.
PB0 to PB4	Push-pull outputs. Connected to the five LEDs (as marked on board).

2 Reads and stores the A/D converter data register value. This value indicates the temperature at reset.

3 Reads and stores the A/D converter data register value at regular intervals. If this value exceeds the value that was stored at reset, a LED is turned on indicating the difference between the two values. The higher the difference is between the stored value and the read value, the higher LED number is turned on (roughly in steps of $LD(n+1)$ for each additional degree difference).

You can increase the temperature by touching the thermistor (marked 12 on the Starter Kit board diagram on page 11).

Running the Demos

4.1.5 Demo 5 - Digital to Analog Conversion

Digital to Analog Conversion (DAC) is performed using an RC integrator circuit connected to the ST6265 Auto Reload Timer output (PB7).

A PWM signal is generated by the ARTimer at PB7 output. The voltage value at the output of the RC integrator circuit is controlled by the PWM duty cycle.

After RESET, the program:

- Generates a 64 KHz frequency PWM signal at the Auto Reload Timer output. The duty cycle is initialized at 50%.
- Decreases/increases the duty cycle value each time the - or + button is pressed (2% steps). This modifies the analog voltage at the integrator circuit output.

For more precise observation, position an oscilloscope probe on the ANA test point, located in the Digital to Analog circuit (marked 19 on the Starter Kit board diagram on page 11).

4.1.6 Demo 6 - RS-232 Communications

This demonstration shows how an RS-232 communication line buffer can be managed using an ST6265 microcontroller.

To run this demonstration:

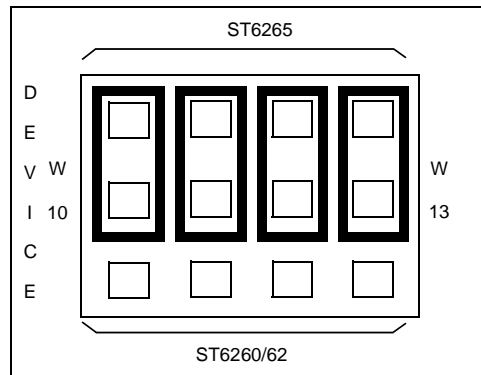
- 1 Connect the RS-232 connector on the Starter Kit board to a serial port on your PC using the RS-232 cable provided.
- 2 On the host PC, in MS-DOS, execute the program: ST6K232.EXE which is in the st6tools\sk626Xi1 directory.
- 3 Follow the instructions as they appear on screen.

4.2 Running the Demonstration Programs

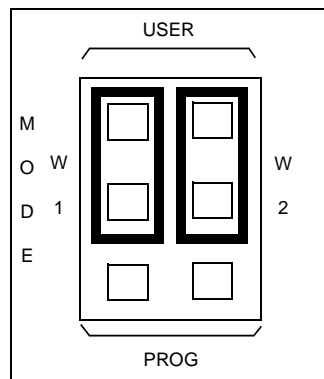
The ST6265 microcontroller labelled DEMOK65 is programmed with the demonstration software. If this software has been erased from the microcontroller, you can reprogram it from the file **DEMOK65.HEX** (the file is in the st6tools\sk626Xi1 directory). For details of how to program microcontrollers refer to “Programming ST6 Microcontrollers” on page 30.

To run the demonstrations:

- 1 Power down the Starter Kit board.
- 2 Make sure that the pre-programmed ST62E65 is plugged into the DIL connector, and that the DEVICE jumpers W10 to W13 (marked 3 on the Starter Kit board diagram on page 11) are set to ST6265 as shown in the following diagram:



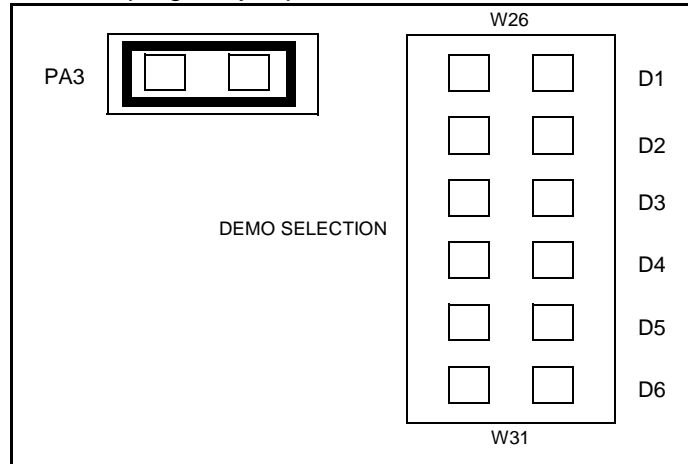
- 3 Select the USER mode using the jumpers marked W1 and W2 (marked 18 on the Starter Kit board diagram on page 11), as shown in the diagram below:



