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CY3650
USB Development System
User's Guide

Version 2.4

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DOCUMENT HISTORY PAGE

Document Title: USB Development System User's Guide				
Document Number:				
REV	**ECN NO.**	**ISSUE DATE**	**ORIG. OF CHANGE**	**DESCRIPTION OF CHANGE**
0.9	–			Preliminary Release
1.0	–	9/27/96	TIW	Update switches, I/O, misc., 24pin pkg
1.1	–	11/20/96	JDW	Update switches, pin list, suspend
1.2	–			
2.0	–	6/17/97	TEN	Modified to incorporate CY7C6341x and CY7C6351x
2.1	–	7/30/97	TEN	Changed J1 odd pins to even and even to odd. Expanded explanation of serial buffer size
2.2	–	12/16/97	TEN	Fixed Table 7, J2 Pin 30 changed from "MR_" (duplicate) to "MW_"
2.3	–	2/27/98	TEN	Added TOC plus a number of changes and corrections
2.4	-	6/30/99	TEN	Changed Cypress Logo to be part of file

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1. Overview

The Cypress USB Development System is a powerful tool to assist development of user hardware and firmware with emulated Cypress USB ICs. In the full development system environment (Figure 1), a PC-based interface facilitates debugging through break-traps, single stepping, and display/modification of registers and data RAM. In this mode, firmware can be implemented in on-board EPROM, or downloaded to program RAM. The RAM option provides a quick and easy method for testing firmware revisions.
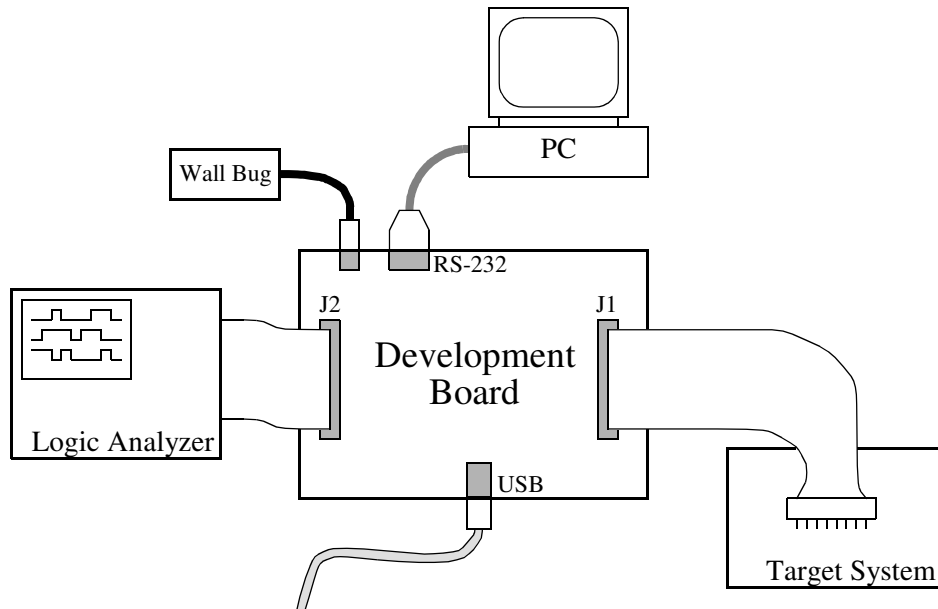
Figure 1. Typical USB Development Environment

Stand-alone mode (Figure 2) allows portable system operation. In this case, user firmware is loaded in EPROM, and only power need be applied to produce a fully operating emulated USB chip.

Figure 2. Stand-alone Environment

Figure 3 shows a block diagram of the development board, illustrating the major system components and the user interfaces. The board supports a family of Cypress USB ICs, with varying amounts of on-chip EPROM, RAM, I/O,

etc. Consult the individual device specification for details on the IC being emulated.

