

E1 Emulator R0E000010KCE00

E20 Emulator R0E000200KCT00

User's Manual

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Preface

The E1 emulator (R0E000010KCE00) and the E20 emulator (R0E000200KCT00) are designed for use with the MCU's made by Renesas Electronics.

All components of the E1 and E20 emulators are listed under "1.1 Package Components". If you have any questions about the E1 or E20 emulator, contact your local distributor.

Documentation for the E1/E20 emulator manual is in two parts: the E1/E20 Emulator User's Manual (this manual) and the E1/E20 Emulator Additional Document for the User's Manual. Different versions of the latter correspond to different sets of MCUs.

This user's manual describes mainly the hardware specifications of the E1 and E20 emulators. For information on emulator debuggers and other related products, please see the additional document for user's manuals included with each product.

You can download the latest manuals from the Renesas Tools homepage.

[E1] <http://www.renesas.com/e1>

[E20] <http://www.renesas.com/e20>

Important

Before using the emulator, be sure to read this user's manual carefully.
Keep this user's manual, and refer to it when you have questions about the emulator.

Emulator:

"Emulator" in this user's manual collectively refers to the E1 and E20 emulators manufactured by Renesas Electronics Corporation.

"Emulator" herein encompasses neither the customer's user system nor the host machine.

Purpose of use of the emulator:

This emulator is a device to support the development of systems that uses the Renesas microcomputers. It provides support for system development in both software and hardware. By using in combination with a programming software, it is available as a Flash programming tool.

Be sure to use the emulator correctly according to said purpose of use. Please avoid using the emulator other than for its intended purpose of use.

For those who use the emulator:

The emulator can only be used by those who have carefully read the user's manual and know how to use it.

Use of the emulator requires basic knowledge of electric circuits, logical circuits, and MCUs.

When using the emulator:

- (1) The emulator is a development-support unit for use in your program development and evaluation stages. When a program you have finished developing is to be incorporated in a mass-produced product, the judgment as to whether it can be put to practical use is entirely your own responsibility, and should be based on evaluation of the device on which it is installed and other experiments.
- (2) In no event shall Renesas Electronics Corporation be liable for any consequence arising from the use of the emulator.
- (3) Renesas Electronics Corporation strives to provide workarounds for and correct trouble with products malfunctions, with some free and some incurring charges. However, this does not necessarily mean that Renesas Electronics Corporation guarantees the provision of a workaround or correction under any circumstances.
- (4) The emulator covered by this document has been developed on the assumption that it will be used for program development and evaluation in laboratories. Therefore, it does not fall within the scope of applicability of the Electrical Appliance and Material Safety Law and protection against electromagnetic interference when used in Japan.
- (5) Renesas Electronics Corporation cannot predict all possible situations and possible cases of misuse that carry a potential for danger. Therefore, the warnings in this user's manual and the warning labels attached to the emulator do not necessarily cover all such possible situations and cases. The customer is responsible for correctly and safely using the emulator.
- (6) This emulator has acquired the standards shown in "1.5 Regulatory Compliance Notices". This fact must be taken into account when the emulator is taken from Japan to some other country.
- (7) Renesas Electronics Corporation will not assume responsibility of direct or indirect damage caused by an accidental failure or malfunction in the emulator.

When disposing of the emulator:

Penalties may be applicable for incorrect disposal of this waste, in accordance with your national legislation.

Usage restrictions:

The emulator has been developed as a means of supporting system development by users. Therefore, do not use it as an embedded device in other equipment. Also, do not use it to develop systems or equipment for use in the following fields.

- (1) Transportation and vehicular
- (2) Medical (equipment that has an involvement in human life)
- (3) Aerospace
- (4) Nuclear power control
- (5) Undersea repeaters

If you are considering the use of the emulator for one of the above purposes, please be sure to consult your local distributor.

About product changes:

We are constantly making efforts to improve the design and performance of our product. Therefore, the specification or design of the emulator, or this user's manual, may be changed without prior notice.

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About diagrams:

Some diagrams in this user's manual may differ from the objects they represent.

Precautions for Safety

This chapter, by showing the relevant diagrammatic symbols and their meanings, describes the precautions which should be taken in order to use this product safely and properly. Be sure to read and understand this chapter before using this product.

Contact us if you have any questions about the precautions described here.



WARNING

WARNING indicates a potentially dangerous situation that will cause death or heavy wound unless it is avoided.



CAUTION

CAUTION indicates a potentially dangerous situation that will cause a slight injury or a medium-degree injury or property damage unless it is avoided.

To avoid a possible danger, the following diagrammatic symbols are used to call your attention.

△ means WARNING or CAUTION.

Example:



CAUTION AGAINST AN ELECTRIC SHOCK

⊘ means PROHIBITION.

Example:



DISASSEMBLY PROHIBITED

● means A FORCIBLE ACTION.

Example:



UNPLUG THE POWER CABLE FROM THE RECEPTACLE.

 **WARNING****Warnings for AC Power Supply:**

Do not repair or remodel the emulator product by yourself in order to prevent danger such as an electric shock or fire and for the sake of quality assurance. For after-sale services in case of a mechanical or electrical fault, please contact your local distributor.

Always switch off the host computer and user system before connecting or disconnecting any cables or parts. Neglect of this precaution will result in getting an electric shock or will result in the emulator product or user system emitting smoke or catching fire. Also, the user program under debug will be destroyed.

Make sure that the connectors on both ends of the user-system interface cable are facing the right way relative to the user-side connector on the emulator and the connector on the user system, respectively.

Neglect of this precaution will result in getting an electric shock or will result in the emulator product or user system emitting smoke or catching fire.

Warning for Modification:

Do not modify the emulator. Personal injury due to electric shock may occur if the emulator is modified. Modifying the product will void your warranty.

Warning for Installation:

Do not set the emulator in water or areas of high humidity. Make sure that the product does not get wet. Spilling water or some other liquid into the product may cause un-repairable damage.

Warning for Use temperature:

The emulator is to be used in an environment with a maximum ambient temperature of 35°C. Care should be taken that this temperature is not exceeded.

 **CAUTION****Cautions to Be Taken for Handling The emulator:**

Use caution when handling the emulator. Be careful not to apply a mechanical shock.

Do not touch the connector pins of the emulator and the target MCU connector pins directly. Static electricity may damage the internal circuits.

When attaching and removing the cable, hold the plug of the cable and do not touch the cable. When installing the emulator, do not flex the cable excessively or pull the emulator or the board by the cable connected to it. The cable may cause a break.

Do not tape the flexible cable or apply adhesives to secure the cable. The shielding material on the surface of the cable may come off.

Caution to Be Taken for System Malfunctions:

If the emulator malfunctions because of interference like external noise, do the following to remedy the trouble.

(1) Exit the emulator debugger, and shut OFF the emulator and the user system.

(2) After a lapse of 10 seconds, turn ON the power of the emulator and the user system again, then launch the emulator debugger.

Caution to Be Taken for Disposal:

Penalties may be applicable for incorrect disposal of this waste, in accordance with your national legislation.

European Union regulatory notices:

The WEEE (Waste Electrical and Electronic Equipment) regulations put responsibilities on producers for the collection and recycling or disposal of electrical and electronic waste. Return of WEEE under these regulations is applicable in the European Union only. This equipment (including all accessories) is not intended for household use. After use the equipment cannot be disposed of as household waste, and the WEEE must be treated, recycled and disposed of in an environmentally sound manner.

Renesas Electronics Europe GmbH can take back end of life equipment, register for this service at "<http://www.renesas.eu/weee>"

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Terminology

Some specific words used in this user's manual are defined below.

Integrated development environment: High-performance Embedded Workshop

This tool provides powerful support for the development of embedded applications for Renesas microcomputers. It has an emulator debugger function allowing the emulator to be controlled from the host machine via an interface. Furthermore, it permits a range of operations from editing a project to building and debugging it to be performed within the same application. In addition, it supports version management.

Emulator debugger

This means a software tool that is started up from the High-performance Embedded Workshop, and controls the emulator and enables debugging.

Programming software

This means Flash Development Toolkit or Renesas Flash Programmer that is available on the emulator.

Host machine

This means a personal computer used to control the emulator.

Target MCU

This means the MCU to be debugged.

User system

This means a user's application system in which the MCU to be debugged is used.

User program

This means the program to be debugged.

1. Outline

This chapter describes the package components, the system configuration, and the specifications of the emulator functions and operating environment.

1.1. Package Components

The E1/E20 emulator package consists of the following items. After you have unpacked the box, check if your E1 or E20 emulator contains all of these items. Table 1.1 and Table 1.2 show the packing components for the E1 and E20, respectively.

Table 1.1 Package components for the E1

Item	Quantity
Main E1 emulator unit (R0E000010KCE00)	1
USB interface cable (A plug — mini-B plug, 1.5 m, high-speed grade)	1
User-system interface cable (14-pin flat cable, 15cm)	1
CD-ROM	1
- Guide to the software information page	
- Self-Checking Program	
- E1/E20 Emulator User's Manual	

Table 1.2 Package components for the E20

Item	Quantity
Main E20 emulator unit (R0E000200KCT00)	1
USB interface cable (A plug — mini-B plug, 1.5 m, high-speed grade)	1
User-system interface cable (38-pin flexible cable, 20cm)	1
38-pin to 14-pin conversion adapter (R0E000200CKA00)	1
CD-ROM	1
- Guide to the software information page	
- Self-Checking Program	
- E1/E20 Emulator User's Manual	

Please keep the E1/E20 emulator's packing box and cushioning materials at hand for later reuse in sending the product for repairs or for other purposes. Always use the original packing box and cushioning material when transporting the E1 or E20 emulator.

1.2. System Configuration

The E1 or E20 emulator is used by connecting it to the target MCU mounted on the user system.

Figure 1.1 shows the configuration of the emulator system.

