eZ80F92 Development Kit

User Manual

PRELIMINARY

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Document Disclaimer

Safeguards

The following precautions must be observed when working with the devices described in this document.

Caution: Always use a grounding strap to prevent damage resulting from electrostatic discharge (ESD).

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Introduction

The eZ80F92 Development Kit provides a general-purpose platform for evaluating the capabilities and operation of ZiLOG's eZ80F92 microcontroller. The eZ80F92 is a member of ZiLOG's eZ80Acclaim! product line, which offers on-chip Flash capability. The eZ80F92 Development Kit features two primary boards: the eZ80® Development Platform and the eZ80F92 Flash Module. This arrangement provides a full development platform when using both boards. It can also provide a smaller-sized reference platform with the eZ80F92 Flash Module as a stand-alone development tool.[1]

Kit Features

The key features of the eZ80F92 Development Kit are:

- eZ80® Development Platform:
  - Up to 2MB fast SRAM (12ns access time; 1MB factory-installed, with 512KB on module, 512KB on platform)
  - Embedded modem socket with a U.S. telephone line interface
  - I^2C EEPROM
  - I^2C configuration register
  - GPIO, logic circuit, and memory headers
  - Supported by ZiLOG Developer Studio II and the eZ80® C-Compiler
  - LEDs, including a 7x5 LED matrix
  - Platform configuration jumpers

1. Other members of the eZ80Acclaim! product line include the eZ80F91 and eZ80F93 microcontrollers. A scaled-down eZ80F92 Ethernet Module is also available. Contact your local ZiLOG Sales Office for more information.

  - Two RS232 connectors—console, modem
  - RS485 connector with cable assembly
  - ZiLOG Debug Interface (ZDI)
  - JTAG Debug Interface
  - 9VDC power connector
  - Telephone jack
- eZ80F92 Flash Module:
  - eZ80F92 microcontroller[2] operating at 20MHz, with 128KB + 256bytes internal Flash and 8KB internal SRAM
  - 512KB off-chip SRAM
  - Real-Time Clock with Battery Back-Up
- ZPAKII Debug Interface
- eZ80F92 Development Kit Software and Documentation CD-ROM

Hardware Specifications

Table 1 lists the specifications of the eZ80® Development Platform.

Table 1. eZ80® Development Platform Hardware Specifications

Operating Temperature:	20ºC ±5ºC
Operating Voltage:	9 VDC

2. Also available is the eZ80F93 microcontroller, which features 64KB of internal Flash memory and 4KB of internal SRAM. Please contact your local ZiLOG Sales Office for details.

eZ80® Development Platform Overview

The purpose of the eZ80® Development Platform is to provide the developer with a set of tools for evaluating the features of the eZ80® family of devices, and to be able to develop a new application before building application hardware.

The eZ80F92 Development Kit features two primary boards: the eZ80® Development Platform and the eZ80F92 Flash Module. This arrangement provides a full development platform when using both boards. It can also provide a smaller-sized reference platform with the eZ80F92 Flash Module as a stand-alone development tool.

The eZ80® Development Platform is designed to accept a number of application-specific modules and Z8- and eZ80®-based add-on modules, including the eZ80F92 Flash Module, which features a real-time clock, an IrDA transceiver, and the eZ80F92 microcontroller.

The eZ80® Development Platform, together with its plugged-in eZ80F92 Flash Module, can operate in stand-alone mode with Flash memory, or interface via the ZPAK II emulator to a host PC running ZiLOG Developer Studio II Integrated Development Environment (ZDS IDE) software.

The address bus, data bus, and all eZ80F92 Flash Module control signals are buffered on the eZ80® Development Platform to provide sufficient drive capability.

A block diagram of the eZ80® Development Platform and the eZ80F92 Flash Module is shown in Figure 1.

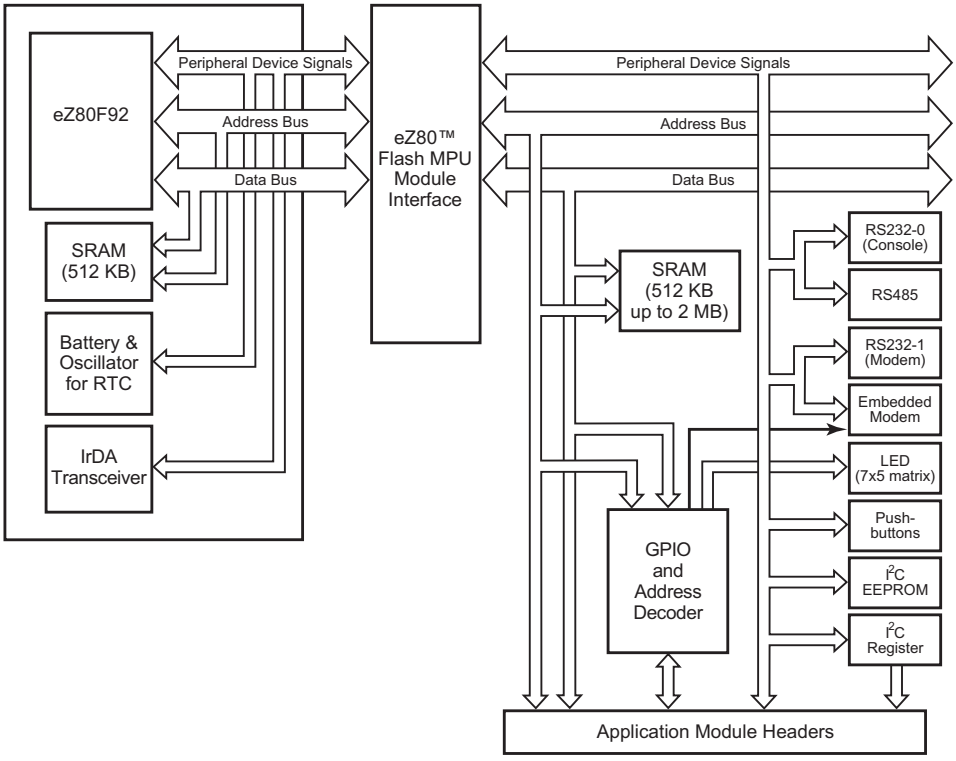
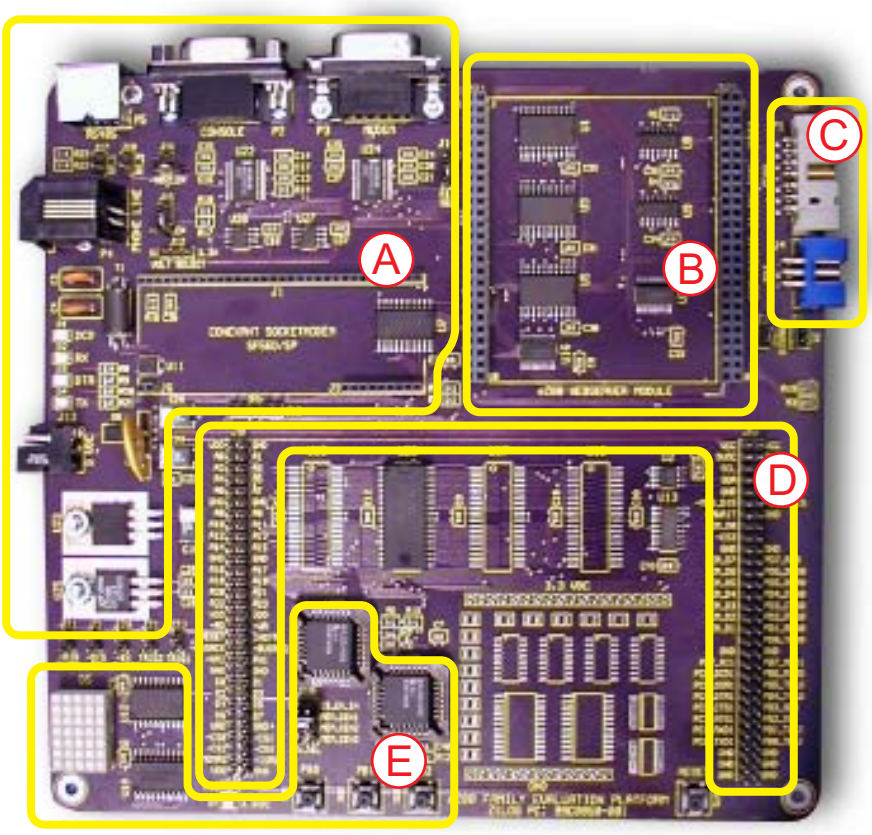


Figure 1. eZ80® Development Platform Block Diagram with eZ80F92 Flash Module

Figure 2 is a photographic representation of the eZ80® Development Platform segmented into its key blocks, as shown in the legend for the figure.

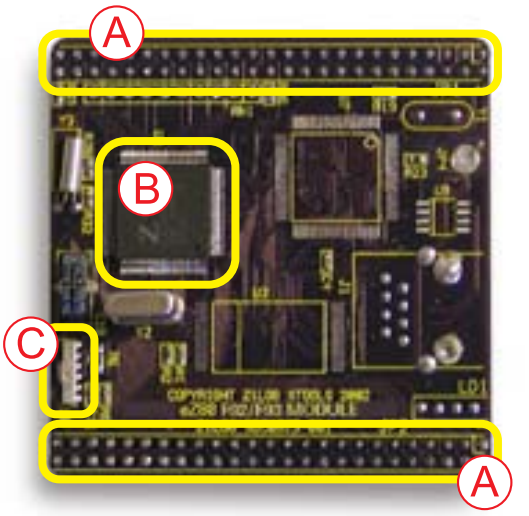


Note: Key to blocks A–E.

A. Power and serial communications.
B. eZ80F92 Flash Module interface.
C. Debug interface.
D. Application module interfaces.
E. GPIO and LED with Address Decoder.

Figure 2. The eZ80® Development Platform

Figure 3 is a photographic representation of the eZ80F92 Flash Module segmented into its key blocks, as shown in the legend for the figure.



Note: Key to blocks A–C.
A. eZ80F92 Flash Module interfaces.
B. CPU.
C. IrDA transceiver.

Figure 3. The eZ80F92 Flash Module

The structures of the eZ80® Development Platform and the eZ80F92 Flash Module are illustrated in the Schematic Diagrams starting on page 61.

eZ80® Development Platform

This section describes the eZ80® Development Platform hardware, its key components and its interfaces, including detailed programmer interface information such as memory maps, register definitions, and interrupt usage.

Functional Description

The eZ80® Development Platform consists of seven major hardware blocks. These blocks, listed below, are diagrammed in Figure 4.

- eZ80F92 Flash Module interface (2 female headers)
- Power supply for the eZ80® Development Platform, the eZ80F92 Flash Module, and application modules
- Application Module interface (2 male headers)
- GPIO and LED matrix
- RS232 serial communications ports
- Embedded modem interface
- I^2C devices

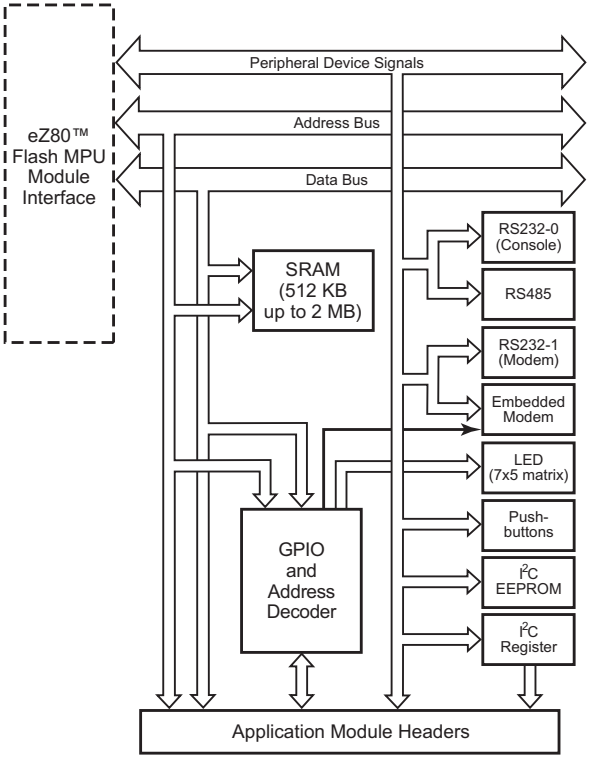


Figure 4. Basic eZ80® Development Platform Block Diagram

Physical Dimensions

The dimensions of the eZ80® Development Platform PCB is 177.8mm x182.9mm. The overall height is 38.1mm. See Figure 5.