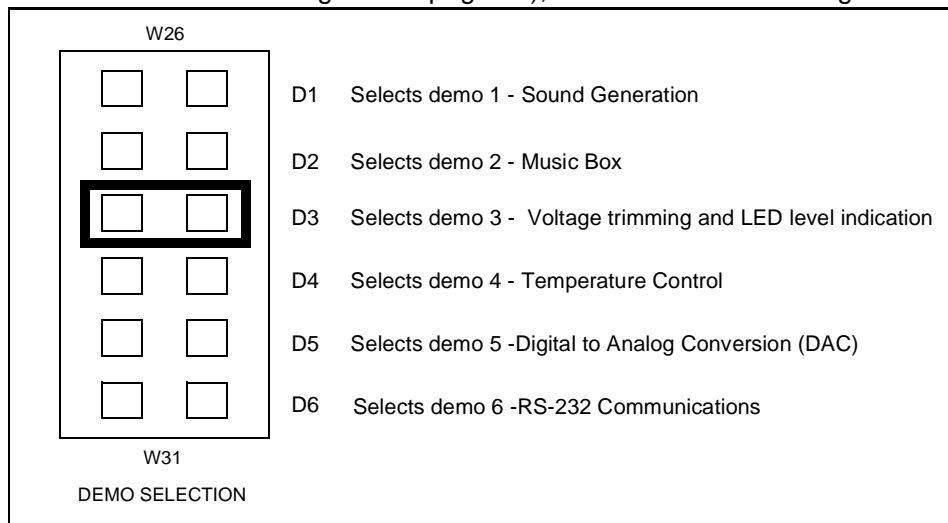
- 4 Disconnect the cable from the parallel port (P1) connection, if it is connected.
- 5 Power up the Starter Kit board.

Running the Demos

- 6 Install the demonstration program jumper marked PA3, as shown in the diagram below:



- 7 Select the demo you want to run, by installing the appropriate jumper W26 to W31 (marked 13 on the Starter Kit board diagram on page 11), as indicated on the diagram below:



For example, in the above diagram demo 3 is selected.

- 8 Press the reset button.

The selected demo is now ran.

To run a different demo, repeat steps 7 and 8.

5 CONNECTING EXTERNAL RESOURCES TO THE STARTER KIT BOARD

You can connect your own external resources to the pre-programmed ST6265 to debug or evaluate your programs, using the connector J2 (marked 15 on the Starter Kit board diagram on page 11). To be able to connect your own resources to the Starter Kit board, you must disconnect the resources that are already connected to the ST6265, to avoid external resource/Starter Kit board resource conflicts. The following table lists the Starter Kit board resources and the corresponding J2 connections, and indicates the jumper that disconnects each resource.

On-board resource	JP	ST6265 Connector	PIN	PIN	ST6265 Connector	JP	On-board resource
LED level indicator	W8 PB0	PB0	1	28	PC0	W21 PC0	RS232 CTS
LED level indicator	W7 PB1	PB1	2	27	PC1	W20 PC1	RS232 RTS
-	-	nc	3	26	PC2	W17 PC2	RS232 RX
LED level indicator	W6 PB2	PB2	4	25	PC3	W19 PC3	RS232 TX
LED level indicator	W5 PB3	PB3	5	24	PC4	W16 PC4	Not used
LED level indicator	W4 PB4	PB4	6	23	NMI (*)	-	System Tasks
Pushbutton +	W22 PB5	PB5	7	22	RESET/(*)	-	Reset push. Power-on
Pushbutton -	W23 PB6	PB6	8	21	OSCOUT	-	System Tasks
Audio Transducer	W15 PB7	PB7	9	20	OSCIN	-	8MHz Osc.
System Tasks	-	PA0 (*)	10	19	PA7		None
-	-	nc	11	18	PA6	-	Not used
-	-	GND	12	17	PA5	W24 PA5	Thermistor
System Tasks	-	PA1 (*)	13	16	PA4	W18 PA4	Trimmer
System Tasks	-	PA2 (*)	14	15	PA3	W25 PA3	Demonstration Selector

(*) This is not available if the Starter Kit board is connected to a host PC.

Note: Some of the signals on the J2 connector are used during ST6 programming, thus you must disconnect any external resource that is connected to J2 before using the Starter Kit board for programming.