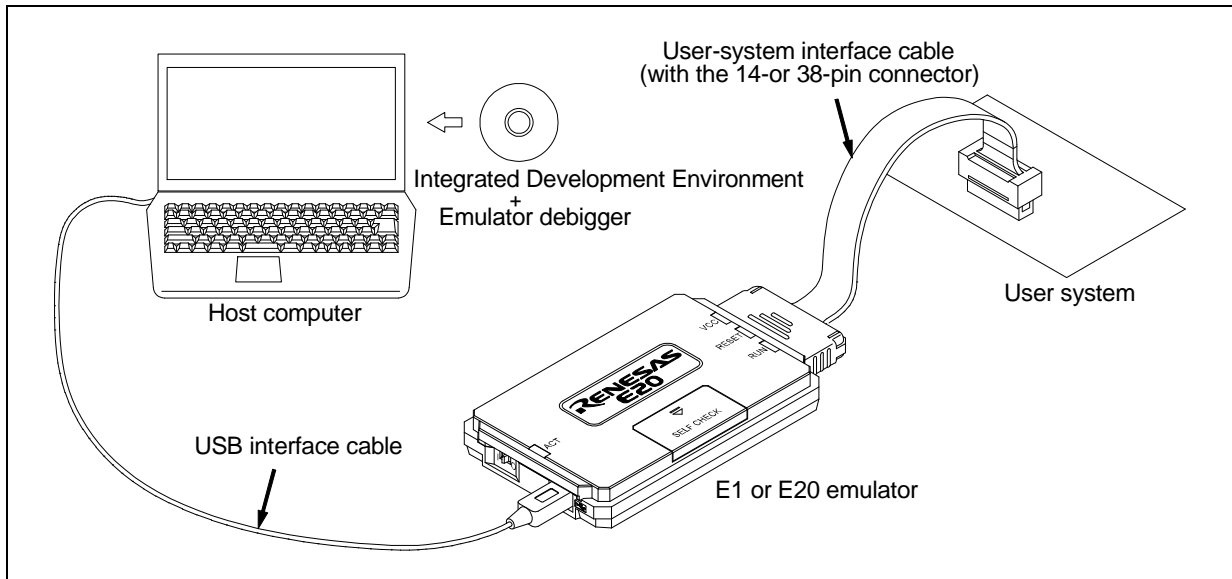


Figure 1.1 System configuration with an Emulator

- (1) E1 or E20 emulator (this product)
- (2) USB interface cable (included)
- (3) User-system interface cable (included)
- (4) User system

This is your application system using the MCU to be debugged. The E20 emulator cannot supply power to the user system. Get a power supply separately.

- (5) Host machine
A personal computer to control the emulator by USB interface.

1.3. PC Interface

- USB Interface *1
USB 2.0 high-speed (also connectable to the USB 1.1-compatible host machine)
Note: 1 Not guaranteed to operate in any combination of a host machine, USB device, and USB hub.

1.4. Specifications

Table 1.3 lists the specifications of the E1 or E20 emulator.

Table 1.3 Specifications of the E1 or E20 emulator

Item	Description	
Emulator Type	E1 Emulator Type name: R0E000010KCE00	E20 Emulator Type name: R0E000200KCT00
PC Interface	USB 2.0 (high speed/ full speed)	
User Interface	14-pin connector 7614-6002 [3M Japan Limited] 2514-6002 [3M Limited]	38-pin connector 2-5767004-2 [Tyco Electronics Japan G.K.]
Power Voltage for the emulator	USB-bus power supply (VBUS 4.5 V, min / 500 mA, min)	
Power supply for the target MCU	Supplied from the user system or Supplied from the E1 emulator (200 mA, max *)	Supplied from the user system
External dimension (main body)	109.4 mm × 53.2 mm × 18.6 mm	114.9 mm × 74.2 mm × 19.2 mm
Weight	72g	103g
Operating temperature	5 to 35°C (no condensation)	
Storage temperature	-10 to 60°C (no condensation)	
EMC	EU: EN 55022 Class A, EN 55024 USA: FCC part 15 Class A	

Note: If you can supply 500mA from USB VBUS

1.5. Regulatory Compliance Notices

1.5.1. European Union regulatory notices

This product complies with the following EU Directives. (These directives are only valid in the European Union.)

CE Certifications:

- Electromagnetic Compatibility (EMC) Directive 2014/30/EU
EN 55022 Class A

WARNING: This is a Class A product. This equipment can cause radio frequency noise when used in the residential area. In such cases, the user/operator of the equipment may be required to take appropriate countermeasures under his responsibility.

EN 55024

- Information for traceability
 - Authorised representative
 - Name: Renesas Electronics Corporation
 - Address: Toyosu Foresia, 3-2-24, Toyosu, Koto-ku, Tokyo 135-0061, Japan
 - Manufacturer
 - Name: Renesas System Design Co., Ltd.
 - Address: 5-20-1, Josuihon-cho, Kodaira-shi, Tokyo 187-8588, Japan
 - Person responsible for placing on the market
 - Name: Renesas Electronics Europe GmbH
 - Address: Arcadiastrasse 10, 40472 Dusseldorf, Germany
- Trademark and Type name
 - Trademark: Renesas
 - Product name: E1 Emulator / E20 Emulator
 - Type name: R0E000010KCE00 / R0E000200KCT00

Environmental Compliance and Certifications:

- Waste Electrical and Electronic Equipment (WEEE) Directive 2012/19/EU

1.5.2. United States Regulatory notices

This product complies with the following EMC regulation. (This is only valid in the United States.)

FCC Certifications:

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

1.6. Emulator Hardware Configuration

As shown in Figures 1.2 and 1.3, the emulator consists of a main emulator unit, a USB interface cable, and a user-system interface cable. The emulator is connectable to the host computer via a USB port compliant with USB 2.0 (Full-Speed/High-Speed) or USB 1.1.

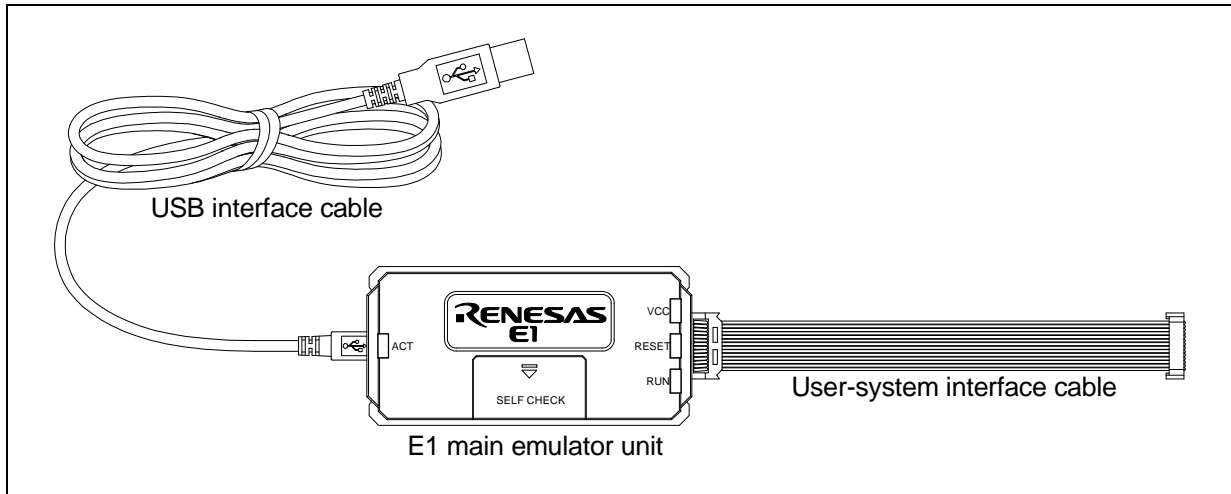
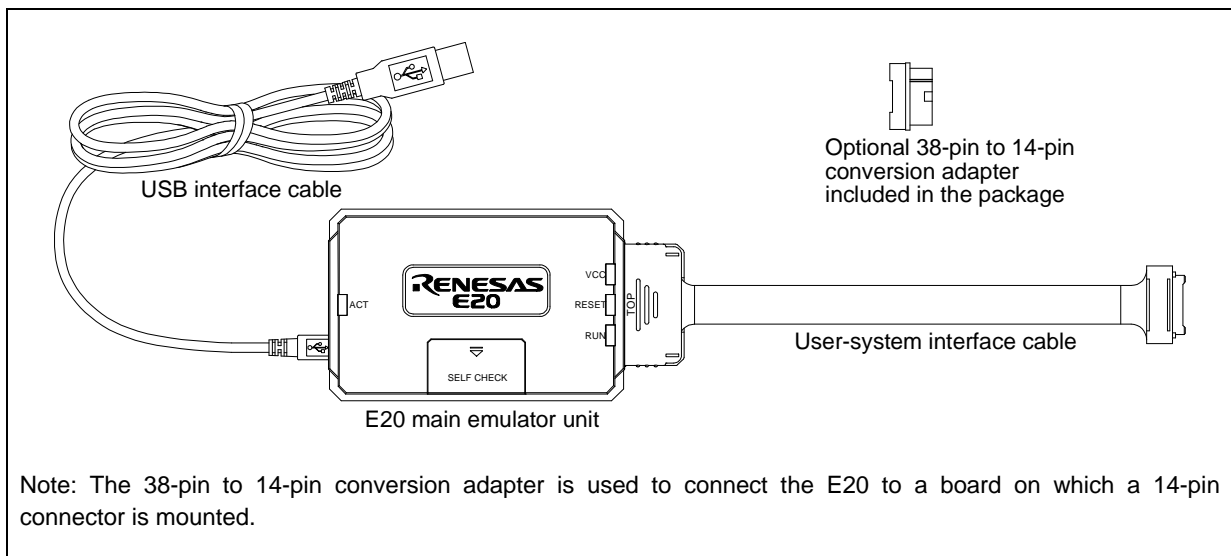


Figure 1.2 E1 Hardware Configuration



Note: The 38-pin to 14-pin conversion adapter is used to connect the E20 to a board on which a 14-pin connector is mounted.

Figure 1.3 E20 Hardware Configuration

1.7. The Names of the Emulator Parts

The names of the emulator parts are given in Figures 1.4 to 1.6.