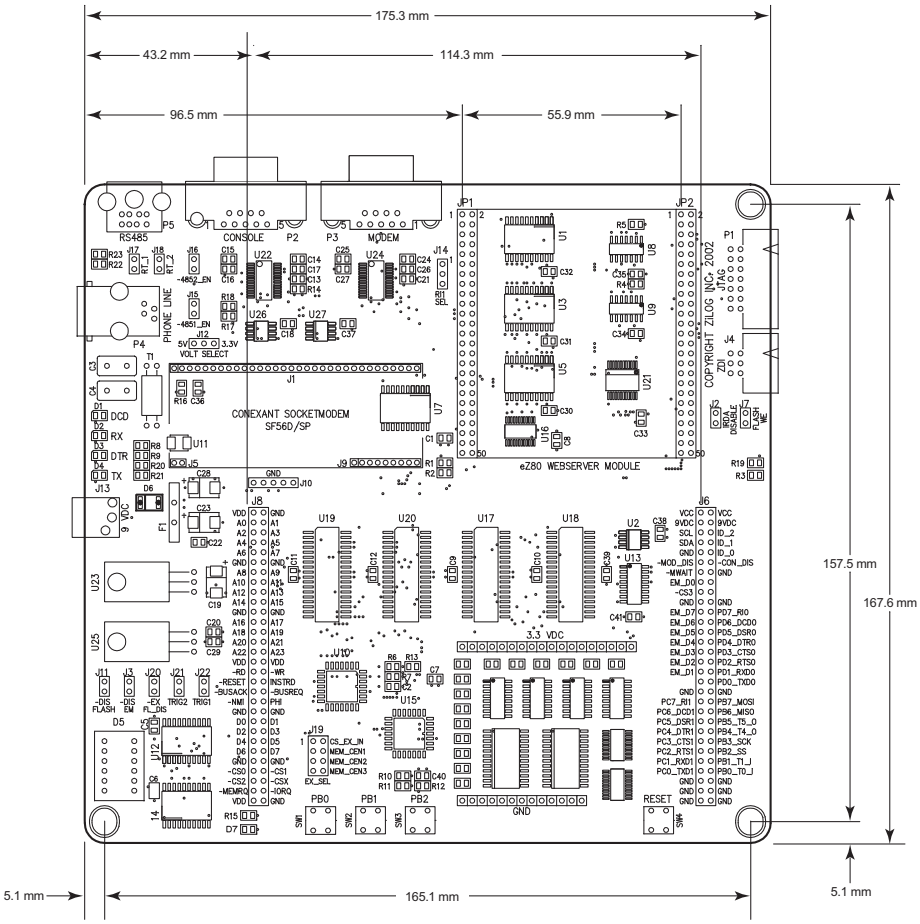


Figure 5. Physical Dimensions of the eZ80® Development Platform

Operational Description

The eZ80® Development Platform can accept any eZ80®-core-based modules, provided that the module interfaces correctly to the eZ80® Development Platform. The purpose of the eZ80® Development Platform is to provide the application developer with a tool to evaluate the features of the eZ80F92 Flash MCU, and to develop an application without building additional hardware.

eZ80F92 Flash Module Interface

The eZ80F92 Flash Module interface provides easy connection of the eZ80F92 Flash Module. It also provides easy connection for any eZ80®-based module designed to this interface. This includes modules using future eZ80® devices, and user-developed modules using current eZ80® devices.

The eZ80F92 Flash Module interface consists of two 50-pin receptacles, JP1 and JP2.

Peripheral Bus Connector

Figure 6 illustrates the pin layout of the Peripheral Bus Connector in the 50-pin header, located at position JP1 on the eZ80® Development Platform. Table 2 describes the pins and their functions.

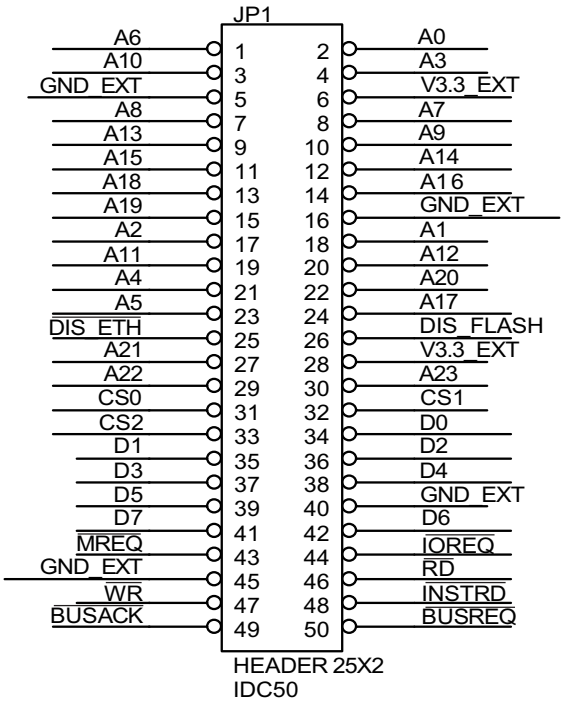


Figure 6. eZ80® Development Platform Peripheral Bus Connector Pin Configuration—JP1

Table 2. eZ80® Development Platform Peripheral Bus Connector Identification—JP1*

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
1	A6	Bidirectional		Yes
2	A0	Bidirectional		Yes
3	A10	Bidirectional		Yes
4	A3	Bidirectional		Yes
5	GND			
6	V_{DD}			
7	A8	Bidirectional		Yes
8	A7	Bidirectional		Yes
9	A13	Bidirectional		Yes
10	A9	Bidirectional		Yes
11	A15	Bidirectional		Yes
12	A14	Bidirectional		Yes
13	A18	Bidirectional		Yes
14	A16	Bidirectional		Yes
15	A19	Bidirectional		Yes

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.
3. External capacitive loads on RD, WR, IORQ, MREQ, D0–D7 and A0–A23 should be below 10 pF to satisfy the timing requirements for the eZ80® CPU. All unused inputs should be pulled to either V_{DD} or GND, depending on their inactive levels to reduce power consumption and to reduce noise sensitivity. To prevent EMI, the EZ80CLK output can be deactivated via software in the eZ80F91's Peripheral Power-Down Register.

**Table 2. eZ80® Development Platform
Peripheral Bus Connector Identification—JP1* (Continued)**

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
16	GND			
17	A2	Bidirectional		Yes
18	A1	Bidirectional		Yes
19	A11	Bidirectional		Yes
20	A12	Bidirectional		Yes
21	A4	Bidirectional		Yes
22	A20	Bidirectional		Yes
23	A5	Bidirectional		Yes
24	A17	Bidirectional		Yes
25	$\overline{\text{DIS\_ETH}}$	Output	Low	No
26	$\overline{\text{EN\_FLASH}}$	Output	Low	No
27	A21	Bidirectional		Yes
28	V_{DD}			
29	A22	Bidirectional		Yes
30	A23	Bidirectional		Yes

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.
3. External capacitive loads on RD, WR, IORQ, MREQ, D0–D7 and A0–A23 should be below 10 pF to satisfy the timing requirements for the eZ80® CPU. All unused inputs should be pulled to either V_{DD} or GND, depending on their inactive levels to reduce power consumption and to reduce noise sensitivity. To prevent EMI, the EZ80CLK output can be deactivated via software in the eZ80F91's Peripheral Power-Down Register.

**Table 2. eZ80® Development Platform
Peripheral Bus Connector Identification—JP1* (Continued)**

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
31	CS0	Input	Low	Yes
32	CS1	Input	Low	Yes
33	CS2	Input	Low	Yes
34	D0	Bidirectional		Yes
35	D1	Bidirectional		Yes
36	D2	Bidirectional		No
37	D3	Bidirectional		Yes
38	D4	Bidirectional		Yes
39	D5	Bidirectional		Yes
40	GND			
41	D7	Bidirectional		Yes
42	D6	Bidirectional		Yes
43	$\overline{\text{MREQ}}$	Bidirectional	Low	Yes
44	$\overline{\text{IORQ}}$	Bidirectional	Low	Yes
45	GND			

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.
3. External capacitive loads on RD, WR, IORQ, MREQ, D0–D7 and A0–A23 should be below 10 pF to satisfy the timing requirements for the eZ80® CPU. All unused inputs should be pulled to either V_{DD} or GND, depending on their inactive levels to reduce power consumption and to reduce noise sensitivity. To prevent EMI, the EZ80CLK output can be deactivated via software in the eZ80F91's Peripheral Power-Down Register.

**Table 2. eZ80® Development Platform
Peripheral Bus Connector Identification—JP1* (Continued)**

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
46	$\overline{RD}$	Bidirectional	Low	Yes
47	$\overline{WR}$	Bidirectional	Low	Yes
48	$\overline{INSTRD}$	Input	Low	Yes
49	$\overline{BUSACK}$	Input	Pull-Up 10KΩ; Low	Yes
50	$\overline{BUSREQ}$	Output	Pull-Up 10KΩ; Low	Yes

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.
3. External capacitive loads on $\overline{RD}$, $\overline{WR}$, $\overline{IORQ}$, $\overline{MREQ}$, D0–D7 and A0–A23 should be below 10pF to satisfy the timing requirements for the eZ80® CPU. All unused inputs should be pulled to either V_{DD} or GND, depending on their inactive levels to reduce power consumption and to reduce noise sensitivity. To prevent EMI, the EZ80CLK output can be deactivated via software in the eZ80F91's Peripheral Power-Down Register.

I/O Connector

Figure 7 illustrates the pin layout of the I/O Connector in the 50-pin header, located at position JP2 on the eZ80® Development Platform. Table 3 describes the pins and their functions.

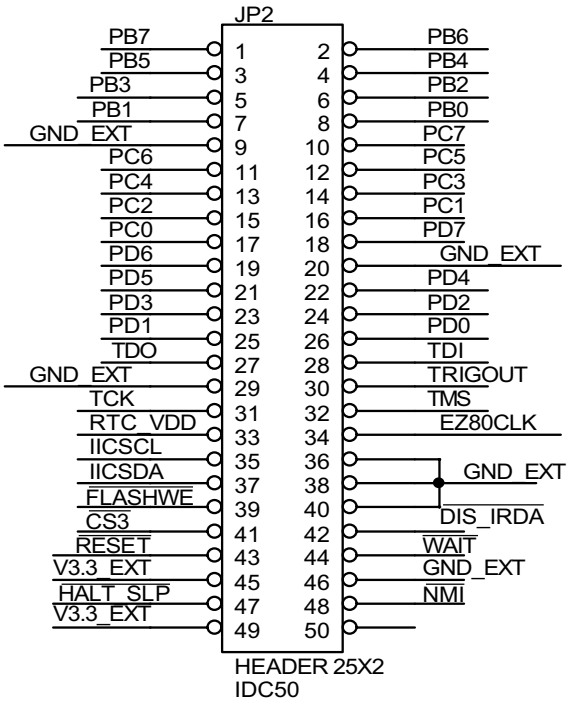


Figure 7. eZ80® Development Platform I/O Connector Pin Configuration—JP2

**Table 3. eZ80® Development Platform
I/O Connector Identification—JP2***

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
1	PB7	Bidirectional		Yes
2	PB6	Bidirectional		Yes
3	PB5	Bidirectional		Yes
4	PB4	Bidirectional		Yes
5	PB3	Bidirectional		Yes
6	PB2	Bidirectional		Yes
7	PB1	Bidirectional		Yes
8	PB0	Bidirectional		Yes
9	GND			
10	PC7	Bidirectional		Yes
11	PC6	Bidirectional		Yes
12	PC5	Bidirectional		Yes
13	PC4	Bidirectional		Yes
14	PC3	Bidirectional		Yes
15	PC2	Bidirectional		Yes
16	PC1	Bidirectional		Yes
17	PC0	Bidirectional		Yes
18	PD7	Bidirectional		Yes

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.

**Table 3. eZ80® Development Platform
I/O Connector Identification—JP2* (Continued)**

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
19	PD6	Bidirectional		
20	GND			
21	PD5	Bidirectional		Yes
22	PD4	Bidirectional		Yes
23	PD3	Bidirectional		Yes
24	PD2	Bidirectional		Yes
25	PD1	Bidirectional		Yes
26	PD0	Bidirectional		Yes
27	TDO	Input		Yes
28	TDI/ZDA	Output		Yes
29	GND			
30	TRIGOUT	Input	High	
31	TCK/ZCL	Output		Yes
32	TMS	Output	High	Yes
33	RTC_V_{DD}			
34	EZ80CLK	Input		Yes
35	SCL	Bidirectional		Yes
36	GND			

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.