6 USING THE STARTER KIT BOARD AS A HARDWARE SIMULATOR

WGDB6, the ST6 debugger that runs under Windows, lets you test your programs without having to program the EPROM of your target ST6. Depending how much information you want, and how close to real life you want your test environment to be, you can use WGDB6 in one of three ways:

- As a software simulator. If you use WGDB6 as a simulator, you need not attach any additional hardware to your PC. The ST6 simulator program, that comes with WGDB6 and is run when you run WGDB6/Simulator, simulates the execution of your program, letting you step through the code and see what happens as the program runs. WGDB6 simulator includes Wave Form Editor, which simulates the output of the pins on your target ST6 in relation to inputs that you define, enabling you to see how its peripherals react to the inputs they receive.
- With an ST6 hardware emulator. Emulators are hardware systems that act as your target microcontroller, at the same time capturing detailed information, such as which areas of memory are accessed by the program and what happens when they are accessed. In this case, WGDB6/Emulator provides an interface between the emulator and your PC, displaying data captured by the emulator and letting you implement the WGDB6 features in the emulator, such as software or hardware breakpoints.
- With the Starter Kit board as a hardware simulator. This is a cross between the above two. The WGDB6 software simulator simulates the execution of your program, but each time the data space is accessed, it accesses that of the ST6 that is plugged into your Starter Kit board. Thus, using the Starter Kit board with WGDB6, you can view how the real microcontroller peripherals behave when your program is executed.

This section describes the third option, how to use the Starter Kit board as a hardware simulator.

You can use the Starter Kit board to emulate any ST6252, ST6253, ST6255, ST6260, ST6262, ST6263 or ST6265 microcontroller. Note, however that you must use the pre-programmed ST6265 microcontroller, labelled DEMOK65 supplied with the kit for hardware simulation. Thus, when simulating programs designed for other microcontrollers, make sure that you do not use resources that are not available on the microcontroller your application is designed for.

6.1 The Data Transmission Driver

Data is transferred between the simulated peripheral registers and the ST626x registers via the host PC's parallel port. The DEMOK65.HEX program, with which the ST6265 microcontroller that is plugged into the Starter Kit board must be loaded includes the transmission driver.

The data transfer driver uses the following bits:

PC parallel port	ST6265 MCU	WGDB6 Use
D2	PA2	Synchronisation
D3	PA1	Write data to MCU
D4	RESET	Hardware reset of peripherals
D6	NMI	Initiates data transfer
SDOP	PA0	Read data from MCU

Note: Do not connect any external resources to the corresponding J2 connector pins when using the Starter Kit board as a peripheral emulator.

6.2 Technical Limitations

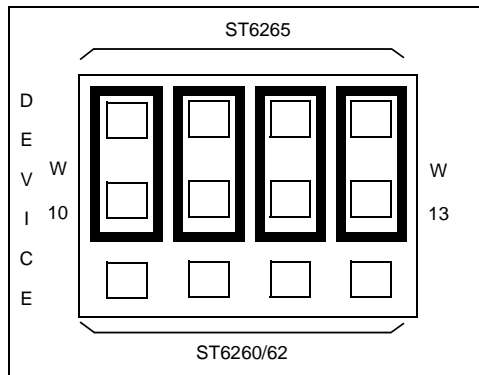
The Starter Kit board has the following limitations when used with WGDB6 as a hardware simulator:

- Real-time program execution is not supported.
- Resetting the ST6265 by power on, pressing the Reset button or external reset does not reset the simulated ST6 core. To perform a complete simulated reset, use the WGDB6 reset command instead.
- Interrupts sent by the ST6265 microcontroller are not supported by the WGDB6 simulator.
- The pins: NMI, PA0, PA1 and PA2 on the ST6265 microcontroller are used for communications with the host PC, and are thus not available for simulation.
- You cannot modify the D0, D1 and D2 bits of the DDRA, ORA and DRA registers.

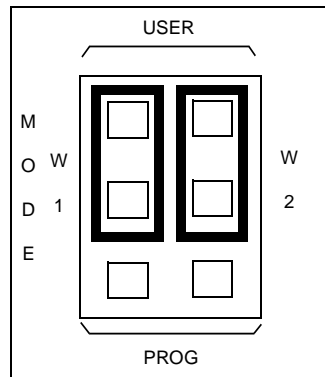
Using The Starter Kit Board as a Hardware Simulator

To use the Starter Kit board as a hardware simulator:

- 1 Power down the Starter Kit board.
- 2 Make sure that the pre-programmed ST6265 is plugged into the DIL socket U3, and that the DEVICE jumpers W10 to W13 (marked 3 on the Starter Kit board diagram on page 11) are set to ST6265 as shown in the following diagram:



- 3 Select the USER mode using the jumpers marked W1 and W2 (marked 18 on the Starter Kit board diagram on page 11), as shown in the diagram below:



- 4 Connect the Parallel port P1 on the Starter Kit board to a spare parallel port on your PC using the cable provided with the Starter Kit.
- 5 Power up the Starter Kit board.