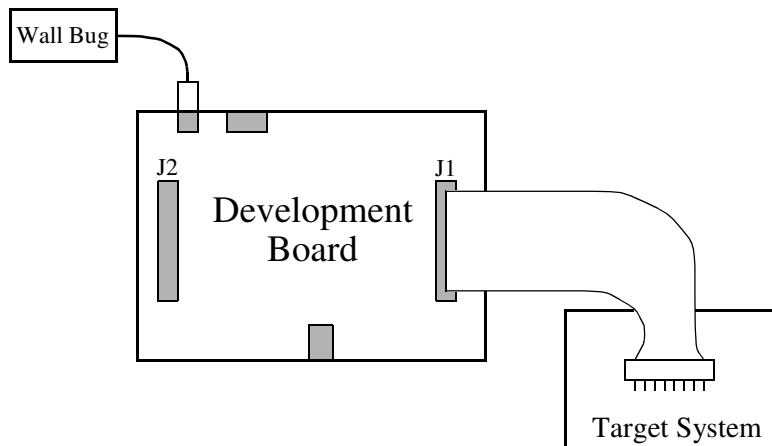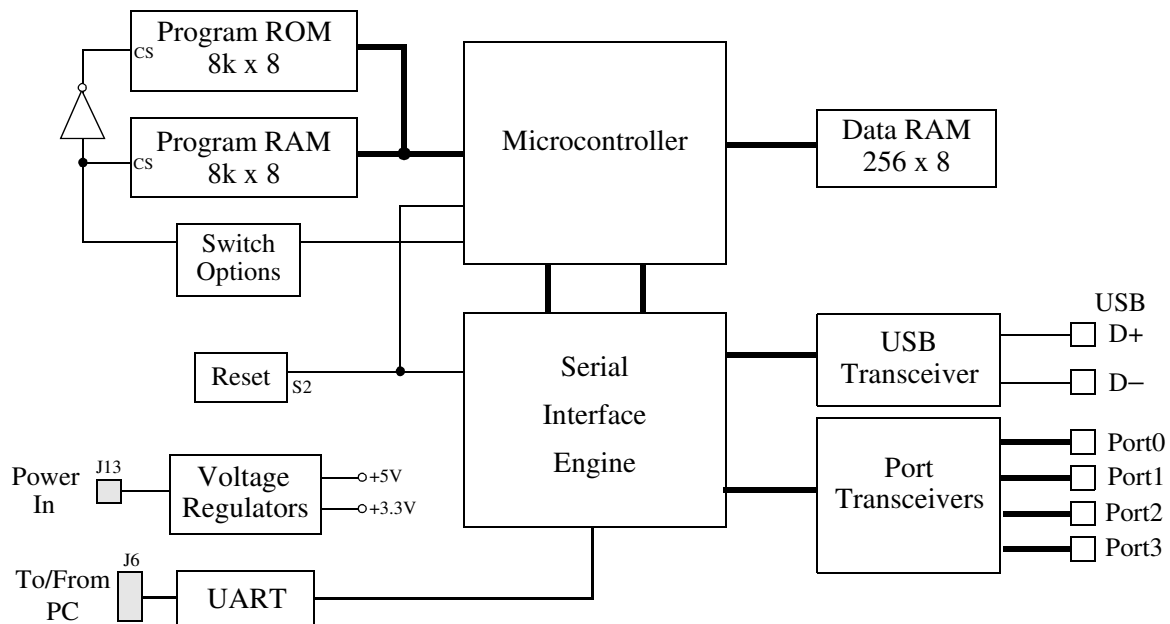Figure 3. Development Board Functional Block Diagram

2. Kit Contents

The USB Development System contains the following items:

- USB development board
- Wall transformer power supply ("Wall bug")
- USB cable
- RS-232 9-pin to 9-pin cable
- 9-pin to 25-pin adapter for RS-232 cable
- Quick Start User's Guide (yellow)
- This user's guide
- USB Development System Software Guide
- CYASM Assembler User's Guide
- PC interface software
- CYASM Assembler software
- Registration Card

3. Hardware Installation

This section describes the hardware installation steps necessary for operating the development board. These include supplying power to the board, connecting to a PC, and configuring on-board switches. Refer to Figure 4 for locations of components mentioned in this document; Figure 1 shows typical connections for the system development environment.