**Table 3. eZ80® Development Platform
I/O Connector Identification—JP2* (Continued)**

Pin #	Symbol	Signal Direction	Active Level	eZ80F92 Signal[2]
37	SDA	Bidirectional		Yes
38	GND			
39	$\overline{\text{FlashWE}}$	Output	Low	No
40	GND			
41	$\overline{\text{CS3}}$	Input	Low	Yes
42	$\overline{\text{DIS\_IrDA}}$	Output	Low	No
43	$\overline{\text{RESET}}$	Bidirectional	Low	Yes
44	$\overline{\text{WAIT}}$	Output	Pull-Up 10KΩ; Low	Yes
45	V_{DD}			
46	GND			
47	$\overline{\text{HALT\_SLP}}$	Input	Low	Yes
48	$\overline{\text{NMI}}$	Output	Low	Yes
49	V_{DD}			
50	Reserved			

Notes:
1. For the sake of simplicity in describing the interface, Power and Ground nets are omitted from this table. The entire interface is represented in the eZ80F92 Module Schematics on pages 66 through 68.
2. The Power and Ground nets are connected directly to the eZ80F92 device.

Almost all of the connectors' signals are received directly from the CPU. Three input signals, in particular, offer options to the application developer by disabling certain functions of the eZ80F92 Flash Module.

These three inputs are:

- Enable Flash ($\overline{\text{EN\_FLASH}}$)*
- Flash Write Enable ($\overline{\text{FlashWE}}$)*
- Disable IrDA ($\overline{\text{DIS\_IrDA}}$)

These three signals are described below.

Enable Flash*

When active Low, the $\overline{\text{EN\_FLASH}}$ input signal enables the Flash chip on the eZ80F92 Flash Module.

Flash Write Enable*

When active Low, the $\overline{\text{FlashWE}}$ input signal enables Write operations on the Flash boot block of the eZ80F92 Flash Module.

Disable IrDA

When the $\overline{\text{DIS\_IrDA}}$ input signal is pulled Low, the IrDA transceiver, located on the eZ80F92 Flash Module, is disabled. As a result, UART0 can be used with the RS232 or the RS485 interfaces on the eZ80® Development Platform.

Note: *These inputs are only used if external Flash is present on the eZ80F92 Flash Module (as shipped from the factory, external Flash is not installed).

Application Module Interface

An Application Module Interface is provided to allow the user to add an application-specific module to the eZ80® Development Platform. ZiLOG's Thermostat Application Module (not provided in the kit) is an example application-specific module that demonstrates an HVAC control system. Implementing an application module with the Application Module Interface requires that the eZ80F92 Flash Module also be mounted on

the eZ80® Development Platform, because the eZ80F92 Flash Module features the eZ80F92 microcontroller. To mount an application module, use the two male headers J6 and J8.

Jumper J6 carries the General Purpose Input/Output ports (GPIO), and jumper J8 carries memory and control signals. To design an application module, the user should be familiar with the architecture and features of the eZ80F92 Flash Module currently installed. Tables 4 and 5 list the signals and functions related to each of these jumpers by pin. Power and ground signals are omitted for the sake of simplicity.

Table 4. GPIO Connector J6*

Signal	Pin #	Function	Direction	Notes
SCL	5	I^2C Clock	Bidirectional	
SDA	7	I^2C Data	Bidirectional	
MOD_DIS	9	Modem Disable	Input	If a shunt is installed between pins 6 and 9, the modem function on the eZ80® Development Platform is disabled.
MWAIT	13	Wait signal for the CPU	Input	
EM_D0	15	Emulated Port A, Bit 0	Bidirectional	
CS3	17	Chip Select 3 of the CPU	Output	This signal is also present on the J8.
EM_D[7:1]	21,23,25, 27,29,31, 33	Emulated Port A, Bit [7:1]	Bidirectional	
Reserved	35			

Note: *All of the signals are driven directly by the CPU.

Table 4. GPIO Connector J6* (Continued)

Signal	Pin #	Function	Direction	Notes
PC[7:0]	39,41,43, 45,47,49, 51,53	Port C, Bit [7:0]	Bidirectional	
ID_[2:0]	6,8,10	eZ80® Development Platform ID	Output	
CON_DIS	12	Console Disable	Input	If a shunt is installed between pins 12 and 14, the Console function on the eZ80® Development Platform is disabled.
Reserved	16,18			
PD[7:0]	22,24,26, 28,30,32, 34,36	Port D, Bit[7:0]	Bidirectional	
PB[7:0]	40,42,44, 46,48,50, 52,54	Port B, Bit[7:0]	Bidirectional	

Note: *All of the signals are driven directly by the CPU.

Table 5. CPU Bus Connector J8*

Signal	Pin #	Function	Direction
A[0:7]	3–10	Address Bus, Low Byte	Output
A[8:15]	13–20	Address Bus, High Byte	Output
A[16:23]	23–30	Address Bus, Upper Byte	Output
RD	33	Read Signal	Output
$\overline{\text{RESET}}$	35	Push Button Reset	Output
$\overline{\text{BUSACK}}$	37	CPU Bus Acknowledge Signal	Output
$\overline{\text{NMI}}$	39	Nonmaskable Interrupt	Input
D[0:7]	43–50	Data Bus	Bidirectional
CS[0:3]	53–56	Chip Selects	
$\overline{\text{MREQ}}$	57	Memory Request	Output
$\overline{\text{WR}}$	34	WRITE Signal	Output
$\overline{\text{INSTRD}}$	36	Instruction Fetch	Output
$\overline{\text{BUSREQ}}$	38	CPU Bus Request signal	
PHI	40	Clock output of the CPU	Output

Note: *All of the signals except BUSACK and INSTRD are driven by low-voltage CMOS technology (LVC) drivers.

I/O Functionality

The eZ80190 microprocessor features General-Purpose I/O functionality at Port A. The eZ80F92 device does not incorporate this Port A feature. The eZ80® Development Platform provides additional I/O functionality, featuring GPIO for devices without Port A, an LED matrix, a modem reset, and two user triggers.

These functions are memory-mapped with an address decoder based on the Generic Array Logic GAL22lV10D (U15) device manufactured by Lattice Semiconductor, and a bidirectional latch (U16). Additionally, U15 is used to decode addresses for access to the 7x5 LED matrix.

Table 6 lists the memory map addresses to registers that allow access to the above functions. The register at address 800000h controls GPIO Port A Output Control and LED Anode register functions. The register at address 800001h controls the register functions for the LED cathode, modem reset, and user triggers. Address 800002h controls GPIO Port A data.

Table 6. LED and Port Emulation Addresses

Address	Register Function	Access
800000h	LED Anode/GPIO Port output control	WR
800001h	LED Cathode/Modem/Trig	WR
800002h	GPIO Data	RD/WR

Port A Emulation

GPIO Port A is emulated with the use of the GPIO Output Control Register and the GPIO Data Register. If bit 7 in the GPIO Output Control Register is 1, all of the lines on GPIO Port A are configured as input ports. If this bit is 0, all of the lines on Port A are configured as output ports. Table 7 lists the multiple functions of the register.

Table 7. LED Anode/GPIO Port A Output Control Register

	Bit #							
Function	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Anode Col 1								X
Anode Col 2							X	
Anode Col 3						X		

Table 7. LED Anode/GPIO Port A Output Control Register (Continued)

	Bit #							
Function	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Anode Col 4					X			
Anode Col 5				X				
Anode Col 6			X					
Anode Col 6		X						
GPIO Output	X							

The GPIO Data Register receives inputs or provides outputs for each of the seven GPIO Port A lines, depending on the configuration of the port. See Table 8.

Table 8. GPIO Data Register

Function/Bit #	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
GPIO D0								X
GPIO D1							X	
GPIO D2						X		
GPIO D3					X			
GPIO D4				X				
GPIO D5			X					
GPIO D6		X						
GPIO D7	X							

LED Matrix

The one 7x5 LED matrix device on the eZ80® Development Platform is a memory-mapped device that can be used to display information, such as programmed alphanumeric characters. For example, the LED display

sample program that is shipped with this kit displays the alphanumeric message:

```
eZ80
```

To illuminate any LED in the matrix, its respective anode bit must be set to 1 and its corresponding cathode bit must be set to 0.

Bits 0–6 in Table 7 are LED anode bits. They must be set High (1) and their corresponding cathode bits, bits 0–4 in Table 9, must be set Low (0) to illuminate each of the LED's, respectively.

Bit 7 in Table 7 does not carry any significance within the LED matrix. It is used for GPIO as a Port A control bit.

Table 9 indicates the multiple register functions of the LED cathode, modem, and triggers. This table shows the bit configuration for each cathode bit. Bits 5, 6, and 7 do not carry any significance within the LED matrix. These three bits are control bits for the modem reset, Trig1, and Trig2 functions, respectively.

Table 9. Bit Access to the LED Cathode, Modem, and Triggers

	Bit #							
Function	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
Cathode Row 5								X
Cathode Row 4							X	
Cathode Row 3						X		
Cathode Row 2					X			
Cathode Row 1				X				
Modem RST			X					
Trig 1		X						
Trig 2	X							

An LED display sample program is shipped with the eZ80F92 Development Kit. Please refer to the eZ80Acclaim!™ Development Kits Quick Start Guide (QS0020) or to the Tutorial section in the ZiLOG Developer Studio—eZ80Acclaim!™ User Manual (UM0144).

Modem Reset

The Modem Reset signal, MRESET, is used to reset an optional socket modem. This signal is controlled by bit 5 in the register shown in Table 9. The MRESET signal is available at the embedded modem socket interface (J9, Pin 1). Setting this bit Low places the optional socket modem into a reset state. The user must pull this bit High again to enable the socket modem. Reference the appropriate documentation for the socket modem to reset timing requirements.

User Triggers

Two general-purpose trigger output pins are provided on the eZ80® Development Platform. Labeled J21 (Trig2) and J22 (Trig1), these pins allow the user a way to *trigger* external equipment to aid in the debug of the system. See Figure 8 for trigger pin details.

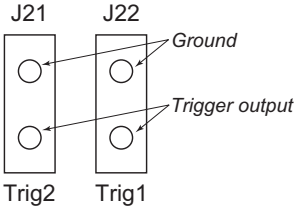


Figure 8. Trigger Pins J21 and J22

Bits 6 and 7 in Table 9 are the control bits for the user triggers. If either bit is a 1, the corresponding Trig1 and Trig2 signals are driven High. If either bit is 0, the corresponding Trig1 and Trig2 signals are driven Low.

Embedded Modem Socket Interface

The eZ80® Development Platform features a socket for an optional 56K modem (a modem is not included in the kit).

Connectors J1, J5, and J9 provide connection capability. The modem socket interface provided by these three connectors is shown in Figure 9. Tables 10 through 12 identify the pins for each connector. The embedded modem utilizes UART1, which is available via the Port C pins.

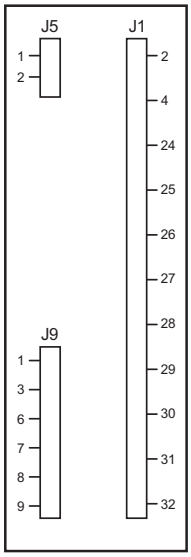


Figure 9. Embedded Modem Socket Interface—J1, J5, and J9

Table 10. Connector J5

Pin	Symbol	Description
1	M-TIP	Telephone Line Interface—TIP.
2	M-RING	Telephone Line Interface—RING.

Table 11. Connector J9

Pin	Symbol	Description
1	MRESET	Reset, active Low, 50–100 ms. Closure to GND for reset.
3	GND	Ground.
6	D1	DCD indicator; can drive an LED anode without additional circuitry.
7	D2	RxD indicator; can drive an LED anode without additional circuitry.
8	D3	DTR indicator; can drive an LED anode without additional circuitry.
9	D4	TxD indicator; can drive an LED anode without additional circuitry.

Table 12. Connector J1

Pin	Symbol	Description
2	MOD_DIS	Modem disable, active Low.
4	V_{CC}	+5 VDC or +3.3 VDC input.
24	GND	Ground.
25	PC4_DTR1	DTR interface; TTL levels.
26	PC6_DCD1	DCD interface; TTL levels.
27	PC3_CTS1	CTS interface; TTL levels.
28	PC5_DSR1	DSR interface; TTL levels.
29	PC7_RI1	Ring Indicator interface; TTL levels.
30	PC0_TXD1	TxD interface; TTL levels.
31	PC1_RXD1	RxD interface; TTL levels.
32	PC2_RTS1	RTS interface; TTL levels.

Components P4, T1, C3, C4, and U11 provide the phone line interface to the modem. On the eZ80® Development Platform, LEDs D1, D2, D3, and D4 function as status indicators for this optional modem.

The phone line connection for the modem is for the United States only. Connecting the modem outside of the U.S. requires modification.

The tested modem for this eZ80F92 Development Kit is a MultiTech Systems (formerly Conexant) socket modem, part number SC56H1. Either the 3.3V or the 5.0V version of the modem can be used. However, jumper J12 should be configured accordingly—see Table 17. Information about this modem and its interface is available in the *SocketModem* data sheet from www.multitech.com.

eZ80® Development Platform Memory

Memory space on the eZ80® Development Platform consists of onboard SRAM and additional SRAM footprints.