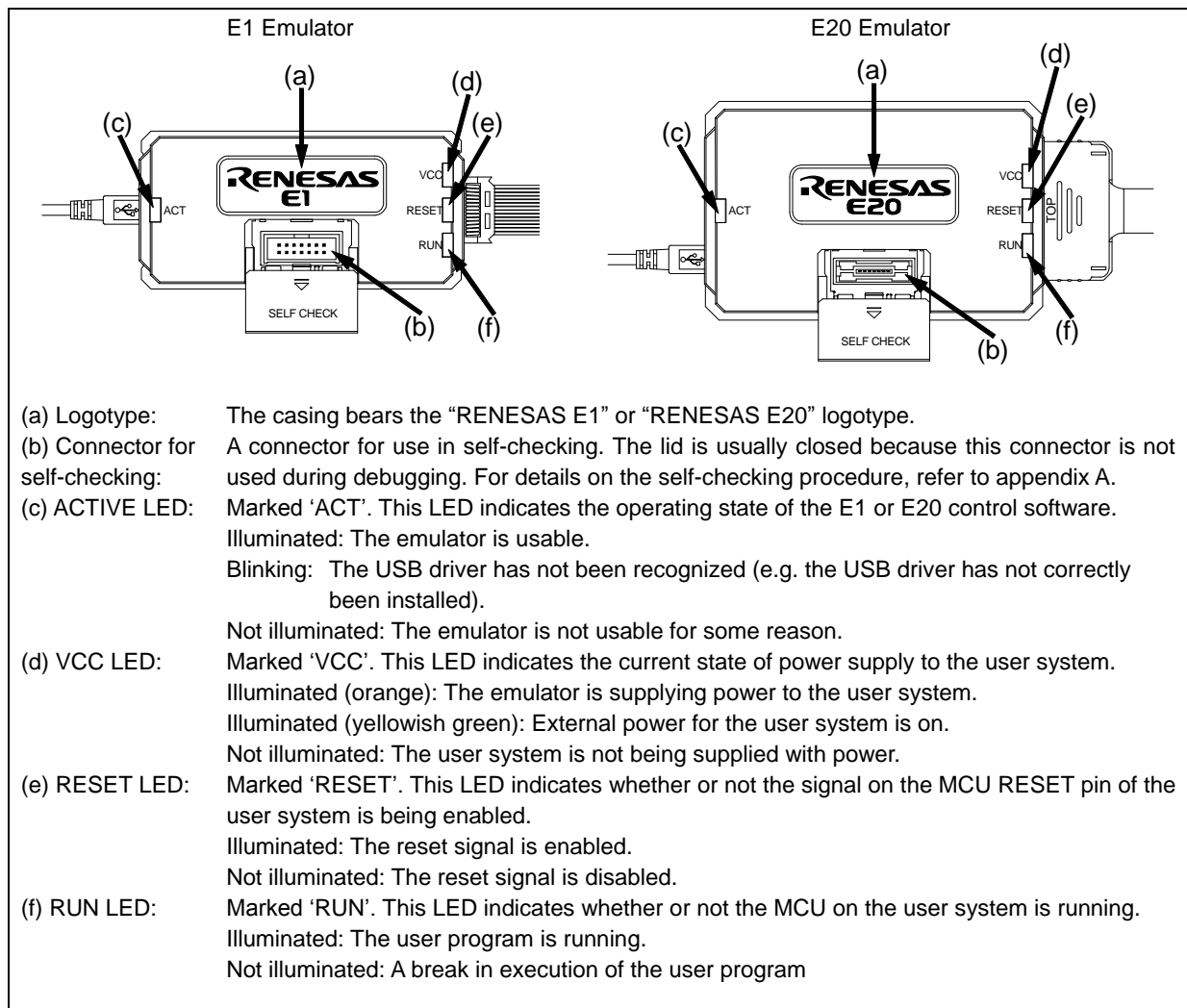


Figure 1.4 E1 and E20 Top View

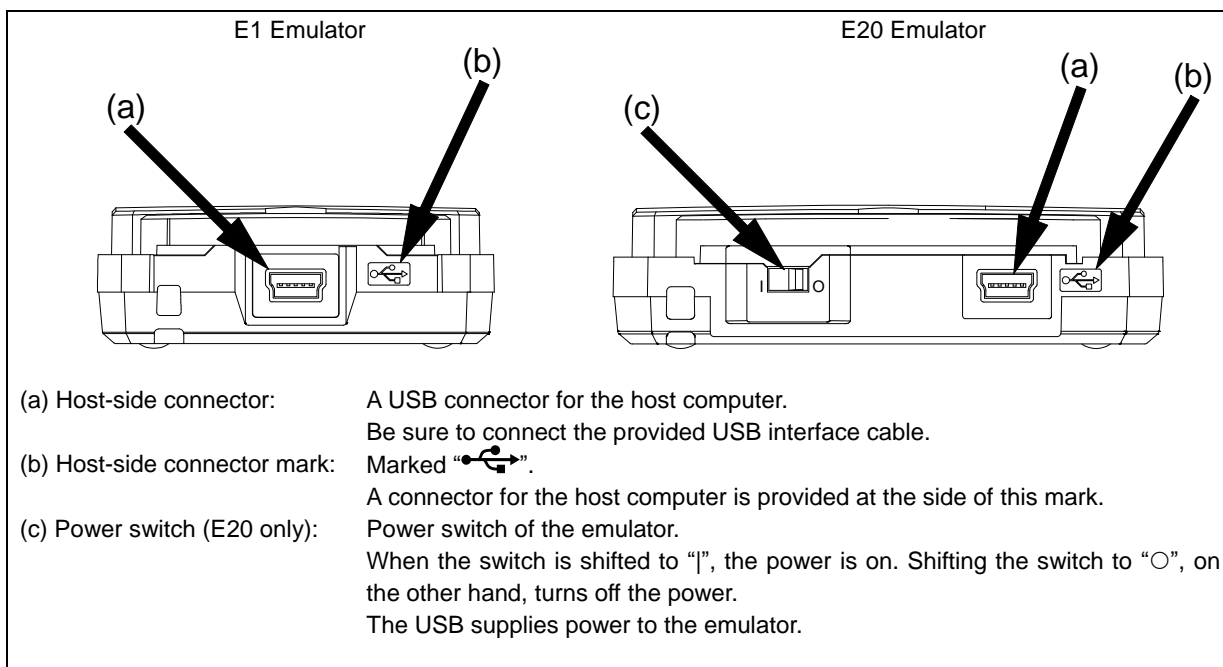


Figure 1.5 E1 and E20 Host-Side View

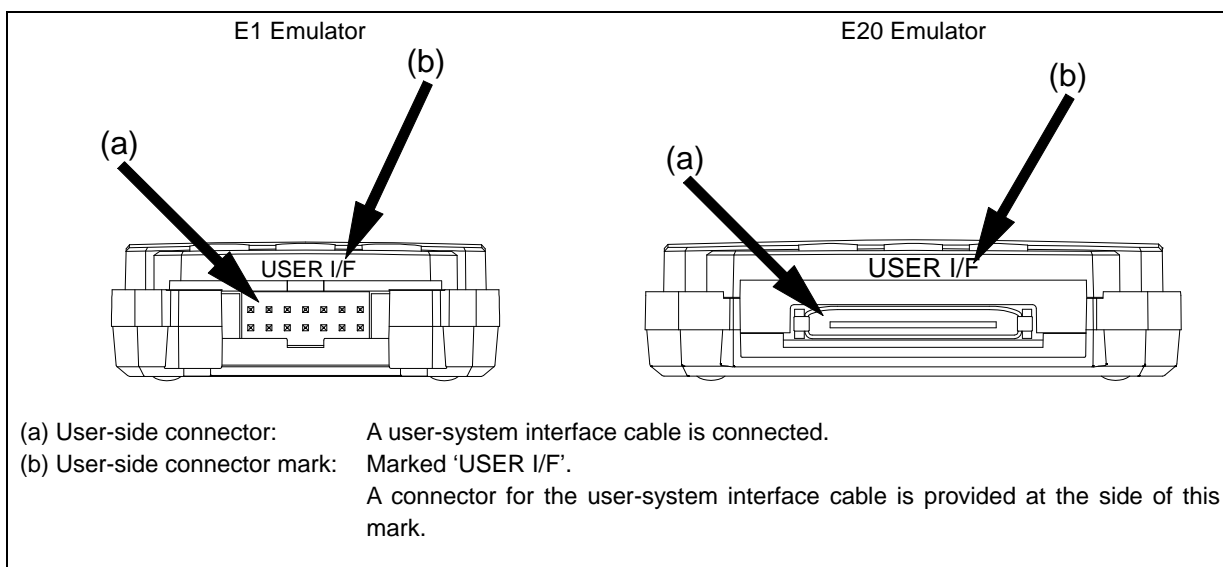


Figure 1.6 E1 and E20 User-Side View

1.8. Operating Environment

Observe the conditions listed in Table 1.4 when using the emulator.

Table 1.4 Operating environmental conditions

Item	Description
Temperature	Operating: +5°C to +35°C Storage: -10°C to +60°C
Humidity	35% RH to 80% RH, no condensation
Vibration	Operating: 2.45 m/s ² max. Storage: 4.9 m/s ² max. Transportation: 14.7 m/s ² max.
Ambient gases	No corrosive gases may be present

2. Setup

2.1. Installing Emulator Software

Insert the installation media into the host machine. Follow the displayed procedure to download and install the emulator software.

2.2. Connecting the Emulator to the Host Computer

Use the USB interface cable to connect the emulator to the host computer as shown in Figure 2.1.

For the position of each connector of the emulator, refer to section 1.7, The Names of the Emulator Parts.