To run WGDB6:

- If you are using Windows 95, click the **Start** button, point to **Programs**, then **ST6 Tools**, then click **WGDB6/Simulator**.
- If you are using Windows 3.x, double-click the appropriate **WGDB6/Simulator** icon in the **ST6 Tools** program group.

Refer to "WGDB6 User Guide" in the "ST6 Family Software Development Tools AST6, LST6, WGDB6" User Manual for full instructions on how to use WGDB6.

6.3 Error Messages

The following table lists the error messages you may encounter when using WGDB6 with the Starter Kit board:

Error message	Description
Error 116 Port A protected when using board.	This means that WGDB6 tried to access the PORT A registers. These are used for communications with the board.
Error 117 Communication error with ST626x board.	This means that a problem occurred during communications between the host PC and the board. Perform the checks listed below.

6.4 Troubleshooting

If there is a communications problem between WGDB6 and the Starter kit board, the title "WGDB6 Simulator" appears in the WGDB6 title bar. In this case, you should check the following:

- That the Starter Kit board is correctly powered up.
- That the parallel port cable is correctly connected.
- That the device jumpers W1 and W2 are in the USER position.
- That the device type selection jumpers W10 to W13 are in the ST6265 position.
- That an ST6265 is plugged into the Starter Kit board, and it is programmed with DEMOK65.HEX.

7 PROGRAMMING ST6 MICROCONTROLLERS

You can use the Starter Kit board, in conjunction with the program Epromer, to program ST6252, ST6253, ST6255, ST6260, ST6262, ST6263 or ST6265 microcontrollers. You can also perform in-circuit programming of ST6252, ST6253, ST6255, ST6260, ST6262, ST6263 or ST6265 OTP/EPROM microcontrollers using your own board, connected to the Starter Kit board via the connector J1 (marked 1 on the Starter Kit board diagram on page 11).

7.1 Programming Signals

The following table shows the programming signals and states and their corresponding pin numbers.

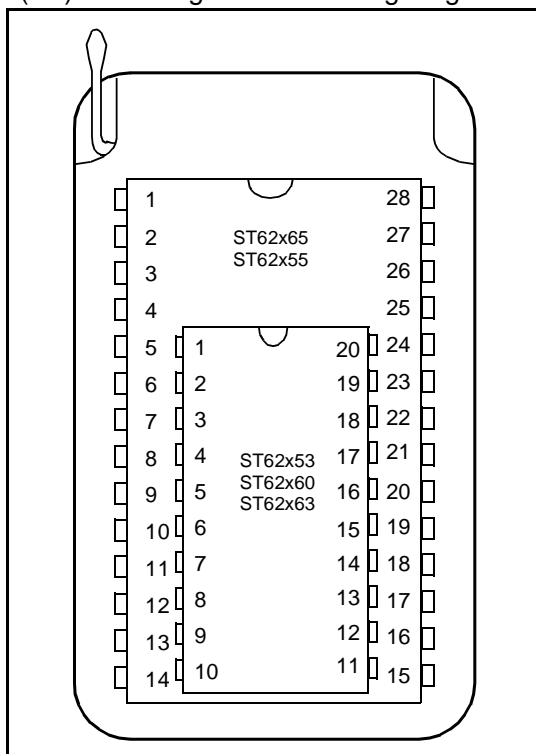
Programming signals	Programming states	ST62x65 MCU		ST62x60 MCU		ST62x62 MCU	
		MCU pin	J2 connector	MCU pin	J2 connector	MCU pin	J2 connector
PB0	High	Pin 1	Pin 1	Pin 1	Pin 5	Pin 1	Pin 5
PB2	High/Low	Pin 4	Pin 4	Pin 4	Pin 8	Pin 3	Pin 8
PB3	High/Low	Pin 5	Pin 5	Pin 5	Pin 9	Pin 4	Pin 9
TEST	5V/12V	Pin 3	n/c	Pin 3	Pin 7	Pin 2	Pin 7
OSCIN	High/Low	Pin 20	Pin 20	Pin 14	Pin 18	Pin 11	Pin 18
OSCOUT	High	Pin 21	Pin 21	Pin 15	Pin 19	Pin 12	Pin 19
RESET	High/Low	Pin 22	Pin 22	Pin 16	Pin 20	Pin 13	Pin 20

Note: The PB2, PB3, OSCIN and RESET signals on the J2 connector are used during ST6 programming, thus if you have connected an external resource to J2, you must disconnect these signals before using the Starter Kit board for programming.