Onboard SRAM

The eZ80® Development Platform features 512KB SRAM at U20. This SRAM provides the basic memory requirement for small applications development. This SRAM is in the address range B80000h–BFFFFFh. With the 512KB of SRAM on the eZ80F92 Flash Module, this addressing structure provides 1MB of contiguous SRAM for immediate use. Chip Select 2 is used to access the 512KB of SRAM on the eZ80® Development Platform.

Additional SRAM

The amount of eZ80® Development Platform memory can be extended if required by adding SRAM devices. U19, U18, and U17 provide this capability. However, the user should be aware that additional SRAM must be installed in the following order:

1. U19, address range B00000h–B7FFFFh

2. U18, address range A80000h–AFFFFFh
3. U17, address range A00000h–A7FFFFh

If SRAM memory is installed in a different order than the above sequence, SRAM will not be contiguous unless the user is able to change the address decoder, U10. Memory access decoding is performed by this address decoder, implemented in the Generic Array Logic device, GAL22LV10D (U10).

On-Chip SRAM

The eZ80F92 device on the eZ80F92 Flash Module contains 8KB of on-chip SRAM. Upon power-up, this SRAM is enabled and mapped to the top 8KB of memory address space. Using the RAM Address Register, this 8KB memory can be mapped to the top of any 64KB block. It can also be disabled. Please see the eZ80F92/eZ80F92 Product Specification (PS0153) for more information.

Flash Memory

The eZ80F92 Development Kit allows off-chip Flash memories between 1MB and 4MB. This Flash memory is entirely located on the eZ80F92 Flash Module (in footprint only; as shipped from the factory, external Flash is not installed).

Memory Map

A memory map of the eZ80® CPU is illustrated in Figure 10. Flash memory and SRAM on the eZ80F92 Flash Module are addressed when CS0 and CS1 are active Low. SRAM on the eZ80® Development Platform is addressed when CS2 is active Low.

The location of on-chip SRAM is programmable by setting the RAM address upper byte register. The upper 8KB of any 64KB memory page can be selected. Addresses to enabled on-chip memories assume priority over all chip selects. Please refer to the eZ80F92/eZ80F92 Product Specification (PS0153) for more details.

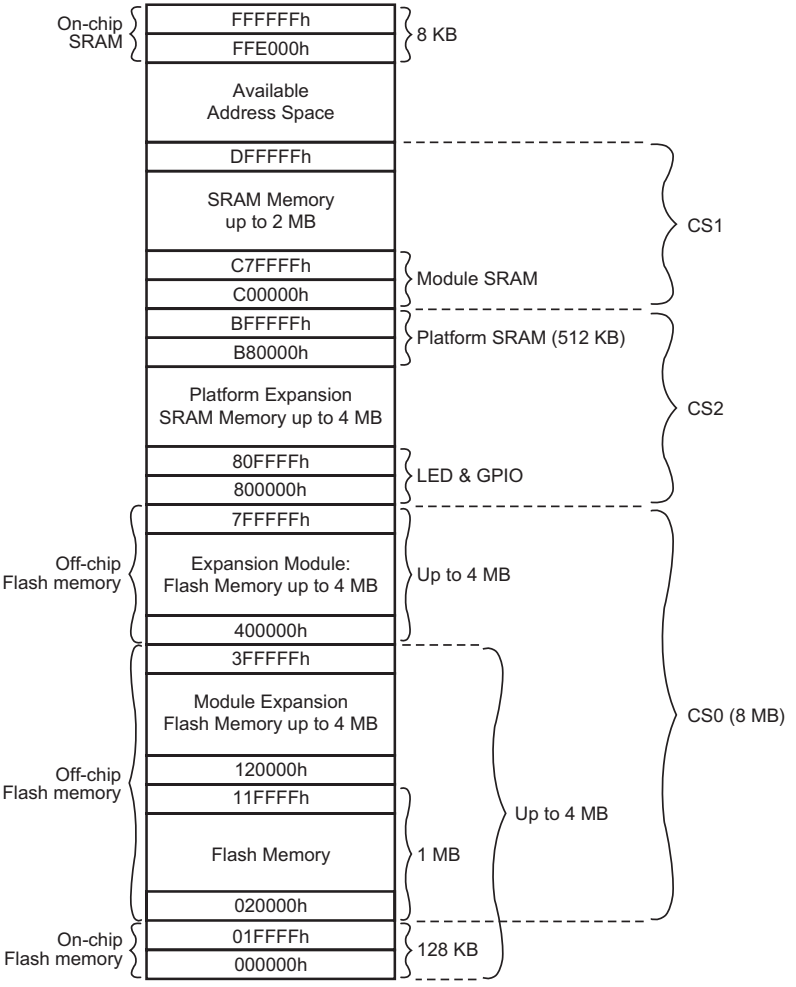


Figure 10. Memory Map of the eZ80® Development Platform and eZ80F92 Flash Module

LEDs

As stated earlier, LEDs D1, D2, D3, and D4 function as status indicators for an optional modem. This section describes each LED and the LED matrix device.

Data Carrier Detect

The Data Carrier Detect (DCD) signal at D1 indicates that a good carrier signal is being received from the remote modem.

RX

The RX signal at D2 indicates that data is received from the modem.

Data Terminal Ready

The Data Terminal Ready (DTR) signal at D3 informs the modem that the PC is ready.

TX

The TX signal at D4 indicates that data is transmitted to the modem.

Push Buttons

The eZ80® Development Platform provides user controls in the form of push buttons. These push buttons serve as input devices to the eZ80F92 microcontroller. The programmer can use them as necessary for application development. All push buttons are connected to the GPIO Port B pins.

PB0

The PB0 push button switch, SW1, is connected to bit 0 of GPIO Port B. This switch can be used as the port input if required by the user.

PB1

The PB1 push button switch, SW2, is connected to bit 1 of GPIO Port B. This switch can be used as the port input if required by the user.

PB2

The PB2 push button switch, SW3, is connected to bit 2 of GPIO Port B. This switch can be used as the port input if required by the user.

RESET

The Reset push button switch, SW4, resets the eZ80® CPU and the eZ80® Development Platform.

Jumpers

The eZ80® Development Platform provides a number of jumpers that are used to enable or disable functionality on the platform, enable or disable optional features, or to provide protection from inadvertent use.

Jumper J2

The J2 jumper connection enables/disables IrDA transceiver functionality. When the shunt is placed, IrDA communication is disabled. See Table 13.

Table 13. J2—$\overline{\text{DIS\_IrDA}}$

Shunt Status	Function	Affected Device
In	IrDA interface disabled	UART0 is configured to work with the RS232 or the RS485 interfaces.
Out	IrDA interface enabled	The IrDA and UART0 interfaces on the eZ80F92 Flash Module perform their functions.

Jumper J3

The J3 jumper connection controls Port A emulation mode and communication with the 7x5 LED. When the shunt is placed, Port A emulation is disabled. See Table 14.

Table 14. J3—DIS_EM

Shunt Status	Function	Affected Device
In	Application Module Hardware Disabled	Communication with 7x5 LED and Port emulation circuit is disabled.
Out	Application Module Hardware Enabled	Communication with 7x5 LED and Port A emulation circuit is enabled.

Jumper J7

The J7 jumper connection controls Flash boot loader programming. When the shunt is placed, overwriting of the Flash boot loader program is enabled. See Table 15.

Table 15. J7—$\overline{\text{FlashWE}}$ (Off-Chip)*

Shunt Status	Function	Affected Device
Out	The Flash boot sector of the eZ80F92 Flash Module is write-protected.	Flash boot sector of the eZ80F92 Flash Module.
In	The Flash boot sector of the eZ80F92 Flash Module is enabled for writing or overwriting.	Flash boot sector of the eZ80F92 Flash Module.

Note: As shipped from the factory, external Flash memory is not installed.

Jumper J11

The J11 jumper connection controls access to the off-chip Flash memory device. When the shunt is placed, access to this Flash device is enabled. See Table 16.

Note: The silk-screened label on the eZ80® Development Platform for jumper J11 is incorrect. Currently, it reads DIS_FLASH. The correct label is EN_FLASH.

Table 16. J11—$\overline{\text{EN\_FLASH}}$ (Off-Chip)*

Shunt Status	Function	Affected Device
IN	All access to external Flash memory on the eZ80190 Module is enabled.	External Flash memory on the eZ80190 Module.
OUT	All access to external Flash memory on the eZ80190 Module is disabled.	External Flash memory on the eZ80190 Module.

Note: As shipped from the factory, external Flash memory is not installed.

Jumper J12

The J12 jumper connection controls the selection of a 5V or 3VDC power supply to the embedded modem, if an embedded modem is used. See Table 17.

Table 17. J12—5VDC/3.3VDC for an Embedded Modem

Shunt Status	Function	Affected Device
1–2	5VDC is provided to power the embedded modem.	Embedded modem.
2–3	3.3VDC is provided to power the embedded modem.	Embedded modem.

Jumper J14

The J14 jumper connection controls the polarity of the Ring Indicator. See Table 18.

Table 18. J14—RI

Shunt Status	Function	Affected Device
1–2	The Ring Indicator for UART1 is inverted.	UART1.
2–3	The Ring Indicator for UART1 is not inverted.	UART1.

Jumper J15

The J15 jumper connection controls the selection RS485 circuit along with UART0. When the shunt is placed, the RS485 circuit is enabled. See Table 19. RS485 functionality will be available in future eZ80® devices.

Table 19. J15—RS485_1_EN*

Shunt Status	Function	Affected Device
In	The RS485 circuit is enabled on UART0. The UART0 CONSOLE interface and IrDA are disabled.	IrDA, UART0 CONSOLE interface, RS485 interface.
Out	The RS485 circuit is disabled on UART0.	IrDA, UART0 CONSOLE interface, RS485 interface.

Note: *To enable the RS485 circuit, the corresponding IrDA/RS232 circuit must be disabled.

Jumper J16

The J16 jumper connection controls the selection of the RS485 circuit. However, UART1 MODEM interface and the socket modem interface are disabled if the RS485 circuit is enabled. When the shunt is placed, the RS485 circuit is enabled. See Table 20.

Table 20. J16—RS485_2_EN

Shunt Status	Function	Affected Device
In	The RS485 circuit is enabled on UART1. The UART1 MODEM interface and the Socket Modem interface are disabled.	UART1 MODEM interface, Socket Modem Interface, and RS485 interface.
Out	The RS485 circuit is disabled on UART1.	UART1 MODEM interface, Socket Modem Interface, and RS485 interface.

Jumper J17

The J17 jumper connection controls the selection of the RS485 termination resistor circuit. When the shunt is placed, the RS485 termination resistor circuit is enabled. See Table 21.

Table 21. J17—RT_1*

Shunt Status	Function	Affected Device
In	The Termination Resistor for RS485_1 is IN.	RS485 interface.
Out	The Termination Resistor for RS485_1 is OUT.	RS485 interface.

Note: *Before enabling the termination resistor, ensure that the device is located at the end of the interface line.

Jumper J18

The J18 jumper connection controls the selection of the RS485 termination resistor circuit. When the shunt is placed, the RS485 termination resistor circuit is enabled. See Table 22.

Table 22. J18—RT_2*

Shunt Status	Function	Affected Device
In	The Termination Resistor for RS485_2 is IN.	RS485 interface.
Out	The Termination Resistor for RS485_2 is OUT.	RS485 interface.

Note: *Before enabling the termination resistor, ensure that the device is located at the end of the interface line.

Jumper J19

The J19 jumper connection selects the range of memory addresses for the external chip select signal, $\overline{\text{CS\_EX}}$, to the application module. See Table 23.

Table 23. J19—$\overline{\text{EX\_SEL}}$

Shunt Status	Function	Affected Device
1–2	$\overline{\text{CS\_EX}}$ is decoded in the $\overline{\text{CS0}}$ memory space and is located in the address range 400000h–7FFFFFh.	Application module addressing.
3–4	$\overline{\text{CS\_EX}}$ is decoded in the $\overline{\text{CS2}}$ memory space and is located in the address range A00000h–A7FFFFh.	Application module addressing.
5–6	$\overline{\text{CS\_EX}}$ is decoded in the $\overline{\text{CS2}}$ memory space and is located in the address range A80000h–AFFFFFh.	Application module addressing.
7–8	$\overline{\text{CS\_EX}}$ is decoded in the $\overline{\text{CS2}}$ memory space and is located in the address range B00000h–B7FFFFh.	Application module addressing.

Jumper J20

The J20 jumper connection controls the selection of the external chip select in the external application module. When the shunt is placed, the external chip select signal, $\overline{CS\_EX}$, is disabled. See Table 24.