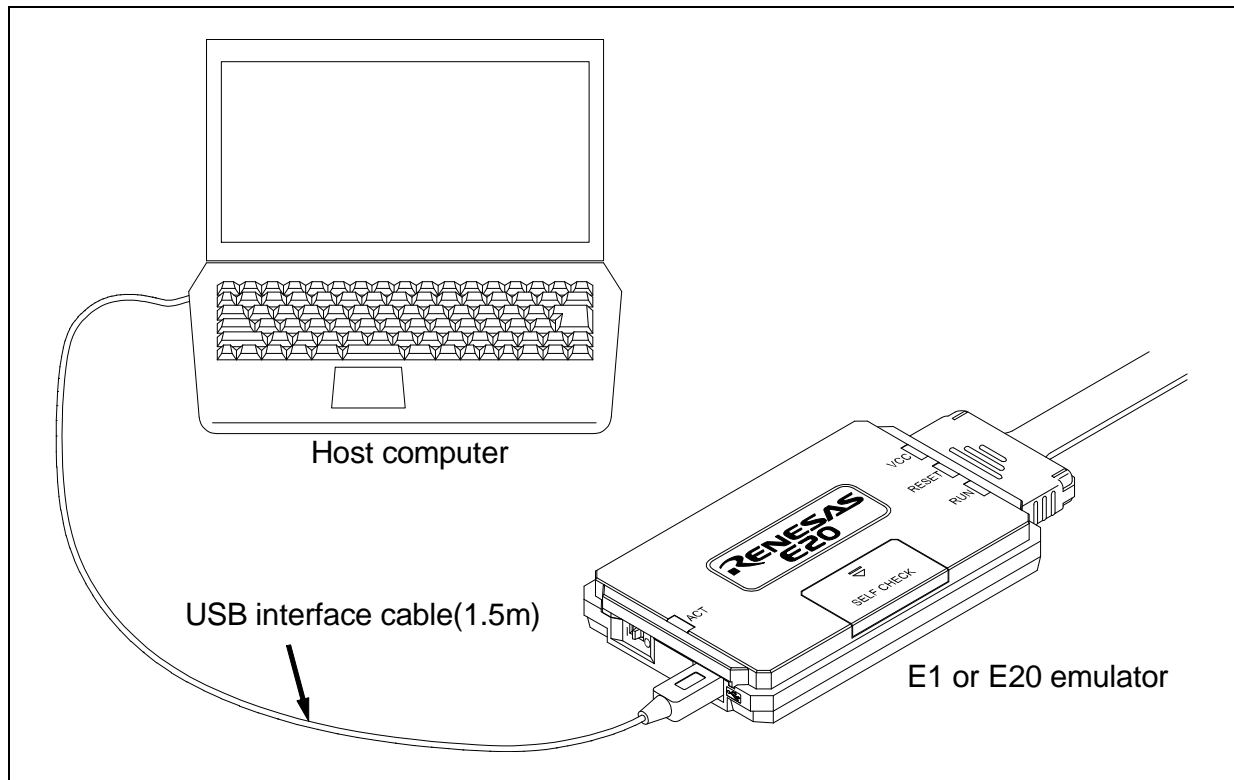


Figure 2.1 System Configuration when Connecting the Emulator to the Host Computer

- (1) Connect the A plug of the USB interface cable to the USB I/F connector of the host machine.
- (2) Connect the mini-B plug of the USB interface cable to the USB I/F connector of the E1 or E20 emulator.

The USB interface cable included with the product conforms to the USB 2.0 high-speed standard.

When you use the E1 or E20 emulator, be sure to use the USB interface cable supplied with it.

The E1 emulator is turned on by connecting the USB interface cable. When using the E20 emulator, turn on its power switch.

The E20 emulator is turned on when the power switch is shifted to the on position after connecting the USB interface cable.

On Windows Vista®, Windows® 7, Windows® 8, Windows® 8.1 and Windows® 10, the USB driver is automatically installed.

On Windows® XP, the USB driver is installed first time the emulator is turned on.

When “Can Windows connect to Windows Update to search for software?” is displayed, select “No, not this time” and then click on [Next]. When “What do you want the wizard to do?” is displayed, select “Install the software automatically (Recommended)” and then click on [Next].

If the USB port of the host machine or the emulator to be connected is changed, the USB driver is re-installed.

2.3. Connecting the Emulator to the User System

Use the procedure below to connect the emulator to the user system with the user-system interface cable, or to disconnect them when moving the emulator or the user system.

- (1) Connect the user-system interface cable to the user-side connector of the emulator.

When connecting the user-system interface cable to the E1 emulator, check the position of the erroneous insertion prevention key to ensure that the cable is plugged in correctly.

When connecting the user-system interface cable to the E20 emulator, check to see that the cable is plugged in correctly, with the TOP side of its connector cover up.

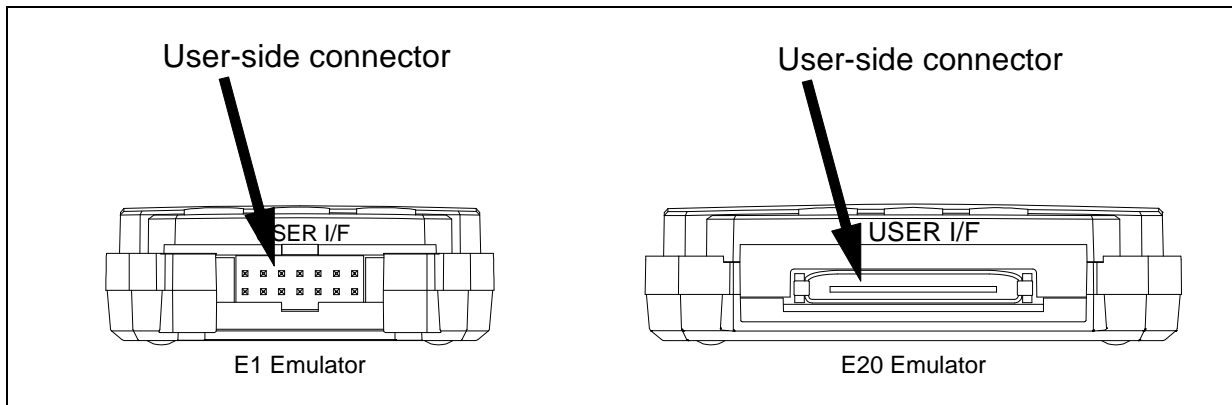


Figure 2.2 User-Side Connector on the E1 and E20

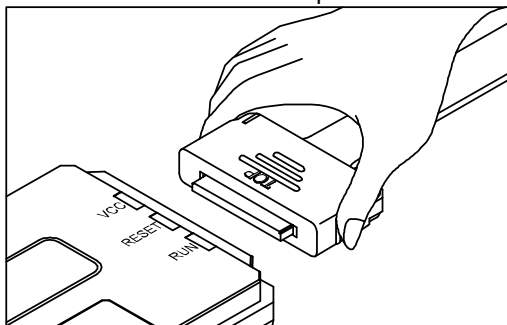
! CAUTION

Notes on connector insertion and removal:

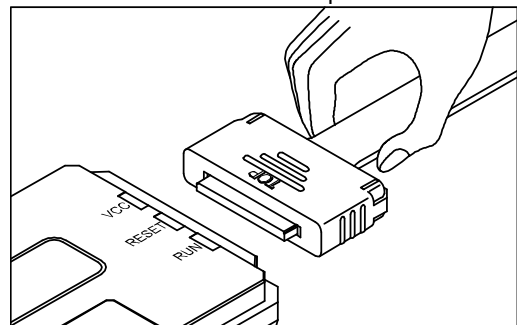


When connecting or disconnecting the user-system interface cable and the emulator or user system, grasp the connector cover at the end of the cable. Pulling the cable itself will damage the wiring. Also, be aware that the user-system interface cable has the direction in which it must be inserted. If the cable is connected in the wrong direction, it may break down.

Correct example



Incorrect example



- (2) A connector to the user-system interface cable must be installed on the user system. Table 2.1 shows the recommended connector for the emulator.

Table 2.1 Recommended Connector

Connector	Type Number	Manufacturer	Specifications
14-pin connector	7614-6002	3M Japan Limited	14-pin straight type (Japan)
	2514-6002	3M Limited	14-pin straight type (other countries)
38-pin connector	2-5767004-2	Tyco Electronics Japan G.K.	38-pin type

- (3) For the pin assignments of the connector, refer to the separate MCU-specific manual for the emulator.
 (4) Connect one end of the user-system interface cable to the emulator and the other end to the connector on the user system as shown in Figures 2.3, 2.4, and 2.5.

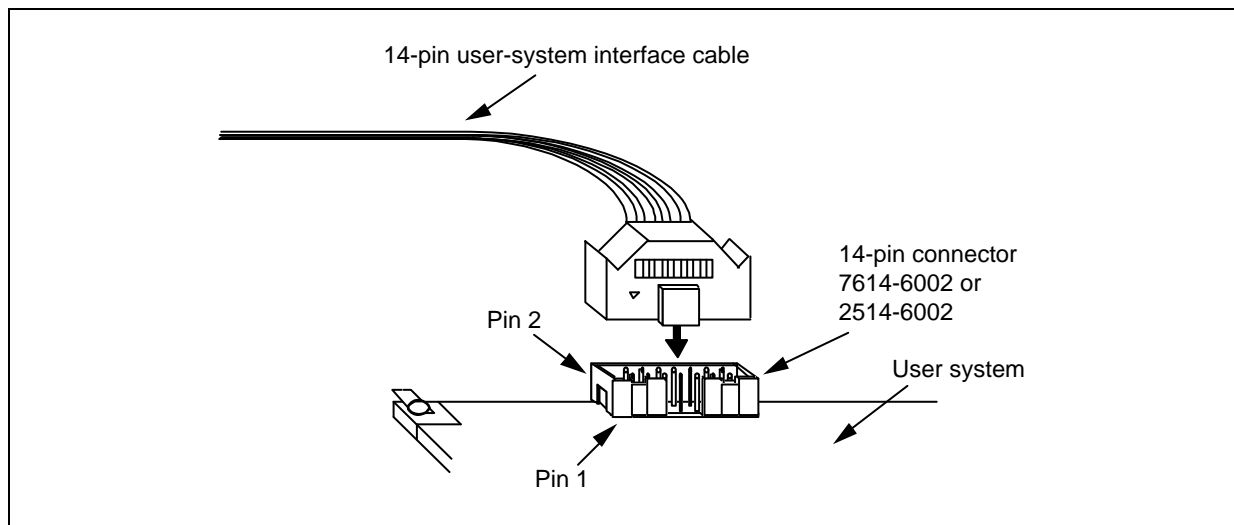


Figure 2.3 Connecting the User-System Interface Cable to the User System when the 14-Pin Connector is in Use with the E1

CAUTION

Notes on connector insertion and removal:

When connecting or disconnecting the user-system interface cable and the emulator or user system, grasp the connector cover at the end of the cable. Pulling the cable itself will damage the wiring.