The PB2, PB3, OSCIN and RESET pins are used by the system during programming. The programming signals are therefore switched to different pins of the DIL-28 socket.

7.2 Setting Up the Starter Kit Board

- 1 Power down the Starter Kit board.
- 2 Plug the ST6 microcontroller you want to program into the DIL-28 socket (U3) or the DIL-16 socket (U4). The DIL-16 socket (U4) is only used to program ST6252 and ST6262 devices. Use the DIL-28 socket (U3) according to the following diagram:

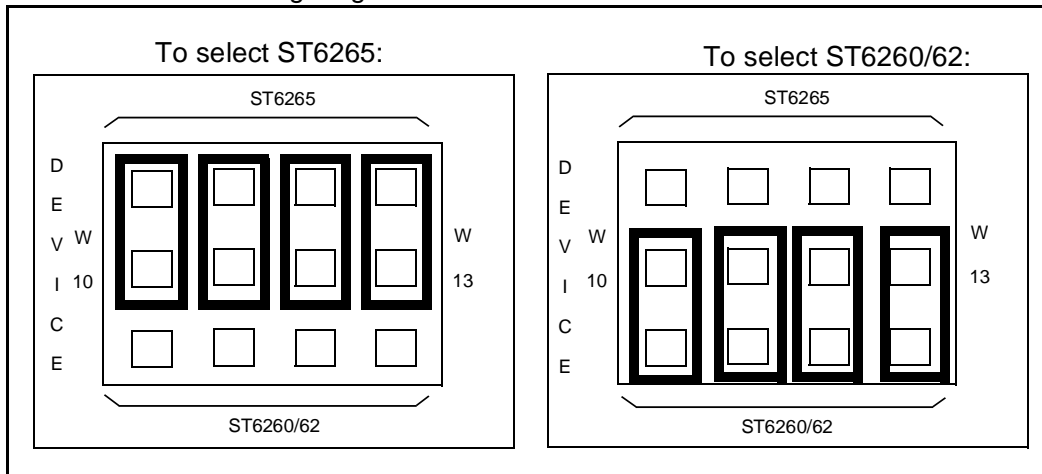


- 3 Set the DEVICE jumpers W10 to W13 (marked 3 on the Starter Kit board diagram on page 11) for the microcontroller that you want to program according to the following table:

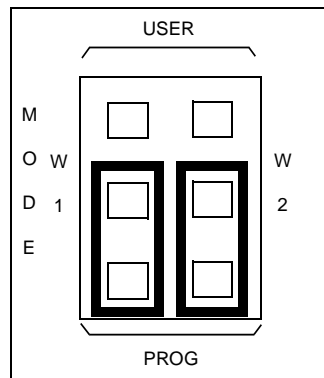
Device Type	W10 to W13 Position
ST6252	ST6260/62
ST6253	ST6260/62
ST6255	ST6265
ST6260	ST6260/62
ST6262	ST6260/62
ST6263	ST6260/62
ST6265	ST6265

Programming ST6 Microcontrollers

4 As shown in the following diagram:



5 Select the PROG mode using the jumpers marked W1 and W2 (marked 18 on the Starter Kit board diagram on page 11), as shown in the diagram below:



6 Connect the Parallel port P1 on the Starter Kit board to a spare parallel port on your PC using the cable provided with the starter kit.

7 Power up the Starter Kit board.

You can now use Epromer to program the microcontroller that is plugged into the Starter Kit board.

Note: Epromer does not work under Windows NT.

To run Epromer from Windows 3.x, double-click the Epromer icon in the ST6 Tools group.

To run Epromer from Windows 95, click **Start, Programs, ST6 Tools, then Epromer.**

For instructions on how to operate Epromer, click **Help** in the Epromer main window.

7.3 In-Circuit Programming

You can perform in-circuit programming of ST6252, ST6253, ST6255, ST6260, ST6262, ST6263 or ST6265 OTP/EPROM microcontrollers using your own board, connected to the Starter Kit board via the connector J1 (marked 1 on the Starter Kit board diagram on page 11).

7.3.1 Application Board Connections

The following paragraphs specify the connection requirements between your application board and the Starter Kit board.

The application board must have a suitable 16-way connector (8x2 header HE10) to be connected via a 16-way cable to connector J1 (marked 1 on the Starter Kit board diagram on page 11) on the Starter Kit board.

The following table shows the required pin connections:

ST626x/5x	Connector
PB3	Pin 1
Connected to P1 Pin 7	Pin 3
OSCI _n	Pin 5
PB2	Pin 7
RESET	Pin 9
VPP/TM	Pin 13
VDD	Pin 14, 16
VSS	Pin 2, 4, 6, 8, 10

V_{DD}

Use of the **V_{DD}** connection is optional, depending on whether the application board supply can or cannot be disconnected. If the application board supply is disconnected, you can supply it through pins 14 and 16 of the connector, as long as the total load current does not exceed 100 mA, and the capacitive load is less than 50 µF.