Table 24. J20—$\overline{EX\_FL\_DIS}$

Shunt Status	Function	Affected Device
IN	The jumper for EX_FL_DIS is IN.	The chip select on the application module is disabled.
OUT	The jumper for EX_FL_DIS is OUT.	The chip select on the application module is enabled.

Connectors

A number of connectors are available for connecting external devices such as the ZPAKII emulator, PC serial ports, external modems, the console, and LAN/telephone lines.

J6 and J8 are the headers, or connectors, that provide pin-outs to connect any external application module, such as ZiLOG's Thermostat Application Module.

Connector J6

The J6 connector provides pin-outs to make use of GPIO functionality.

Connector J8

The J8 connector provides pin-outs to access memory and other control signals.

Console

Connector P2 is the RS232 terminal, which can be used for observing the console output. P2 can be connected to the HyperTerminal if required.

Modem

Connector P3 provides a terminal for connecting an external modem, if used with the eZ80F92 Development Kit. RS485 functionality will be available in future eZ80® devices.

I²C Devices

The two I²C devices on the eZ80® Development Platform are the U2 EEPROM and the U13 Configuration register. The EEPROM provides 16KB of memory. The Configuration register provides access to control the configuration of an application-specific function at the Application Module Interface. Neither device is utilized by the eZ80F92 Development Kit software. The user is free to develop proprietary software for these two devices. The addresses for accessing these devices are listed in Table 25.

Table 25. I²C Addresses

Device/Bit #	7	6	5	4	3	2	1	0
EEPROM (U10)*	1	0	1	0	0	A1	A0	R/W
Configuration Register (U13)	1	0	0	1	1	1	0	R/W

Note: *EEPROM address bits A0 and A1 are configured for 0s.

DC Characteristics

Understanding proper DC current requirements for the eZ80® Development Platform when application modules are plugged into it is very important for developing applications. This section provides an estimate of the average current requirement when different combinations of these application modules are plugged in to the eZ80® Development Platform.

The receiver supply current is 90–150 µA and the transmitter supply current is 260 mA when the LED is active. The measurements of current that are shown in Table 26 are for the user's reference. These values can vary depending on the type of application that is developed to run with the platform.

Table 26. DC Current Characteristics of the eZ80® Development Platform with Different Module Loads

Platform/Modules Configurations	Current Requirement (mA)	Status
eZ80® Development Platform and eZ80F92 Flash Module	173	When connected only to a power supply, and when no program is running.
eZ80® Development Platform, eZ80F92 Flash Module, and Modem Module	174	When connected only to a power supply, and when no program is running.
eZ80® Development Platform, eZ80F92 Flash Module, and Thermostat Application Module	195	When connected only to a power supply, and when no program is running.
eZ80® Development Platform, eZ80F92 Flash Module, Modem Module, and Thermostat Application Module	203	When connected only to a power supply, and when no program is running.
eZ80® Development Platform and eZ80F92 Flash Module	325	When the LED demo is running.

Table 26. DC Current Characteristics of the eZ80® Development Platform with Different Module Loads (Continued)

Platform/Modules Configurations	Current Requirement (mA)	Status
eZ80® Development Platform, eZ80F92 Flash Module, and Modem Module	325	When the LED demo is running.
eZ80® Development Platform, eZ80F92 Flash Module, and Thermostat Application Module	350	When the LED demo is running.
eZ80® Development Platform, eZ80F92 Flash Module, Modem Module, and Thermostat Application Module	360	When the LED demo is running.

eZ80F92 Flash Module

This section describes the eZ80F92 Flash Module hardware, its interfaces and key components, including the CPU, real-time clock, IrDA transceiver, and memory.

Functional Description

The eZ80F92 Flash Module is a compact, high-performance module specially designed for the rapid development and deployment of embedded systems. Additional devices such as serial ports, LED matrices, GPIO ports, and I^2C devices are supported when connected to the eZ80® Development Platform. A block diagram representing both of these boards is shown in Figure 1 on page 4.

The eZ80F92 Flash Module is developed to be a plug-in module to the eZ80® Development Platform. This small-footprint module provides a CPU, RAM, an IrDA transceiver, and a real-time clock. This low-cost, expandable module is powered by the eZ80F92 microcontroller, members of ZILOG's new eZ80® product family. The module also contains a battery and an oscillator in support of the on-chip Real-Time Clock (RTC). The eZ80F92 Flash Module can also be used as a stand-alone development tool when provided with an external power source.

Physical Dimensions

The dimensions of the eZ80F92 Flash Module PCB is 64x64mm. With an RJ-45 Ethernet connector, the overall height is 25mm. See Figure 11.

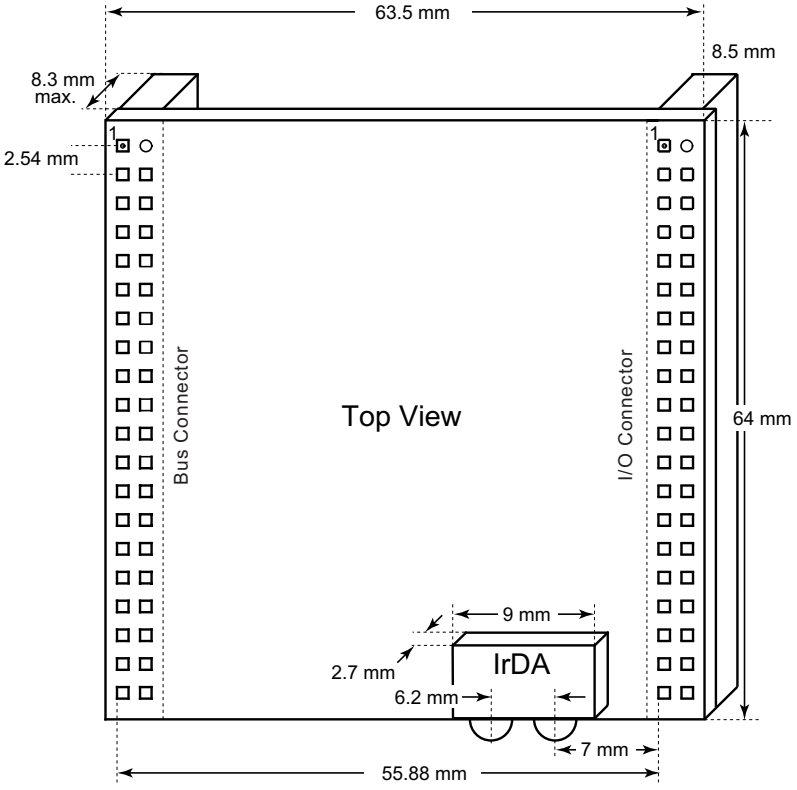


Figure 11. Physical Dimensions of the eZ80F92 Flash Module

Figure 12 illustrates the top layer silkscreen of the eZ80F92 Flash Module.

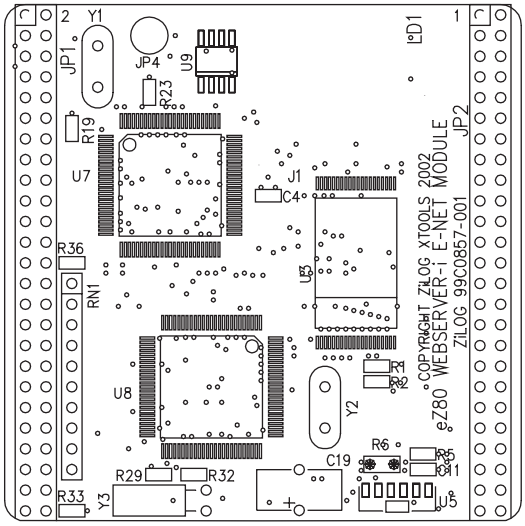


Figure 12. eZ80F92 Flash Module—Top Layer

Figure 13 illustrates the bottom layer silkscreen of the eZ80F92 Flash Module.

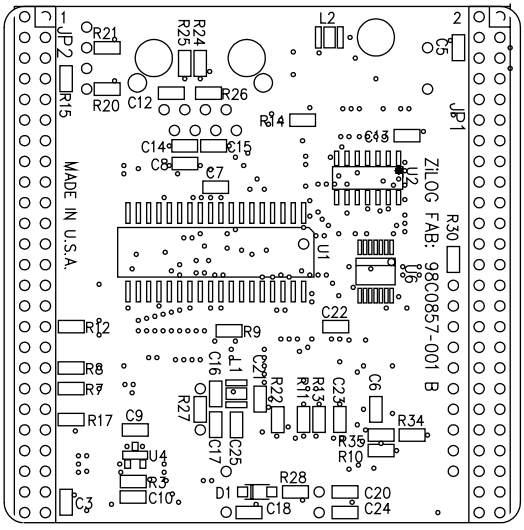


Figure 13. eZ80F92 Flash Module—Bottom Layer

Operational Description

The purpose of the eZ80F92 Flash Module as a feature of the eZ80F92 Development Kit is to provide the application developer with a plug-in tool to evaluate the memory, IrDA, and other features of the eZ80F92 device.

eZ80F92 Flash Module Memory

The eZ80F92 Flash Module comprises both off-chip SRAM and on-chip Flash memory, which are described below.

Static RAM

The eZ80F92 Flash Module features 512KB of fast SRAM. Access speed is typically 50ns, allowing zero-wait-state operation at 20MHz. With the CPU at 20MHz, SRAM can be accessed with zero wait states in eZ80 mode. CS1_CTL (chip select $\overline{CS1}$) can be set to 08h (no wait states).

Flash Memory

The eZ80F92 Flash Module features 128KB of Flash memory. This on-chip memory can be programmed a single byte at a time, or in bursts of up to 128 bytes. Write operations can be performed using either memory or I/O instructions. Erasing bytes in Flash memory returns them to a value of FFh. Both the MASS ERASE and PAGE ERASE operations are self-timed by the Flash controller, leaving the CPU free to execute other operations in parallel. Upon power-up, the on-chip Flash memory is located in the address range 000000h–01FFFFh. Four wait states are programmed in Flash control register F8h.

On-chip Flash memory is prioritized over all external Chip Selects, can be enabled or disabled (power-on enabled), and can be programmed within any 128KB address space in the 16MB address range.

The eZ80F92 Flash Module features the following memory configurations:

- On-chip SRAM: 8KB
- Off-chip SRAM: 512KB
- On-chip Flash: 128KB

Reset Generator

The onboard Reset Generator Chip is connected to the eZ80F92 Reset input pin. It performs reliable Power-On Reset functions, generating a reset pulse with a duration of 200ms if the power supply drops below 2.93V. This reset pulse ensures that the board always starts in a defined condition. The RESET pin on the I/O connector reflects the status of the RESET line. It is a bidirectional pin for resetting external peripheral components or for resetting the eZ80F92 Development Kit with a low-impedance output (e.g. a 100-Ohm push button).

IrDA Transceiver

An onboard IrDA transceiver (ZiLOG ZHX1810) is connected to PD0 (TX), PD1 (RX), and PD2 (Shutdown, IR_SD). The IrDA transceiver is of the LED type 870nm Class 1.

The IrDA transceiver is accessible via the IrDA controller attached to UART0 on the eZ80F92 device. The UART0 console and the IrDA transceiver cannot be used simultaneously.

To use the UART0 for console or to save power, the transceiver can be disabled by the software or by an off-board signal when using the proper jumper selection. The transceiver is disabled by setting PD2 (IR_SD) High or by pulling the $\overline{\text{DIS\_IRDA}}$ pin on the I/O connector Low. The shutdown feature is used for power savings. To enable the IrDA transceiver, $\overline{\text{DIS\_IRDA}}$ is left floating and PD2 is set to Low.

The eZ80F92 Flash Module contains a ZiLOG IrDA transceiver that is connected to the UART0 port. This port can be used as a *wireless* connection into the eZ80F92 Flash Module. The UART0 can connect to a standard RS232 port, or it can be configured to control the IrDA transceiver;

however, it cannot do both at the same time. Only a few registers are required to configure the UART0 port to send and receive IrDA data.

The RxD and TxD signals on the transceiver perform the same functions as a standard RS232 port. However, these signals are processed as IrDA 3/16 coding pulses (sometimes called IrDA encoder/decoder pulses). When the IrDA function is enabled, the final output to the RxD and TxD pins are routed through the 3/16 pulse generator.

Another signal that is used in the eZ80F92 Flash Module's IrDA system is Shut_Down (SD). The SD pin is connected to PD2 on the eZ80F92 Flash Module. The IrDA control software on the user's wireless device must enable this pin to wake the IrDA transceiver. The SD pin must be set Low to enable the IrDA transceiver. On the eZ80F92 Flash Module, a two-input OR gate is used to allow an external pin to shut down the IrDA transceiver. Both pins must be set Low to enable this function.

Figure 14 highlights the eZ80F92 Flash Module IrDA hardware connections.