3.1. Power Connection

The development board is designed to be powered by the enclosed wall transformer. Connect the transformer to a 110V AC source, and to power jack J13 on the board. +5V and +3.3V are generated by regulators on the board. The green LED will light when power is applied.

3.2. Jumpers

Jumper JP1, at the right side of Figure 4, applies VDD (+5V) to pin 57 of connector J1. Without JP1, no connection to VDD occurs on J1. The board is shipped with the jumper installed.

Figure 4. Development Board Layout

3.3. Ribbon Cable connectors J1 and J2

The diagram above correctly depicts the location of pin 1 for both J1 and J2. However the printed wiring board shows J1 pin 1 incorrectly. Please refer to figure 4 when locating pin numbers.

3.4. PC Communication

For communicating with a PC, plug the enclosed RS-232 cable into the 9-pin connector J6 on the board. The other end of the cable should be connected to the appropriate COM port on the PC, typically COM1 or COM2, depending on the PC's configuration. A 9-pin to 25-pin adapter is provided in case the PC port uses a 25-pin connector.

The required communication settings for the PC are:

Baud Rate	19200
Data Bits	8
Parity	None
Stop Bits	1
Flow Control	None used

It is also recommended that the UART FIFO size settings be set to the minimum values. In Windows 95 the following steps will change the FIFO settings:

• On the desk-top, double click on the "My Computer" Icon and then double click on the "Control Panel" Icon. Alternately, use the "start" menu and choose "Settings" and then "Control Panel".

• In the "Control Panel" window, double click on the "System" Icon.

• In the "System" window click on the "Device Manager" tab. Then scroll down through the list of devices to the serial port used for the USB Development Board, this is usually COM1 or COM2. Select the appropriate device by double clicking.

• This brings up a serial device window, inside you will see tabs, select the "Advanced" tab. This sub-widow contain the settings for the serial transmit and receive FIFOs. Set the receive FIFO to 1 and set the transmit FIFO to 3 if this is a valid setting, otherwise set the FIFO size to 1.

3.5. Switch Settings

Two 8-position DIP switches provide configuration options for the two on-board FPGAs. Table 1 and Table 2 list options for switches S1 and S3 respectively. Further information on these options is given in Section 5. Unused switches should be left in the default setting, as these may support internal test modes.

Table 1: Switch S1 Configuration

Position	Open (1)	Closed (0)	Function
1	Enable	Disable	USB Bus Reset
2	Enable	Disable	Watch Dog Reset
3	Enable	Disable	Cext (wake up)
4	Enable	Disable	IO Port Input Only Mode
5	Enable	Disable	Suspend on Power On Reset
6	Default	–	Required
7	Default	–	Required
8	Default	–	Required

Table 2: Switch S3 Configuration

Position	Open (1)	Closed (0)	Function
1	Program RAM	Program ROM (U5)	User-code Source
2	Run on Reset	Halt on Reset	Operation at Reset
3	–	Default	Unused
4	–	Default	Unused
5	–	Default	Unused
6	–	Default	Unused
7	–	Default	Unused
8	–	Default	Unused

4. Software Installation

For information on operation of the interactive PC debug environment, refer to the USB Development System Software Guide.

For information on the CYASM assembly language programming and the assembler, refer to the CYASM Assembler User's Guide.

5. Operation

5.1. Differences between the chip and the development board

The development board is lacking some of the features that are present on the integrated circuit. Three important differences are:

1. No programmable pull-up resistors on GPIO pins
2. No programmable DAC currents on GPIO pins
3. The development board is not bus powered and therefore it is not initialized when the USB connector is first attached.