Correct example

Incorrect example

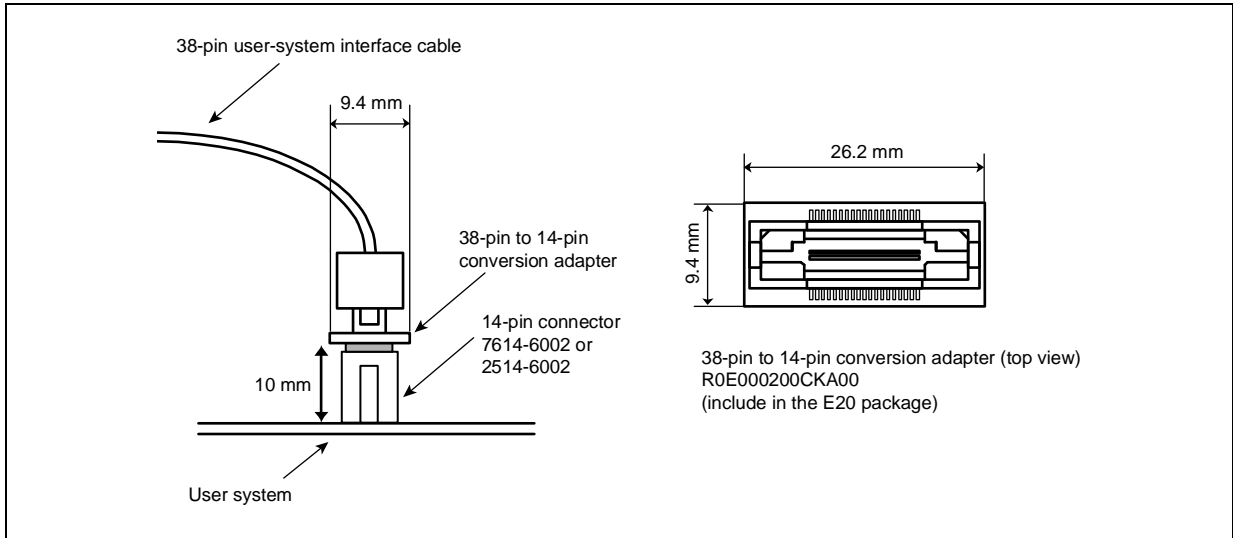


Figure 2.4 Connecting the User-System Interface Cable to the User System when the 14-Pin Connector is in Use with the E20

CAUTION

Limit to the height on connector periphery:

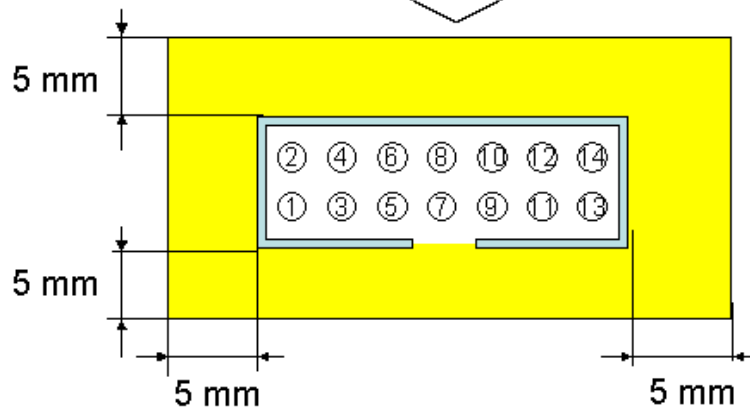
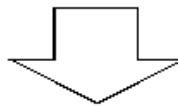


For a case where the R0E000200CKA00 is used for connecting the E20 emulator to a 14-pin connector:

When designing the layout of a user board with a 14-pin connector, do not mount other components with a height of 10 mm or more within 5 mm of the connector on the user system.

Type number: 7614-6002 (manufactured by 3M Japan Ltd.)
2514-6002 (manufactured by 3M Ltd.)

The emulator is connected from this direction.



Area with limit on mounted components
(heights must be no greater than 10 mm)

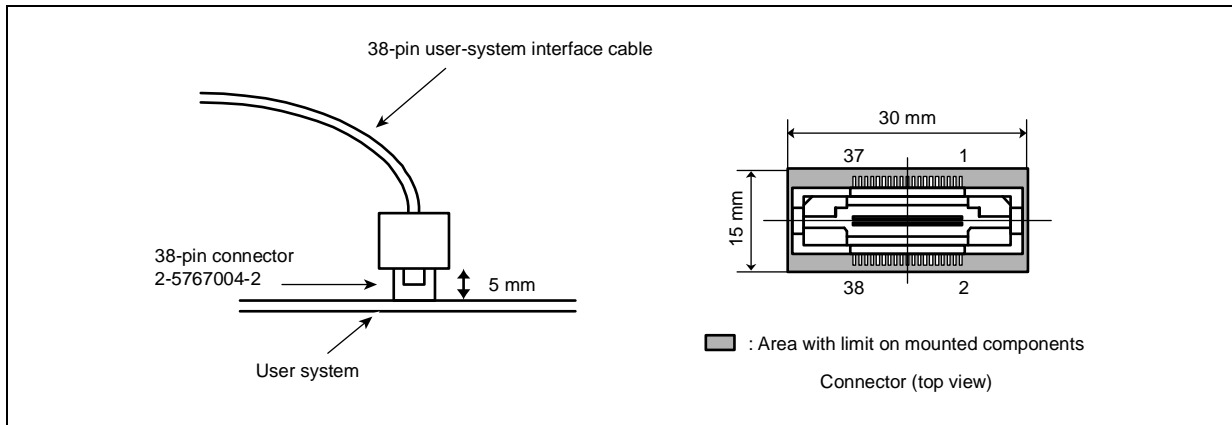


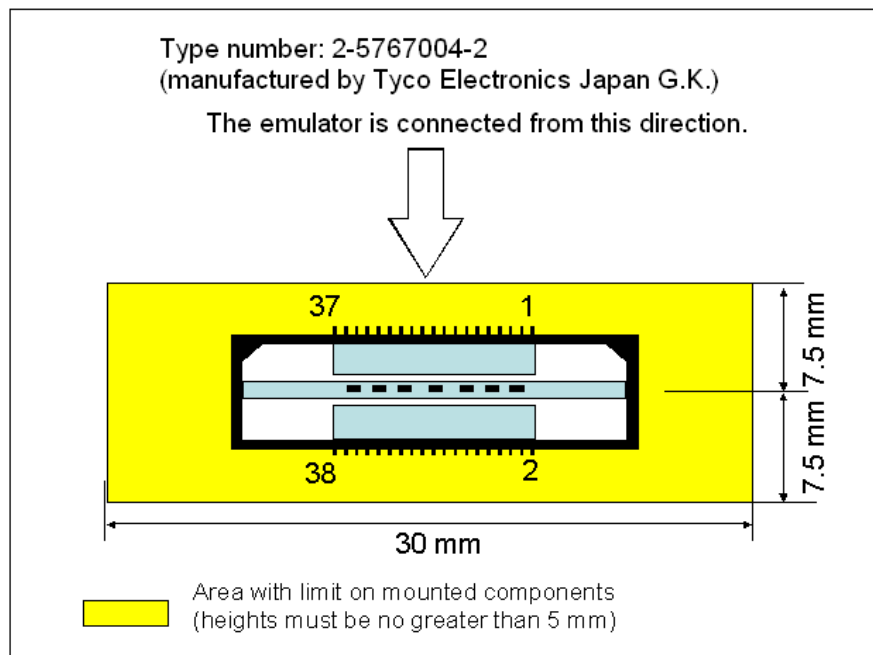
Figure 2.5 Connecting the User-System Interface Cable to the User System when the 38-Pin Connector is in Use with the E20

CAUTION

Limit to the height on connector periphery:



For a case where the E20 emulator is connected to a 38-pin connector:
 When designing the layout of a user board with a 38-pin connector, reduce cross-talk noise etc. by keeping other signal lines out of the region where the connector is situated. As shown in Figure 2.5, an upper limit (5 mm) applies to the heights of components mounted around the connector on the user system (indicated by “area with limit on mounted components” in the figure).



2.4. Turning the Power On/Off

Turn the power of the E1 or E20 emulator and the user system following the procedure below.

2.4.1. When a Separate Power Supply is Used for the User System

<When using the emulator>

- (1) Check the power is off.
Check that the user system is turned off. When using the E20 emulator, check its power switch is off.
- (2) Connect the user system.
Connect the emulator and the user system with a user-system interface cable.
- (3) Connect the host machine and turn on the emulator.
Connect the emulator and the host machine with a USB interface cable. The E1 emulator is turned on by connecting the USB interface cable. When using the E20 emulator, turn on its power switch.
- (4) Launch the emulator debugger or programming software.
Launch the emulator debugger or programming software.
- (5) Turn on the user system
Turn on the user system.
- (6) Connect the emulator debugger or programming software to the emulator.
Connections may vary depending on software.

<When finished using the emulator>

- (1) Disconnect the emulator debugger or programming software from the emulator.
Disconnections may vary depending on software.
- (2) Turn off the user system.
Turn off the user system.
- (3) Close the emulator debugger or programming software.
Close the emulator debugger or programming software.
- (4) Turn off the emulator and disconnect the emulator.
When using the E20 emulator, turn off its power switch. Disconnect the USB interface cable from the E1 or E20 emulator. The E1 emulator is turned off by disconnecting from the USB interface cable.
- (5) Disconnecting the user system
Disconnect the user-system interface cable from the user system.

CAUTION

Note on the User System Power Supply :



While the power of the user system is on, do not turn off the host machine, unplug the USB interface cable, or turn off the power switch of the E20 emulator.
The user system may be damaged due to leakages current.

2.4.2. When Power is supplied to the User System from the Emulator (E1 Only)

<When using the emulator>

- (1) Connect the user system.
Connect the emulator and the user system with a user-system interface cable.
- (2) Connect the host machine and turn on the emulator.
Connect the emulator and the host machine with a USB interface cable, then turn on the emulator.
- (3) Launch the emulator debugger or programming software.
Launch the emulator debugger and select the setting of power supply to the user system.
- (4) Connect the emulator debugger or programming software to the emulator.
Connections may vary depending on software.