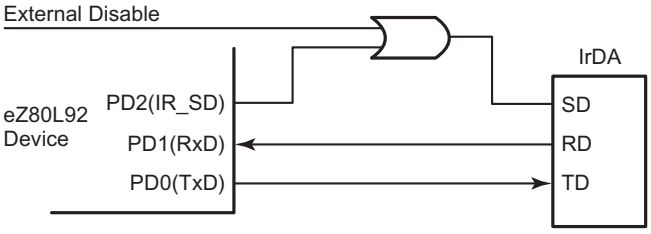


Figure 14. IrDA Hardware Connections

The eZ80F92 Flash Module features an Infrared Encoder/Decoder register that configures the IrDA function. This register is located at address 0BFh in the internal I/O register map.

The Infrared Encoder/Decoder register contains three control bits. Bit 0 enables or disables the IrDA encoder/decoder block. Bit 1, if it is set,

enables received data to pass into the UART0 Receive FIFO data buffer. Bit 2 is a test function that provides a loopback sequence from the TxD pin to the RxD input.

Bit 1, the Receive Enable bit, is used to block data from filling up the Receive FIFO when the eZ80F92 Flash Module is transmitting data. Because IrDA data passes through the air as a light source, transmitted data can also be received. This Receive Enable bit prevents this data from being received. After the eZ80F92 Flash Module completes transmitting, this bit is changed to allow for incoming messages.

The code that follows provides an example of how this function is enabled on the eZ80F92 Flash Module.

```
//Init_IRDA
// Ensure to first set PD2 as a port bit, an output and set it Low.

PD_ALT1 &= 0xFC;        // PD0 = uart0tx, PD1 = uart0_rx
PD_ALT2 |= 0x03;        // Enable alternate function
UART_LCTL0= 0x80;       // Select dlab to access baud rate generator
BRG_DLRL0=0x2F;         // Baud rate Masterclock/(16*baudrate)
BRG_DLRH0=0x00;         // High byte of baud rate
UART_LCTL0=0x00;        // Disable dlab
UART_FCTL0=0xC7;        // Clear tx fifo, enable fifo
UART_LCTL0=0x03;        // 8bit, N, 1 stop
IR_CTL = 0x03;          // enable IRDA Encode/decode and Receive
                        // enable bit.
//IRDA_Xmit

IR_CTL = 0x01;          //Disable receive
Putchar(0xb0);          //Output a byte to the uart0 port.
```

DC Characteristics

As different combinations of application modules are loaded onto the eZ80® Development Platform, current requirements change. Please see Table 26 on page 42 to reference current consumption values for these different module combinations.

A 0.1-Farad capacitor is provided on the eZ80F92 Flash Module as a short-term battery backup for the RTC (see the Schematic Diagrams on page 61). The part number of the capacitor made by Panasonic is EECS0HDV. The capacitor is connected to RTC_VDD to provide power to the RTC when main power to the chip is removed; it is also connected to the 3.3V supply to the chip for recharging. The RTC can operate down to 3.0V; it requires 10µA of current. The (keep alive) time this capacitor can supply power to the RTC, from 3.3V to 3.0V, is approximately 3000 seconds, or 50 minutes.

Flash Loader Utility

The Flash Loader utility allows the user a convenient way to program on-chip Flash memory. Please refer to the External Flash Loader Product User Guide (PUG0016) for more details.

Mounting the Module

When mounting the eZ80F92 Flash Module onto the eZ80® Development Platform, check its orientation to the platform to ensure a correct fit. Pin 1 of JP1 on the eZ80® Development Platform must align with pin 1 of JP1 on the eZ80® Development Platform; Pin 1 of JP2 on the eZ80F92 Flash Module must align with pin 1 of JP2 on the eZ80® Development Platform, etc.

Changing the Power Supply Plug

The universal 9VDC power supply offers three different plug configurations and a tool that aids in removing one plug configuration to insert another, as shown in Figure 15.

Figure 15. 9VDC Universal Power Supply Components

To exchange one plug configuration for another, perform the following steps:

1. Place the tip of the removal tool into the round hole at the top of the current plug configuration.
2. Press down to disengage the keeper tab and push the plug configuration out of its slot.
3. Select the plug configuration appropriate for your location, and insert it into the slot formerly occupied by the previous plug configuration.
4. Push the new plug configuration down until it snaps into place, as indicated in Figure 16.

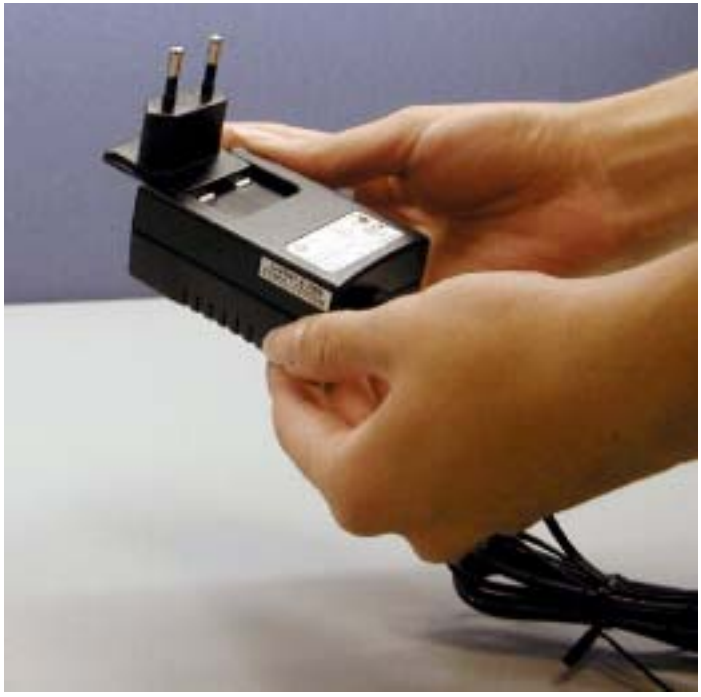


Figure 16. Inserting a New Plug Configuration

ZPAKII

ZPAKII is a debug tool used to develop and debug hardware and software. It is a networked device featuring an Ethernet interface and an RS232 console port. ZPAKII is shipped with a preconfigured IP address that can be changed to suit the user on a local network. For more information about using and configuring ZPAKII, please refer to the eZ80Acclaim!™ Development Kits Quick Start Guide (QS0020) and the ZPAKII Product User Guide (PUG0015).

ZDI Target Interface Module

The ZDI Target Interface Module provides a physical interface between ZPAKII and the eZ80® Development Platform. The TIM module supports ZDI functions. For more information on using the TIM module or ZDI please refer to the eZ80Acclaim!™ Development Kits Quick Start Guide (QS0019), the eZ80F92 Ethernet Module Product Specification (PS0186), and the eZ80F92 Flash Module Product Specification (PS0189).

JTAG

Connector P1 is the JTAG connector on the eZ80® Development Platform. JTAG will be supported in the next offering of eZ80® products.

Application Modules

ZiLOG offers the Thermostat Application module, which can be used for evaluating and developing process control and simple I/O applications. The Thermostat Application module is equipped with an LCD display that can be used to display process control and other physical parameters. For

additional reading about the Thermostat application, please see the Java Thermostat Demo Application Note (AN0104) on zilog.com.

ZDS II

ZiLOG Developer Studio II (ZDS II) Integrated Development Environment is a complete stand-alone system that provides a state-of-the-art development environment. Based on the Windows® Win98SE/NT4.0-SP6/Win2000-SP2/WinXP user interfaces, ZDS II integrates a language-sensitive editor, project manager, C-Compiler, assembler, linker, librarian, and source-level symbolic debugger that supports the eZ80F92.

For further details about ZDS II for eZ80Acclaim!™ products, please refer to the ZiLOG Developer Studio—eZ80Acclaim!™ User Manual (UM0144).

Troubleshooting

Overview

Before contacting ZiLOG Customer Support to submit a problem report, please follow these simple steps. If a hardware failure is suspected, contact a local ZiLOG representative for assistance.

Cannot Download Code

If you are unable to download code to RAM using ZDS, make sure to press and release the Reset button on the eZ80® Development Platform prior to selecting **Build** → **Debug** → **Reset + Go** in ZDS.

No Output on Console Port

The eZ80F92 Development Kit is shipped with a Flash Loader utility that is loaded in the protected boot sector of Flash memory (U3). Upon power-up of the eZ80® Development Platform and the eZ80F92 Flash MCU Module, the eZ80F92 device on the module starts running code from this Flash memory area. This code enables the Console port with settings of 57.6kbps, 8, N, 1.

The Console checks the Receive buffer. If a *space* character is received on the Console port, the Flash Loader utility is enabled and a boot message should be displayed on your connected device. If no message is displayed, check the following:

- Jumper J2 must be ON (IrDA is disabled)
- On Connector J6, the jumper must be removed from pins 6 and 9 (pin names *con_dis* and *GND*).

IrDA Port Not Working

If you plan on using the IrDA transceiver on the eZ80F92 Flash Module, make sure the hardware is set up as follows:

- Jumper J2 must be OFF (to enable the control gate that drives the IrDA device)
- Set port pin PD2 Low. When this port pin and Jumper J2 are turned OFF, the IrDA device is enabled.
- Install a jumper on connector J6 across pin names *con_dis* and *GND* to disable the console serial port driver

Contacting ZiLOG Customer Support

For additional troubleshooting solutions, see ZDS Online Help.

For valuable information about hardware and software development tools, visit ZiLOG Customer Support online. Download the latest released version of ZiLOG Developer Studio!

Get the latest software updates from ZiLOG as soon as they are available!

Schematic Diagrams

eZ80® Development Platform

Figures 17 through 21 diagram the layout of the eZ80® Development Platform.