5.2. Firmware ROM vs. RAM operation

The user's program code will be executed from either a ROM (U5) or program RAM, depending on the setting of switch S3-1 (see Table 2). The U5 ROM is a Cypress CY7C261-45, an 8k x 8 UV-erasable EPROM. Only 4k of the EPROM is currently addressable. The program RAM supports the same memory size as the EPROM.

To program or erase the EPROM, refer to the data sheets for the Cypress CY7C261-45. The part can be repeatedly reprogrammed as user firmware is updated. Follow appropriate ESD precautions when handling the part. When installing U5 in the development board, note the IC orientation guide, shown on the board and in Figure 4.

The following examples illustrate typical procedures for operating from either ROM or RAM.

Example 1: Program ROM Operation

1. Develop assembly code; program this into the U5 Cypress CY7C261-45 EPROM.
2. Remove power from the development board.
3. Install U5 into the development board.
4. Set switch S3-1 for program ROM operation (see Table 2)
5. Apply power to the board.

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6. Switch S3-2 (see Table 2) and Switch S1-5 (see Table 1) will determine the board's operation mode at power up reset. Switch S3-2 controls the Run on Reset mode. If enabled the program will begin executing the program from address 0 following a reset. If disabled the program will be halted at address 0, waiting for commands from the PC to run, single step, etc. Switch S1-5 controls the Suspend on Power On Reset mode. If enabled the board goes into suspend mode (see section 5.4) following a Power On Reset. It will stay suspended until there is a non-idle state on the USB bus input or an interrupt occurs. When this mode is used the Run on Reset should also be enabled.

Example 2. Program RAM Operation

1. Develop assembly code; assemble and create object code file (see CYASM Assembler User's Guide; the object file has a .rom suffix).
2. Set switch S3-1 for program RAM operation.
3. Apply power to the board, and halt microcontroller execution (use the "break" command on the PC debug software, or have switch S3-2 set to halt operation at power up reset).
4. Download the user object code file to program RAM (refer to the USB Development System Software Guide).
5. Press the reset switch S2.
6. Switch S3-2 (see Table 2) and Switch S1-5 (see Table 1) will determine the board's operation mode at power up reset. Switch S3-2 controls the Run on Reset mode. If enabled the program will begin executing the program from address 0 following a reset. If disabled the program will be halted at address 0, waiting for commands from the PC to run, single step, etc. Switch S1-5 controls the Suspend on Power On Reset mode. If enabled the board goes into suspend mode (see section 5.4) following a Power On Reset. It will stay suspended until there is a non-idle state on the USB bus input or an interrupt occurs. When this mode is used the Run on Reset should also be enabled.

Firmware will be held in program RAM until modified via the PC interface, or until power is removed from the board. Switch S3-1 can be toggled as desired between ROM and RAM operation. In RAM mode, individual bytes of the program RAM can be modified via the debug software, if desired.

5.3. PC debug interface

Refer to the USB Development System Software Guide for information on operating in the PC debug mode.

5.4. I/O Port operation

On the development board, all I/O port bits (ports P0 to P3) operate identically, and are pseudo-bidirectional. As an output, each port bit provides a strong pull-down when a '0' is written to the bit. When a '1' is written to the port bit, it functions as a weak pull-up. The pull-up strength on the board is 10 kΩ (components RS4, RS5 for port 0, RS6, RS7 for port 1). At all times, any read from an I/O port gives the digital value of the voltage on each pin. To configure any port bit as an input, a '1' must be written to that bit, and the input signal must be able to sink the pull-up current. The I/O ports may be configured as input only by setting switch S1-4 to the open position.

I/O port operation of the Cypress USB ICs differs from the operation of the development board. In the IC, writing a '0' to either a port 0/1 output typically puts that bit into Current Sink mode. The value of the output current at each IC pin depends on settings written to internal control registers (consult the specification for more details). On the development board the output current is not programmable.