<When finished using the emulator>

- (1) Disconnect the emulator debugger or programming software from the emulator.
Disconnections may vary depending on software.
- (2) Close the emulator debugger or programming software.
Close the emulator debugger or programming software.
- (3) Turn off the emulator and disconnect the emulator.
Disconnect the USB interface cable from the emulator, then turn off the emulator.
- (4) Disconnecting the user system
Disconnect the user-system interface cable from the user system.

2.5. Connecting System Ground

The emulator's signal ground is connected to the user system's signal ground.


In the emulator, the signal ground and frame ground are connected.

In the user system, connect the frame ground only; do not connect the signal ground to the frame ground (Figure 2.6).

If it is difficult to separate the frame ground from the signal ground in the user system, set the GND for DC power input (AC adapter) of the host computer and the frame ground of the user system as the same potential. If the GND potential is different between the host computer and the user system, an overcurrent will flow in the low-impedance GND line and thin lines might be burned.

! WARNING

Connecting System Ground :

 Separate the frame ground from the signal ground at the user system. Failure to do so will result in smoke, fire, or an electric shock due to the difference in ground potential.

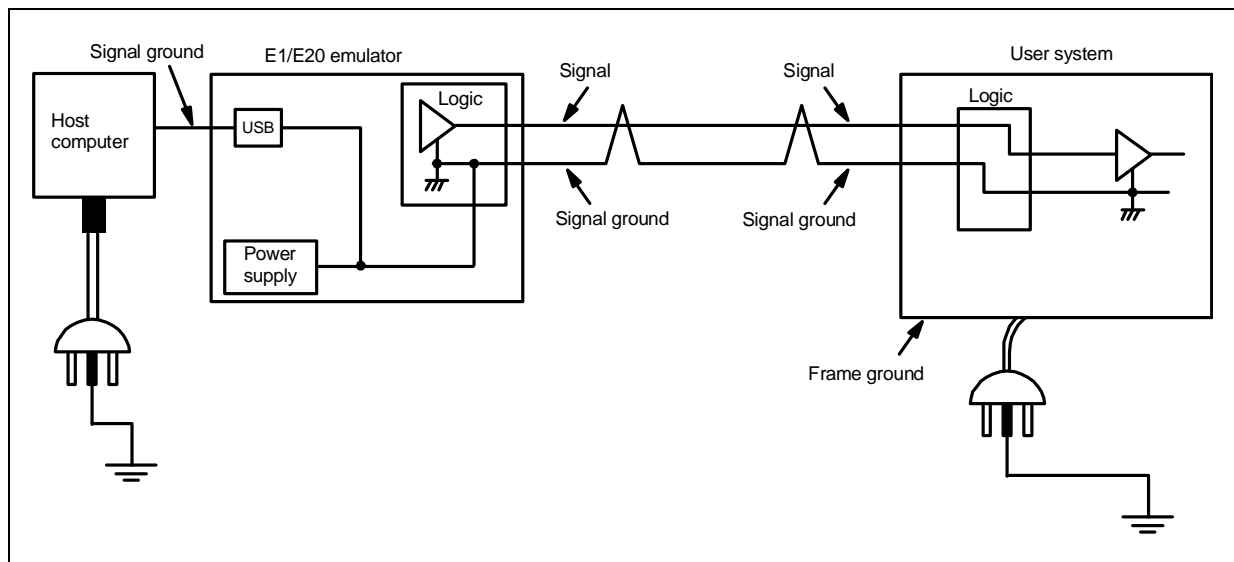


Figure 2.6 Connecting System Ground

For a debugging environment where there is a GND gap between the user system and host PC, use the isolator for the E1 emulator (R0E000010ACB10 / R0E000010ACB20) or the isolator for the E20 emulator (R0E000200ACB10) that are separately available from Renesas.

3. Troubleshooting (Action in Case of an Error)

3.1. How to Solve a Trouble

The following describes how to solve a trouble when any problem occurs before the emulator debugger starts after the emulator and the user system have been powered on. For the latest information on the emulator and emulator debugger, visit Renesas Electronics' development environment website (<http://www.renesas.com/tools>).

3.1.1. ACTION LED does not light

- (1) Keeps flashing
The USB driver is not installed correctly in the host machine.
Install the USB driver correctly.
- (2) Remains off
This means that the E1 or E20 is in an unusable state for some reason. Check the following:
 - Whether the E1 or E20 and the host machine are connected with the USB interface cable.
 - Whether the power switch of the E20 is turned on.
 - Whether the power for the host machine is turned on.

3.1.2. Unconnectable with the debugger

- (1) Check the connection between the emulator and the MCU.
For details, consult the separate E1/E20 manual for the MCU you're using.
 - Whether the emulator and the MCU are connected correctly.
 - Whether the connected signal lines are pulled up to the power supply or down to GND properly.
- (2) Check to see that the MCU is in a ready state.
 - The MCU operating clock is on (= oscillating).
 - The MCU is supplied with power properly.
 - The MCU has been reset and is ready to go.

3.2. How to Request Support

After checking the items in "Troubleshooting", contact us from the following URL.

<http://www.renesas.com/contact/>

For prompt response, please specify the following information:

- (1) Operating environment
 - MCU name: _____
 - Operating frequency: _____ [MHz]
 - MCU operating mode: _____ [Mode]
- (2) Condition
 - The emulator debugger starts up / does not start up
 - The error is detected / not detected in the self-check
 - Frequency of errors: always / frequency (_____)
- (3) Problem

4. Maintenance and Warranty

This chapter covers basic maintenance, warranty information, provisions for repair and the procedures for requesting a repair.

4.1. Maintenance

- (1) If dust or dirt collects on this product, wipe it off with a dry soft cloth. Do not use thinner or other solvents because these chemicals can cause the surface coating to separate.
- (2) When you do not use this product for a long period, disconnect it from the power supply, host machine and user system.

4.2. Warranty

- (1) This product comes with a one-year limited warranty after purchase.
Should the product break down or be damaged while you're using it under normal condition based on its user's manual, it will be repaired or replaced free of cost.
- (2) However, if the following failure or damage occurs to the product under warranty, the product will be repaired or replaced at cost.
 - a) Failure or damage attributable to the misuse or abuse of the product or its use under other abnormal conditions.
 - b) Failure or damage attributable to improper handling of the product after purchase, such as dropping of the product when it is transported or moved.
 - c) Failure or damage to the product caused by other pieces of equipment connected to it.
 - d) Failure or damage attributable to fire, earthquakes, thunderbolts, floods, or other natural disasters or abnormal voltages, etc.
 - e) Failure or damage attributable to modifications, repairs, adjustments, or other acts made to the product by other than Renesas Electronics Corporation.
- (3) Consumables (e.g., sockets and adapters) are not covered by the aforementioned repair.

In the above cases, contact your local distributor. If your product is being leased, consult the leasing company or the owner.

4.3. Repair Provisions

- (1) Repairs not covered by warranty
Problems arising in products for which more than one year has elapsed since purchase are not covered by warranty.
- (2) Replacement not covered by warranty
If your product's fault falls into any of the following categories, the fault will be corrected by replacing the entire product instead of repairing it, or you will be advised to purchase a new product, depending on the severity of the fault.
 - Faulty or broken mechanical portions
 - Flaws, separation, or rust in coated or plated portions
 - Flaws or cracks in plastic portions
 - Faults or breakage caused by improper use or unauthorized repair or modification
 - Heavily damaged electric circuits due to overvoltage, overcurrent or shorting of power supply
 - Cracks in the printed circuit board or burnt-down patterns
 - A wide range of faults that make replacement less expensive than repair
 - Faults that are not locatable or identifiable
- (3) Expiration of the repair period
When a period of one year has elapsed after production of a given model ceased, repairing products of that model may become impossible.
- (4) Carriage fees for sending your product to be repaired
Carriage fees for sending your product to us for repair are at your own expense.

4.4. How to Make Request for Repair

If your product is found faulty, fill in a Repair Request Sheet downloadable from the following URL. And email the sheet and send the product to your local distributor.

<http://www.renesas.com/repair>

CAUTION

Note on Transporting the Product:

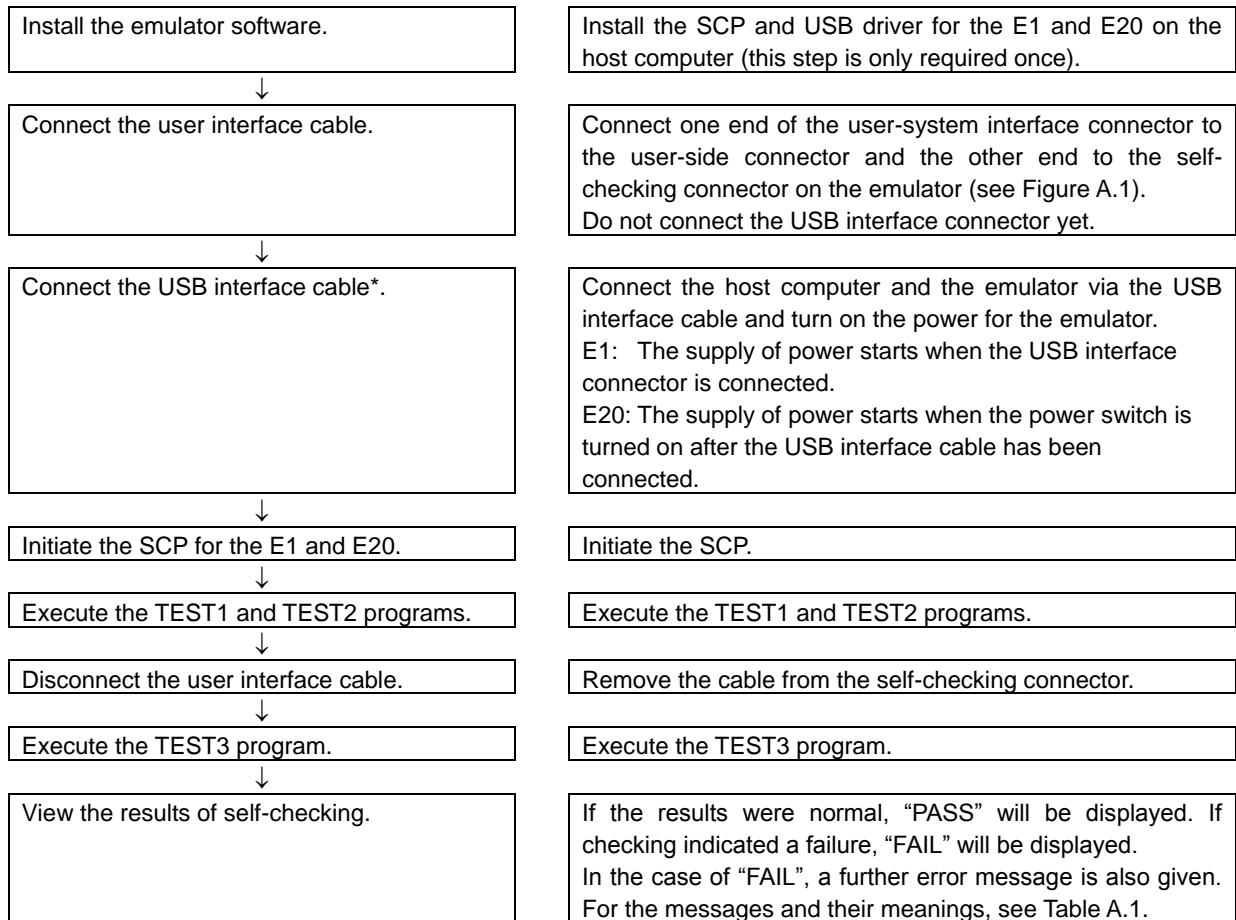


When sending your product for repair, use the packing box and cushioning material supplied with the product when it was delivered to you and specify caution in handling (handling as precision equipment). If packing of your product is not complete, it may be damaged during transportation. When you pack your product in a bag, make sure to use the conductive plastic bag supplied with the product (usually a blue bag). If you use a different bag, it may lead to further trouble with your product due to static electricity.

Appendix A Self-Checking Program (SCP)

This section gives the procedure for using the self-checking program for the E1 and E20 in fault analysis.

A.1 Flow of Self-Checking



Note: Fault analysis of the hardware by using the self-checking program only works correctly when a single emulator is connected to the host computer. When two or more emulators are connected, correct operation is not guaranteed.

A.2 Preparations for Self-Checking

(1) The following items are required to execute the self-checking program.

- E1 or E20 emulator
- USB interface cable (included in the package)
- User interface cable (included in the package)
- Installation medium (included in the package)
- Host computer

The emulator software and USB driver must also be installed on the host computer in advance.

(2) Open the lid of the self-checking connector on the emulator. Then connect the user-side connector and self-checking connector via the user interface cable.

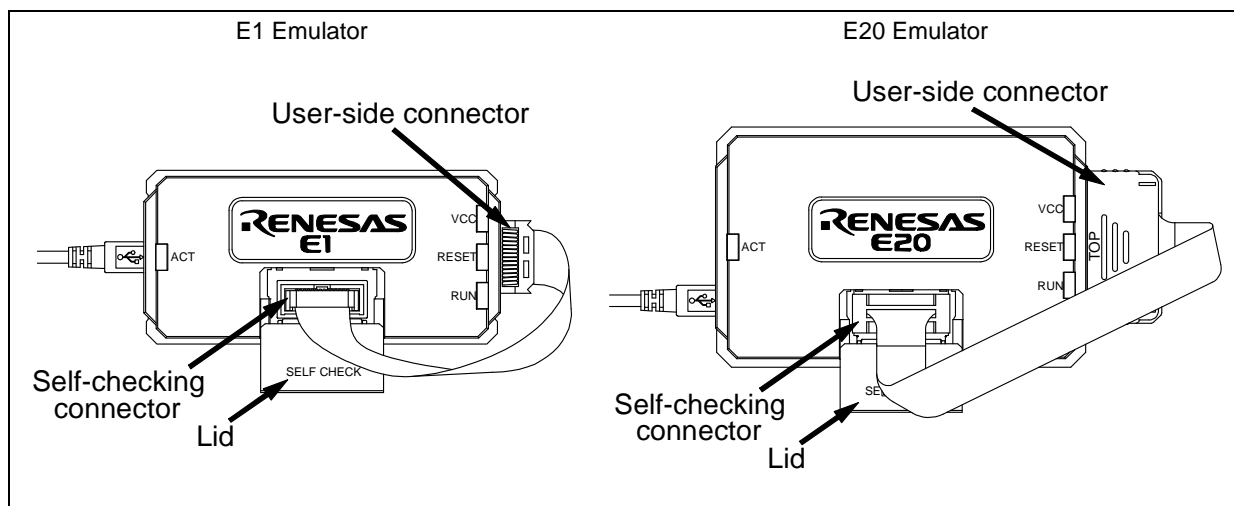


Figure A.1 Connecting the User Interface Cable (for the E1 and E20)

CAUTION



Insert the user interface cable firmly into the self-checking connector. If the connection is loose, the result will be "FAIL".

(3) Start up the host computer. Connect the host computer and the emulator via the USB interface cable and turn on the power for the emulator. The timing with which the supply of power starts differs with the emulator.

E1: The supply of power starts when the USB interface connector is connected.

E20: The supply of power starts when the power switch is turned on after the USB interface cable has been connected.

A.3 Executing the Self-Checking Program

(1) Execute the E1/E20 Self Check Program (E1E20SCP.exe).

When installing the High-performance Embedded Workshop RX E1/E20 debugger, open the start menu and select [Programs] -> [Renesas] -> [High-performance Embedded Workshop] -> [E1/E20 Self Check Program].

When installing the CubeSuite+, open the start menu and select [Programs] -> [Renesas Electronics CubeSuite+] -> [Emulator Utilities] -> [RX] -> [E1, E20 Emulator Self Check Program].

If you are using any other debugger product, refer to its manual, or install the self-checking program from included installation media, then open the start menu and select [Programs -> Renesas -> E1E20SCP -> E1E20 Self Check Program].

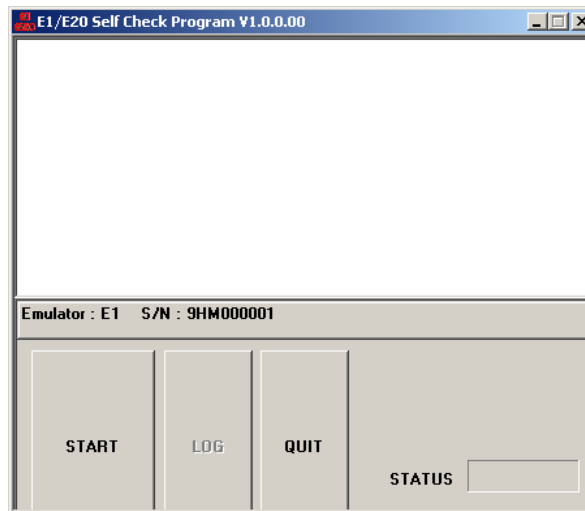


Figure A.2 Starting the Self-Checking Program

(2) Click on the [START] button to start the self-checking program.

If the user interface cable has not been connected to the self-checking connector, the following message is displayed:

“Please connect the user interface cable to the self-check connector on E1 or E20 in a correct direction.”

Check that the user interface cable is connected to the self-checking connector in the right direction as shown in Figure A.1, and click on the [OK] button. This starts the self-checking program.

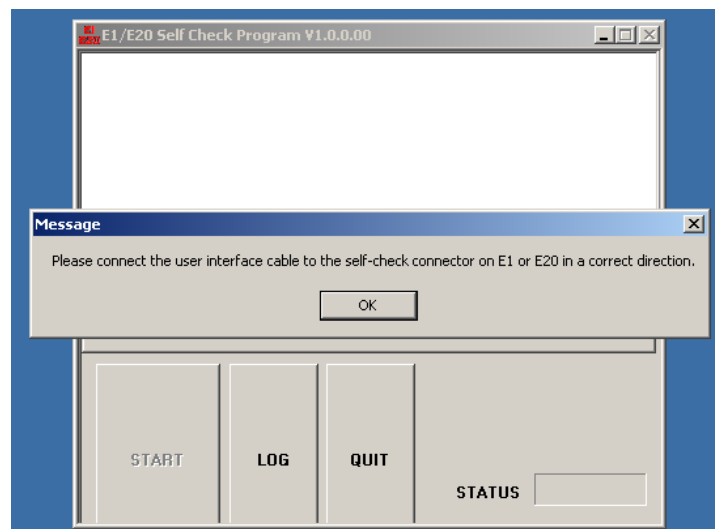


Figure A.3 Checking the Connection

If the user interface cable has not been connected to the self-checking connector when the [OK] button is clicked on, “FAIL” is displayed on the screen (see figure below). Correctly connect the cable to the self-checking connector and click on the [START] button again to start the self-checking program.

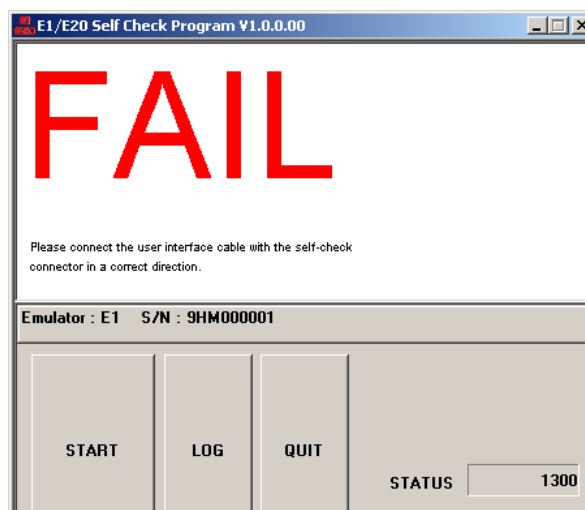


Figure A.4 [FAIL] at the Start of Self-Checking
(without the Cable Connected to the Self-Checking Connector)

If the user interface cable has been connected to the user system, “FAIL” is displayed on the screen (see figure below). Correctly connect the cable to the self-checking connector and click on the [START] button again to start the self-checking program.