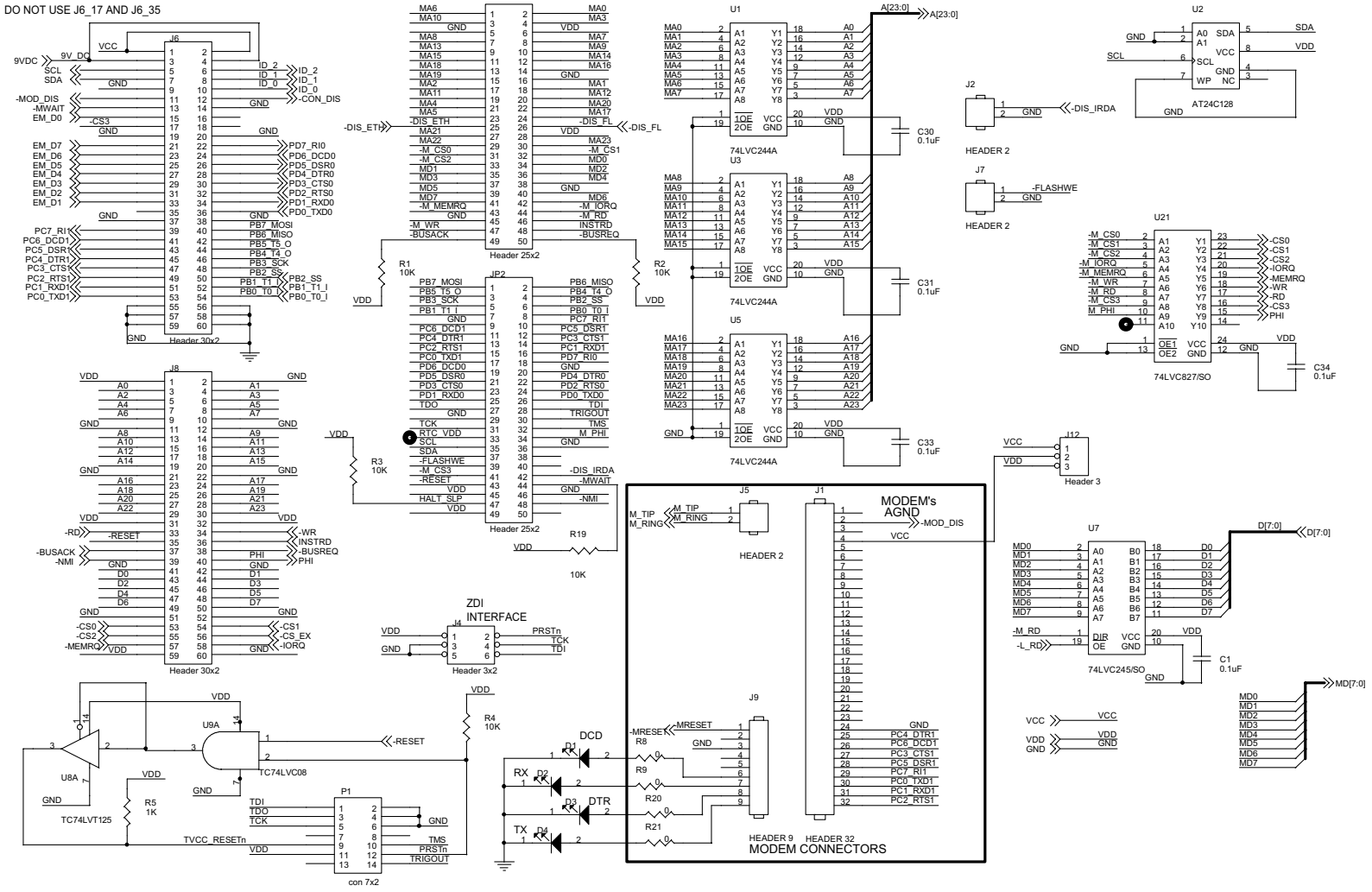


Figure 17. eZ80® Development Platform Schematic Diagram, #1 of 5

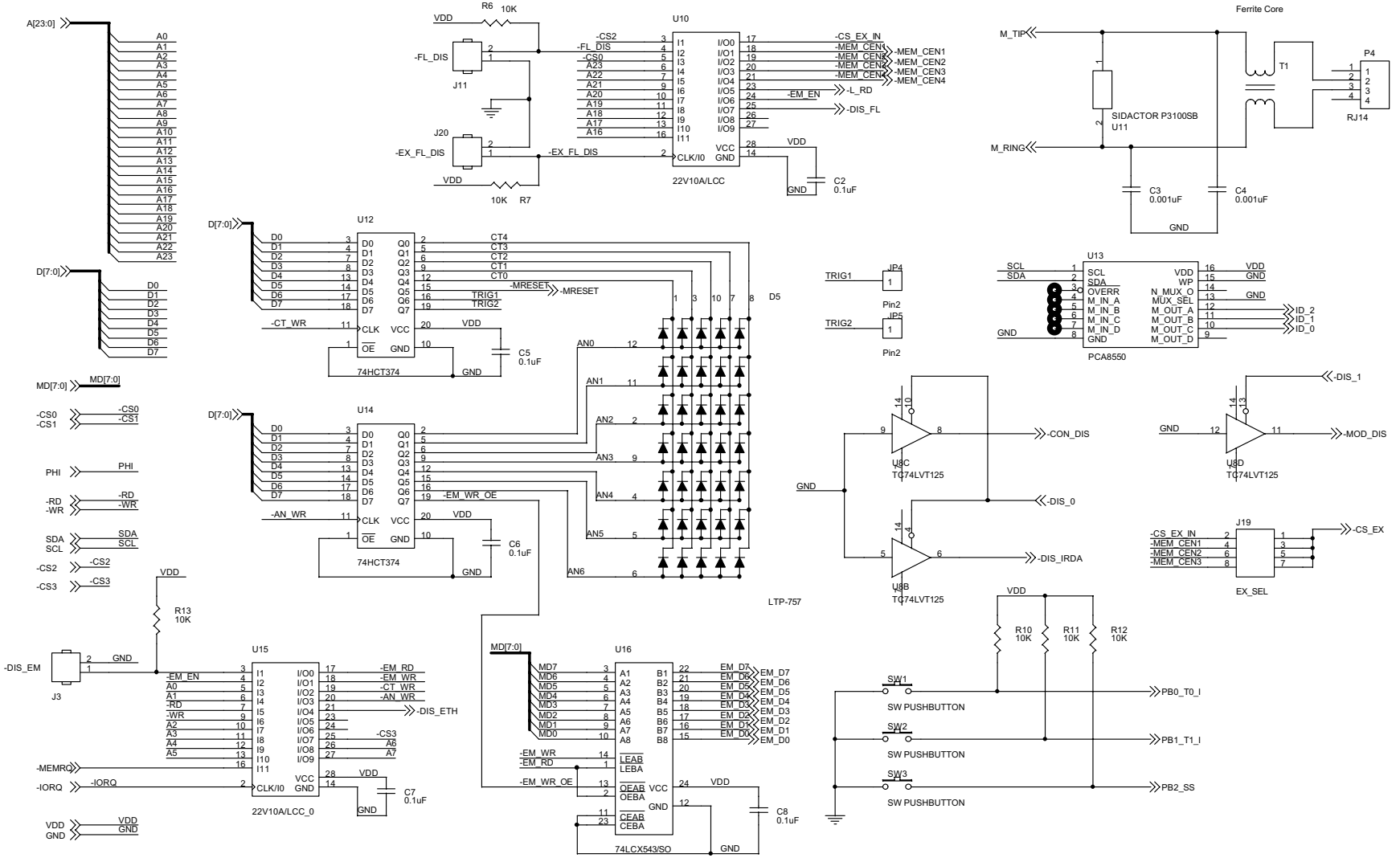


Figure 18. eZ80® Development Platform Schematic Diagram, #2 of 5

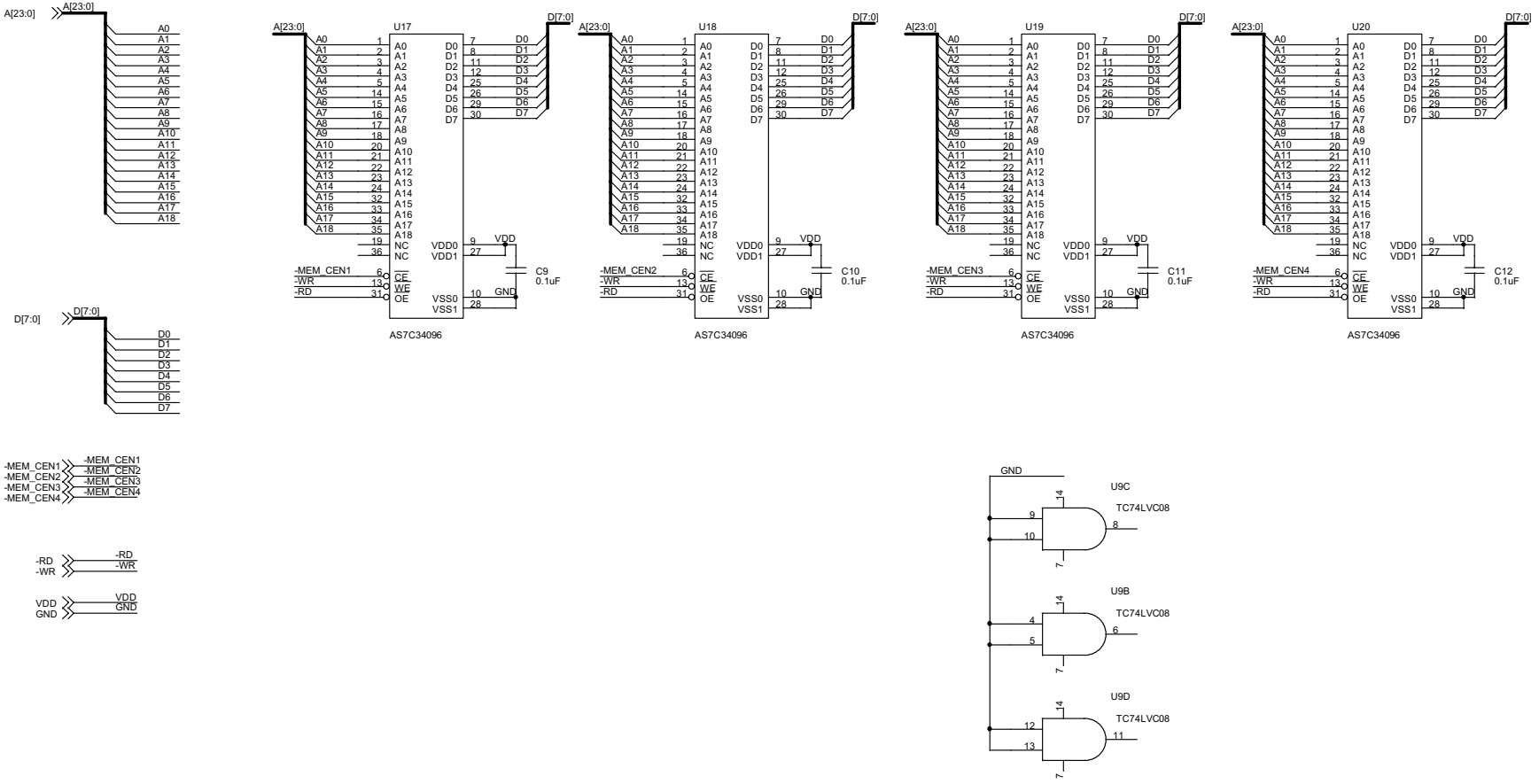


Figure 19. eZ80® Development Platform Schematic Diagram, #3 of 5

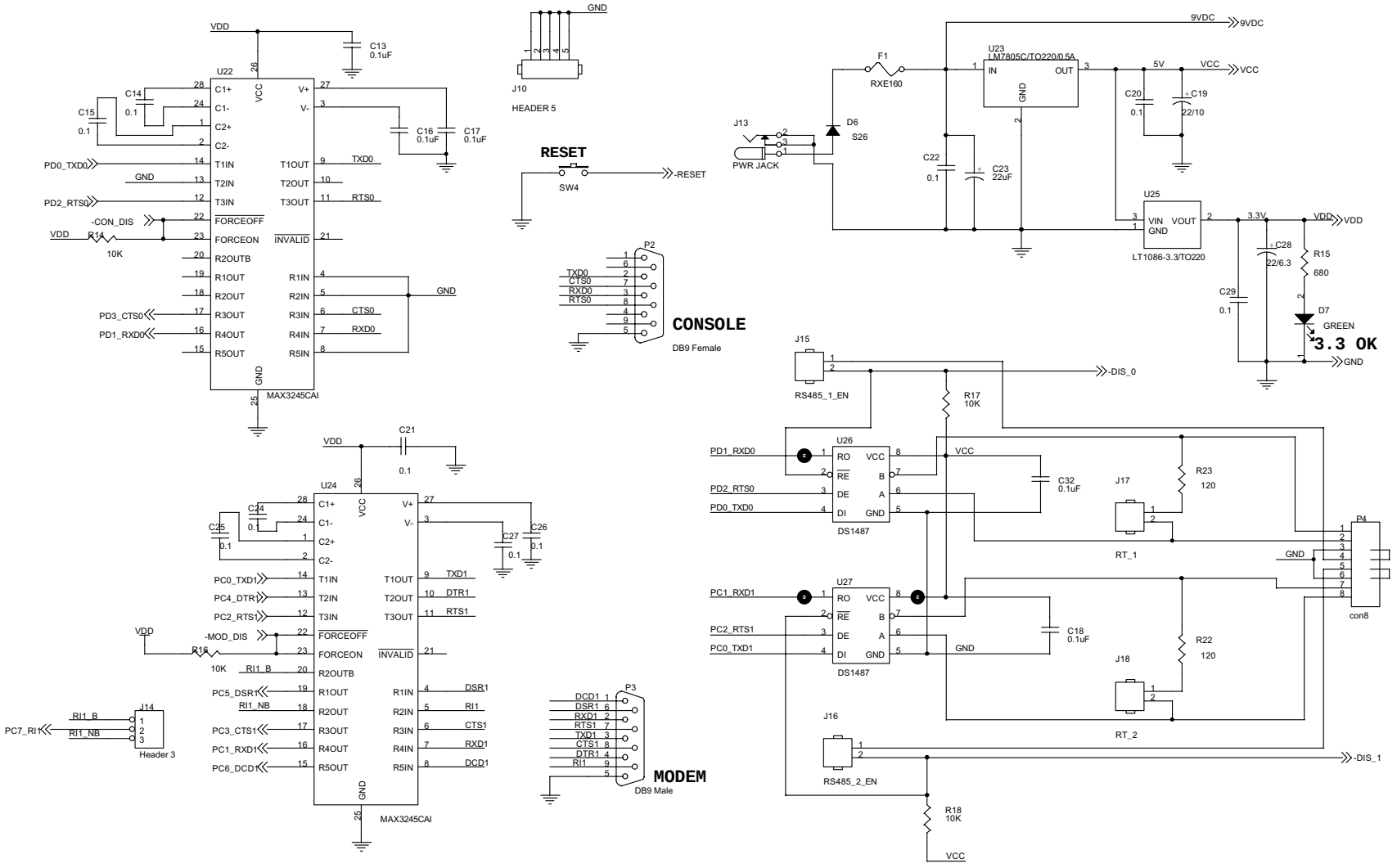


Figure 20. eZ80® Development Platform Schematic Diagram, #4 of 5

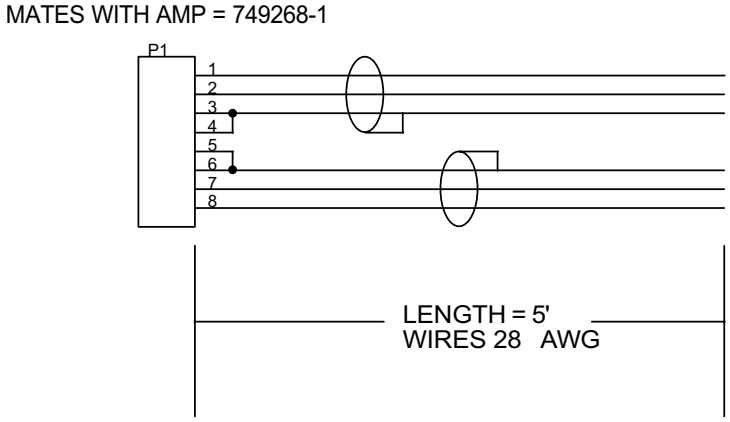


Figure 21. eZ80® Development Platform Schematic Diagram, #5 of 5—RS-485 Cable

eZ80F92 Flash Module

Figures 22 through 30 diagram the layout of the eZ80F92 Flash Module. Ethernet circuiting devices are not loaded on the eZ80F92 Flash Module. However, these devices appear in the following schematics for reference purposes.