The pull-up disable function on the development board also differs from the ICs. In the IC the Port Pull-Up Registers can disable the pull-up resistor and select the interrupt polarity for each I/O port bit. On the development board the interrupt polarity is selected, but to disable the pull-up resistor it must be manually removed from the board. The port pull-up resistors are resistor packs RS4 through RS11.

After power up or manual reset, all I/O port bits have a '1' written to them, leaving them in the input/weak-pullup mode.

Each port is accessed by performing an I/O write or read operation to the appropriate address. All bits of the port are written or read together. Port addresses are given in the device specification.

5.5. Suspend Mode

The development board supports a suspend mode. The board will enter suspend mode following a power on reset if switch S1-5 is set to "Enable Suspend on Power On Reset", or if a one is written to the Suspend bit of the "Status & Control" Register. When suspended, the microcontroller and the timer both stop. Any USB bus activity, a reset, or an interrupt will take the board out of suspend mode. The Run button on the PC debug monitor will only start the development board if a 1 was written to the Suspend bit of the Status & Control register. The Run button will not take it out of suspend if it entered suspend following a power on reset.

5.6. Reset

Resets can be from one of these sources:

- Power on reset
- USB Bus reset (if enabled by switch S1-1; see Table 1)
- Watchdog reset (if enabled by switch S1-2; see Table 1)
- Pressing switch S2 generates a power on reset.

When one of these resets occur, the following actions take place:

- Program counter is reset to zero.
- Internal registers are reconfigured to their reset state (see device specification).
- The board will enter suspend mode following a power on reset or a reset from switch S2, if switch S1-5 is set to Enable Suspend on Power On Reset.
- Operation will resume from address zero if switch S3-2 is set to Run on Reset. Otherwise, operation halts at address zero, and must be started from the PC debug monitor.

The contents of both the data RAM and the program RAM are undefined at power up, and are not affected by pressing the reset button.

5.7. USB Interface

The development board supports the low-speed (1.5 Mbps) USB mode. In this mode, the low-speed peripheral has a 1.5 kΩ pull-up to +3.3V on the D− line. Resistor R4 provides this pull-up, and is included on the board (see Figure 4). The board is shipped without a D+ pull-up at resistor R5.

Refer to the USB 1.0 specification for further details on the low-speed USB mode.

For details on USB transmit and receive operation with the development board, consult the specification for the emulated Cypress USB device.

6. Pin Descriptions

The development board contains three signal connectors: J1, a 60-pin header carrying target system signals; J2, a 60-pin header containing microcontroller interface signals (typically for logic analyzer connection); and J3, a 9-pin

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RS232 connector for communication with a PC. These are described in detail below.

6.1. Target Chip and Connector J1

Please note that the square pad on the bottom side of the printed wiring may not correctly reflect the position of pin 1. Refer to the diagrams in this documentation for the correct location of J1 pin 1.

Pin-outs for the 18-pin DIP and 20 / 24-pin SOIC configurations the Cypress USB IC family are given in Table 3. Note that not all chip pins are implemented on the emulation board. All other pins on connector J1 are test points, *and should not be connected to any other signal.*