If the application board has its own power supply, its voltage must be set to 5V, so that logic levels are compatible with those of the Starter Kit board.

OSCI_n

Synchronises the programming operations using a clock generated by the programming tool. OSCI_n is located on the application board, and must be directly connected to Pin 5 on the 16-way connector. No isolation is needed as long as a quartz crystal or ceramic resonator is used in the application. If an external clock generator is used in the application, it must be disconnected during in-circuit programming.

RESET

Controls the programming mode entry. To prevent signal level contention, RESET must be directly connected to Pin 9 on the 16-way connector, and must be isolated from other nodes on the application board. Any direct connection to V_{DD} , V_{SS} or an output must be avoided. This pin can be connected to a CMOS input, a 2 K Ω pull-up, a 10 K Ω pull-down or left open (Internal pull-up). The capacitive load of the RESET pin should not exceed 1 μ F.

Pins 1 and 7 on the 16-way connector are used to establish communications between the programming tool and the microcontroller.

To prevent signal-level contention, Pins 1 and 7 must be directly connected to PB3 and PB2 on the 16-way connector, and must be isolated from other nodes on the application board. Any direct connection to V_{DD} , GND or an output must be avoided. These pins may be connected to a CMOS input, a 2 K Ω pull-up, a 10 K Ω pull-down or left open (Internal pull-up).

If **pin 3** on the 16-pin connector is connected to the target device, the same applies. Connection to pin 3 is not necessary if a high voltage level is guaranteed by the board design.

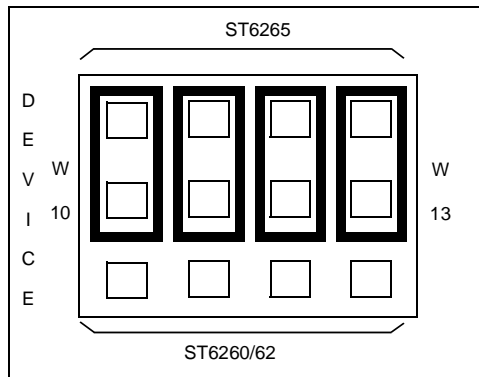
Some **I/O pins** are not connected to the 16-way connector and must be set to a high level during programming. This is normally achieved by the RESET signal sent by the programming tool through the 16-way cable, setting the I/O pins as inputs with an internal 300 K Ω pull-up. To keep these I/O lines high, direct connection of these pins to GND or to any other signal at low level (even temporarily) must be avoided. Only connections to another CMOS input, to an external pull-up or a 10 M Ω pull-down is allowed.

The signals on PB3 and PB5 (if not directly biased through pin 3 of the 16-way connector) must be kept at a high voltage level.

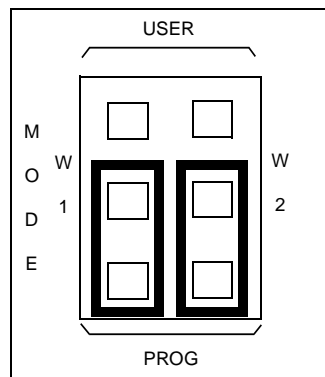
The **Vpp/TM** pin must not be directly connected to GND/ V_{SS} on the application board, to avoid any conflict with the programming voltage provided by the programming tool via pin 13 on the connector. This pin should be pulled down by a resistor with minimum value of 10 K Ω . You must add a 100 nF ceramic capacitor between Vpp/Test and V_{SS} .

7.4 Setting Up the Starter Kit Board for In-Circuit Programming

- 1 Power down the Starter Kit board.
- 2 Set the DEVICE jumpers W10 to W13 (marked 3 on the Starter Kit board diagram on page 11) to ST6265, as shown in the following diagram:



- 3 Select the PROG mode using the jumpers marked W1 and W2 (marked 18 on the Starter Kit board diagram on page 11), as shown in the diagram below:



- 4 Connect the Parallel port P1 on the Starter Kit board to a spare parallel port on your PC using the cable provided with the starter kit.
- 5 Connect your application board to the connector J1 (marked 1 on the Starter Kit board diagram on page 11) on the Starter Kit board.
- 6 Power up your Starter Kit board.

You can now use Epromer to program the microcontroller that is on your own board.

Note: Epromer does not work under Windows NT.

To run Epromer from Windows 3.x, double-click the Epromer icon in the ST6 Tools group.