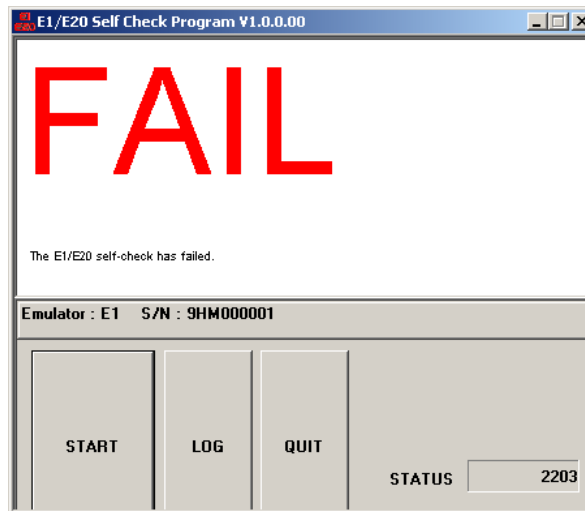


Figure A.5 [FAIL] at the Start of Self-Checking (with the Cable Connected to the User System)

If the USB interface cable has been disconnected from the emulator, “FAIL” is displayed on the screen (see figure below). Correctly connect the cable and click on the [START] button again to start the self-checking program.

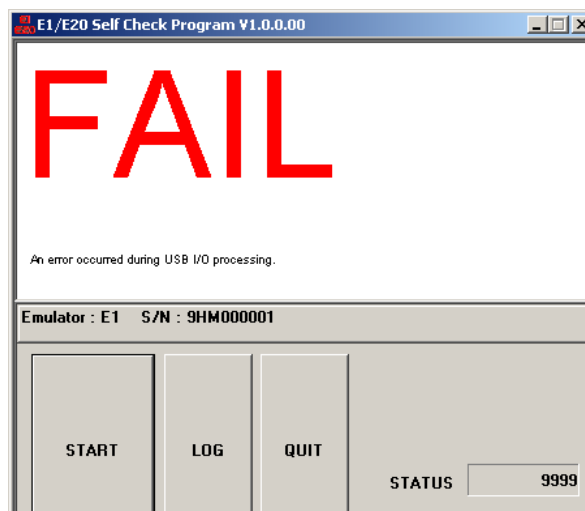


Figure A.6 [FAIL] on Error with USB I/O Processing

(3) As soon as the self-checking program is started.

“TEST1 is running.” and “TEST2 is running.” are shown on the screen. If the emulator correctly completes TEST1 and TEST2, “TEST1: PASS” and “TEST2: PASS” are displayed.

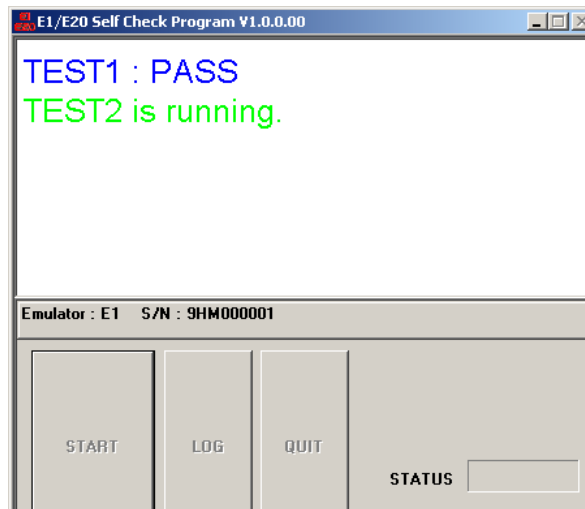


Figure A.7 Running the Self-Checking Program

(4) When TEST3 is entered, the following message appears.

“Please remove the User interface cable from the self-checking connector to execute TEST3.”

After this message has been displayed, disconnect the user interface cable from the self-checking connector and close the lid of the self-checking connector. Then click on the [OK] button to continue with the self-checking process.

If the user interface cable is still connected to the self-checking connector or user system, clicking on the [OK] button does not restart the self-checking process.

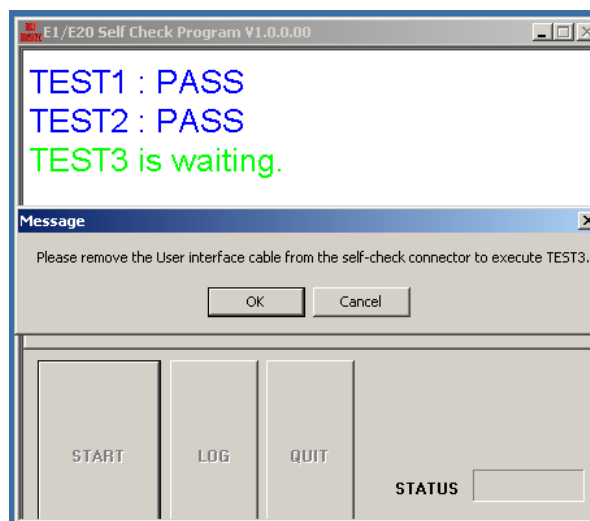


Figure A.8 Message [Please remove the User interface cable from the self-checking connector to execute TEST3.]

If you click on the [Cancel] button, “FAIL” is displayed on the screen (see figure below). Correctly connect the cable to the self-checking connector and click on the [START] button again to start the self-checking program.

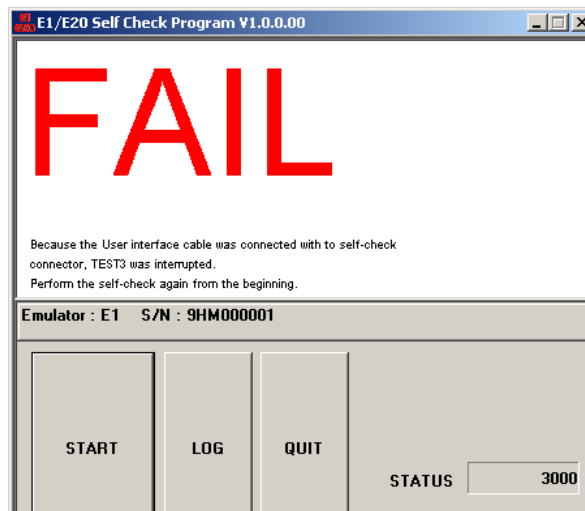


Figure A.9 [FAIL] Display that Appears When [Cancel] is Clicked on

(5) As soon as the self-checking program is started.

“TEST3 is running.” appears on the screen and self-checking continues.

“PASS” or “FAIL” appears after TEST3 is completed.

“PASS” indicates no problems with the emulator.

Click on the [QUIT] button to end the self-checking program.

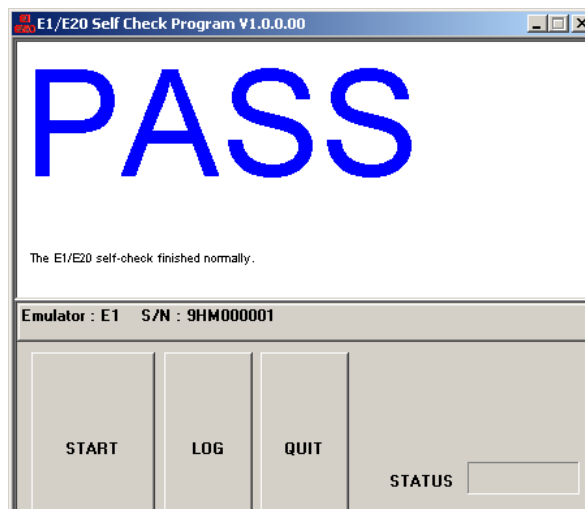


Figure A.10 Normal Completion of Self-Checking

In the case of failure, the word “FAIL” is displayed, followed by an error message in the center of the window. Table A.1 lists the error messages.

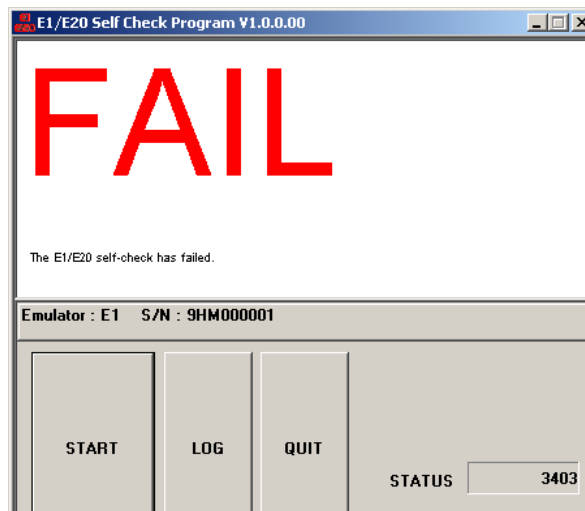


Figure A.11 Display for an Error Found in Self-Checking

Clicking on the [LOG] button opens the file selection dialog box. Specify the location where you want the results of self-checking to be saved. The results of self-checking are saved as a text file.

Table A.1 Error Messages

Message	Description
The E1/E20 self-check has failed.	The user interface cable was connected to the user system at the time the self-checking program was started or there is a fault in the emulator. If the fault falls under the warranty conditions given in section 7, “Maintenance and Warranty”, we will correct the fault or replace the product for free. Correction or replacement in other cases incurs a fee.
Please connect the user interface cable with the self-check connector in a correct direction.	Correctly connect the user interface cable to the self-checking connector before starting the self-checking program.
An error occurred during USB I/O processing.	The USB interface cable was disconnected from the emulator during self-checking or there is a fault in the emulator. Connect the USB interface cable and restart the self-checking program. If the error recurs, it is due to a fault in the emulator.

If the FAIL is displayed in the other error, please request the repair because the product is defective.

Revision History

Rev.	Date	Description	
		Page	Summary
4.01	Mar 15, 2016	14	Regulatory Compliance Notices changed

E1 Emulator R0E000010KCE00
E20 Emulator R0E000200KCT00
User's Manual

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