Table 3: Target Chip Pins

Pin Name	18-DIP Pin #	20-SOIC Pin #	24-SOIC Pin #	Description	J1 Pin #
P0[7]	15	17	21	Port 0, Bit 7 (MSB)	7
P0[6]	16	18	22	Port 0, Bit 6	8
P0[5]	17	19	23	Port 0, Bit 5	5
P0[4]	18	20	24	Port 0, Bit 4	6
P0[3]	4	4	4	Port 0, Bit 3	3
P0[2]	3	3	3	Port 10, Bit 2	4
P0[1]	2	2	2	Port 0, Bit 1	1
P0[0]	1	1	1	Port 0, Bit 0 (LSB)	2
VSS	6	7	9	Ground	59,60
VCC	11	12	14	Positive Supply (+5V)	57**
VPP	7	8	10	EPROM Supervoltage*	*
Xi	9	10	12	Oscillator input*	*
Xo	10	11	13	Oscillator output*	*
Cext	8	9	11	External RC wake-up	43
USB D+	13	14	16	USB D+	42
USB D−	12	13	15	USB D−	41
P1[7]	-	-	17	Port 1, Bit 7 (24p SOIC only)	15
P1[6]	-	-	8	Port 1, Bit 6 (24p SOIC only)	16
P1[5]	-	-	18	Port 1, Bit 5 (24p SOIC only)	13
P1[4]	-	-	7	Port 1, Bit 4 (24p SOIC only)	14
P1[3]	-	15	19	Port 1, Bit 3 (SOIC only)	11
P1[2]	-	6	6	Port 1, Bit 2 (SOIC only)	12
P1[1]	14	16	20	Port 1, Bit 1	9
P1[0]	5	5	5	Port 1, Bit 0 (LSB)	10

* Not used on development system board

** Requires jumper JP1 to connect to +5V on the development system board (see Section 3.2)

6.2. J2 - Microcontroller Signals

For debug purposes, microcontroller interface signals are available at connector J2. Table 4 gives pin functions for the signals, and Table 5 lists all signal locations on the J2 connector. Consult Figure 4 for the correct position of pin

1.

Table 4: J2 Pin Descriptions

NAME	FUNCTION
IA[12:0]	13-bit address bus for program memory
ID[7:0]	8-bit Instruction Data from program memory
IROMS_	Program ROM chip select (active low)
IRAMS_	Program RAM chip select (active low)
IRAMR_	Program RAM read enable (active low)
IRAMW_	Program RAM write enable (active low)
DB[7:0]	8-bit RAM Data bus
DA[7:0]	8-bit RAM Address bus
MR_	Memory read enable for data RAM (active low)
MW_	Memory write enable for data RAM (active low)
IOW_	I/O write enable (active low)
IOR_	I/O read enable (active low)
SOI	Start of instruction - goes high at beginning of new instruction
TRQ	Test Mode Request
IRQ	Interrupt Request Signal
IRA	Interrupt Acknowledge
BRA	Bus Request Acknowledge
BRQ	Bus Request - When high, data and address busses are driven externally
RESET	Not used
MASTER RESET	Reset signal for the board (active high)
CLOCK	12 MHz clock signal
VCC	Connection to development board's +5V
GND	Ground

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Table 5: J2 Connector Pin-out

Pin #	Description	Pin #	Description
1	IA0	2	IA1
3	IA2	4	IA3
5	IA4	6	IA5
7	IA6	8	IA7
9	IA8	10	IA9
11	IA10	12	IA11
13	IA12	14	GND
15	IRAMS_	16	IRAMR_
17	IRAMW_	18	IOW_
19	IOR_	20	SOI
21	-	22	BRQ
23	IRQ	24	IRA
25	BRA	26	TRQ
27	RESET	28	MASTER RESET
29	MR_	30	MW_
31	GND	32	ID0
33	ID1	34	ID2
35	ID3	36	ID4
37	ID5	38	ID6
39	ID7	40	IROMS_
41	CLOCK	42	GND
43	DB7	44	DB6
45	DB5	46	DB4
47	DB3	48	DB2
49	DB1	50	DB0
51	DA7	52	DA6
53	DA5	54	DA4
55	DA3	56	DA2
57	DA1	58	DA0
59	VCC	60	GND

6.3. J3 - RS232 Connector

J3 is a 9-pin male connector for RS-232 interface to a host PC. Connections are shown in Table 6. Pins not listed are not connected

.

Table 6: J3 RS-232 Connector Pin-out

Pin	Function
2	RXD - Output data to PC
3	TXD - Input data from PC
6	DSR - RUN_ signal to PC debug interface
7	RTS - input from PC (not used)