Programming ST6 Microcontrollers

To run Epromer from Windows 95, click **Start, Programs, ST6 Tools**, then **Epromer**. For instructions on how to operate Epromer, click **Help** in the Epromer main window. If your application board is not powered by the Starter Kit, you must connect it to a 5V DC power supply before you start programming.

8 RUNNING YOUR OWN PROGRAM ON THE STARTER KIT BOARD

You can run your own programs on the Starter Kit board, using any of the Starter Kit resources:

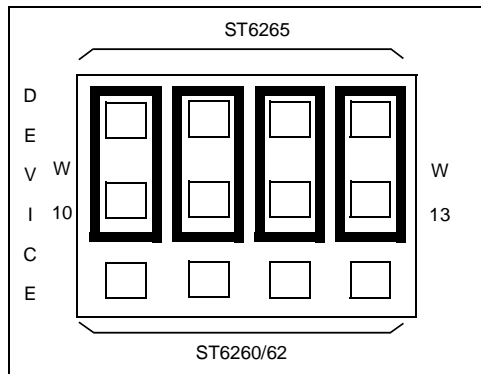
- 8 Mhz oscillator
- 10 Kohm trimmer
- Audio Transducer
- + and - buttons
- Thermistor bridge
- Heater resistor control circuit
- Five LED level indicator

Note: You can only run applications on the Starter kit board using ST6265 microcontrollers. If your application is designed for another microcontroller, you must change its port definitions to match those of the ST6265.

You can also use your own hardware resource by connecting it to the connector J2 (see “Connecting External Resources to the Starter Kit Board” on page 25).

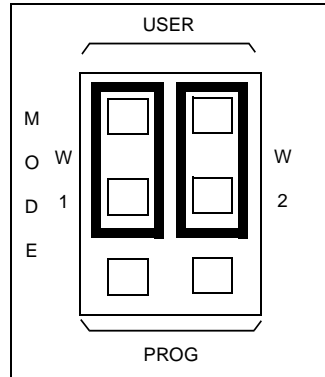
To run your own program on the Starter Kit board:

- 1 Power down the Starter Kit board.
- 2 Program the ST6265 with the application you want to run following the instructions given in “Programming ST6 Microcontrollers” on page 30.
- 3 Set the DEVICE jumpers W10 to W13 (marked 3 on the Starter Kit board diagram on page 11) to ST6265, as shown in the following diagram:



Running Your Own program on the Starter Kit Board

- 4 Select USER mode using the jumpers marked W1 and W2 (marked 19 on the Starter Kit board diagram on page 11), as shown in the diagram below:



- 5 Disconnect the cable from the parallel port (P1) connection, if it is connected
- 6 Disconnect the demonstration program selector by removing the jumper marked PA3 in the Demonstration Selector circuit (marked 12 in the Starter Kit board diagram on page 11.)
- 7 If you are using your own hardware resources connected to J2 (marked 17 on the Starter Kit board diagram on page 11), disconnect any Starter Kit board resources that use the same pins, following the instructions given in “Connecting External Resources to the Starter Kit Board” on page 25.
- 8 Power up the Starter Kit board.

9 HARDWARE INFORMATION

9.1 Parts List

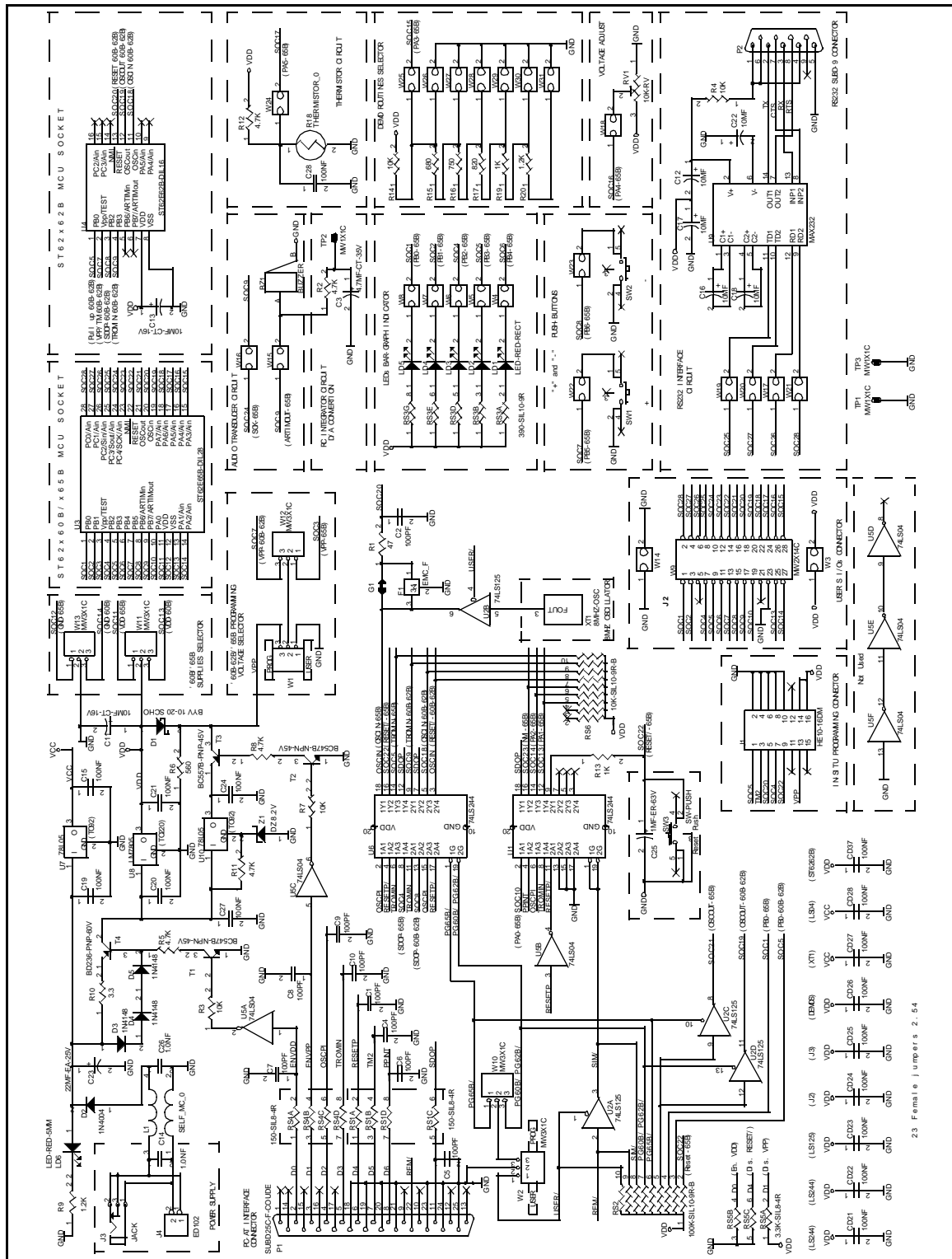
Part	Device
BZ1	BUZZER
C1,C2,C4,C5,C6,C7,C8,C9,C10	100pF
C3	4.7MF
C11,C12,C13,C16,C17,C18,C22	10MF
C14,C26	1.0nF
C15,C19,C20,C21,C24,C27,C28,CD21,CD22,CD23,CD24,CD25,CD26,CD27,CD28,CD37	100nF
C23	22MF-25V
C25	1.0MF
D1	BYV 10-20 SCHO
D2	1N4004
D3,D4,D5	1N4148
F1	Not connected
G1	SOLDER BRIDGE
J1	HE10-16DM
J3	JACK
J4	2nd Supply conn.
L1	2,2μH
LD1,LD2,LD3,LD4,LD5	LED-RED-RECT
LD6	LED-RED-5MM
P1	SUBD25
P2	SUBD9
R1	47Ω
R2,R5,R8,R12	4.7KΩ
R3,R4,R7,R14	10KΩ
R6	560Ω
R9,R20	1.2KΩ
R10	3.3Ω
R11	Not connected
R13,R19	1KΩ

Part	Device
R15	680Ω
R16	750Ω
R17	820Ω
R18	CTN 4,7K
RS1, RS4	150Ω SIL8 4R
RS2	100KΩ SIL10 9R
RS3	390Ω SIL10 9R
RS5	3.3KΩ SIL8 4R
RS6	10KΩ SIL10 9R
RV1	10KΩ Trimmer
SW1,SW2,SW3	SW-PUSH
T1,T2	BC547B-NPN-45V
T3	BC557B-PNP-45V
T4	BD236-PNP-60V
TP1,TP3	MW1X1C
U1,U6	74LS244
U2	74LS125
U3	ST6265
U4	DIL-16 ZIF
U5	74LS04
U7, U10	78L05
U8	LM7805
U9	MAX232
W1,W2,W10,W11,W12,W13	MW3X1C
W4,W5,W6,W7,W8,W15,W16,W17,W18,W19,W20,W21,W22,W23,W24,W25,W26,W27,W28,W29,W30,W31	MW2X1C
W9	MW2X14C
XT1	8MHZ-OSC
Z1	DZ 8.2V

9.2 Starter Kit Board Schematic

See next page

Hardware Information



23 Female Jumper 2.54

Notes:

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