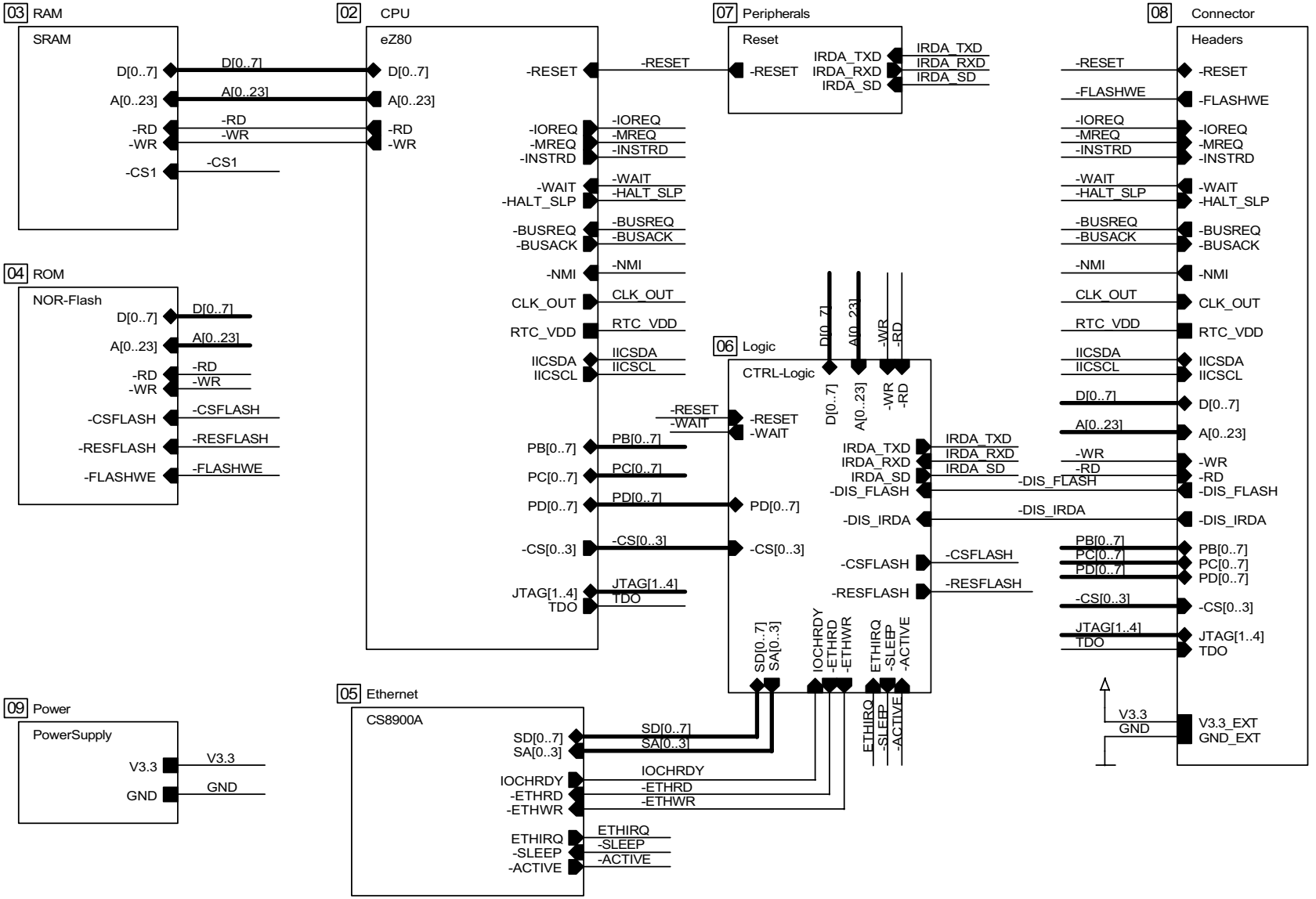


Figure 22. Schematic Diagram, #1 of 9—Top Level

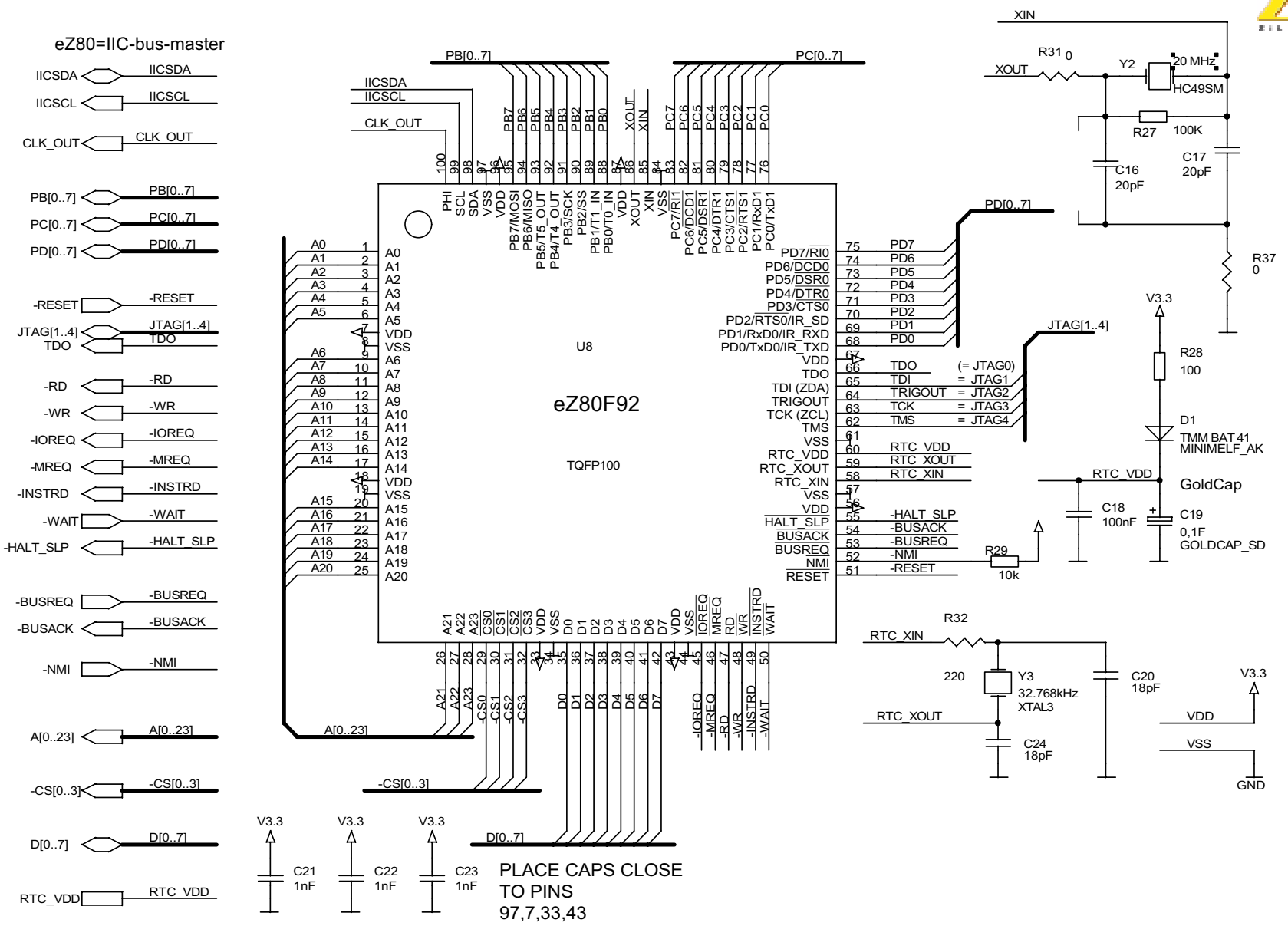


Figure 23. Schematic Diagram, #2 of 9—100-Pin QFP eZ80F92 Device

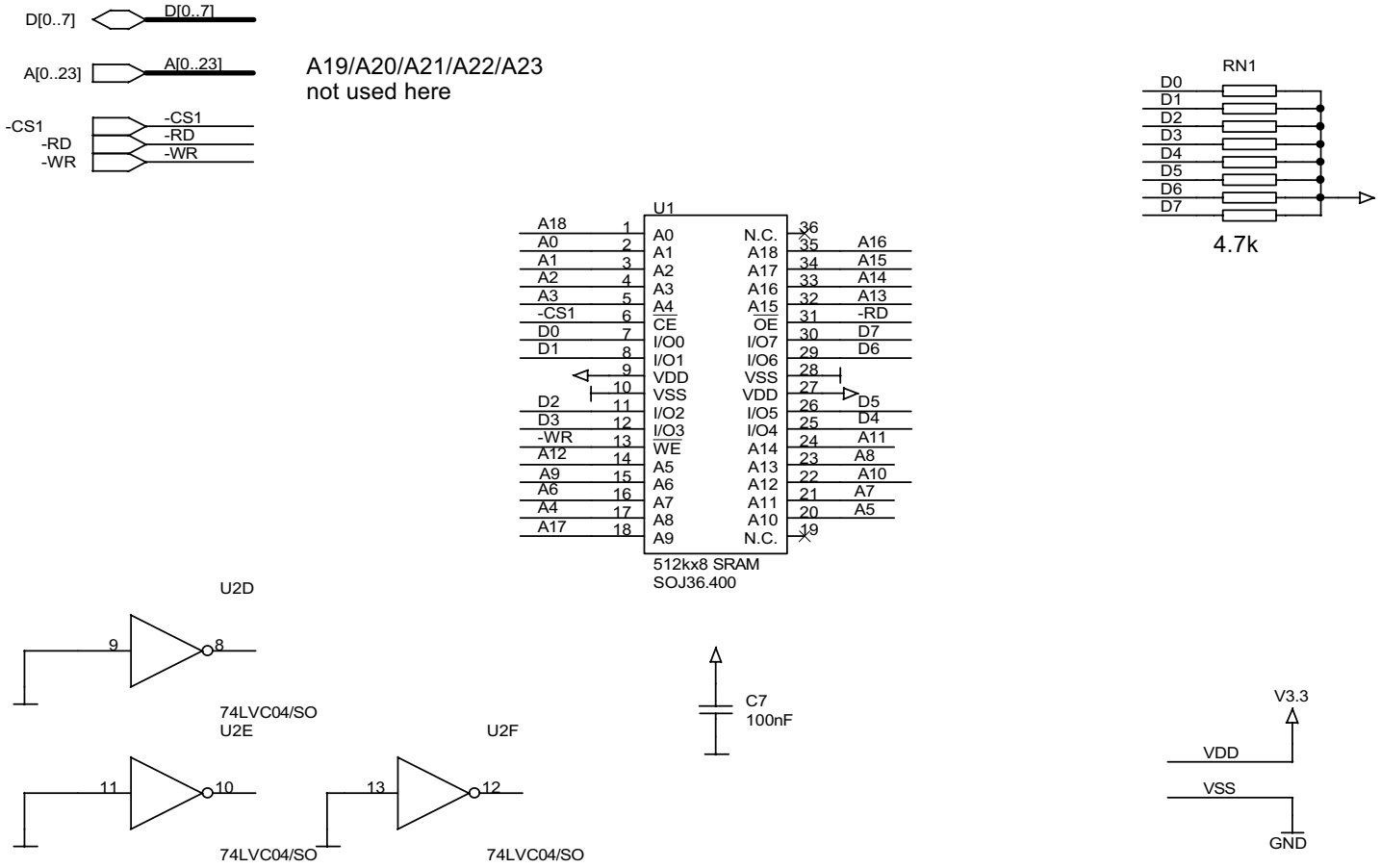


Figure 24. Schematic Diagram, #3 of 9—36-Pin SRAM Device

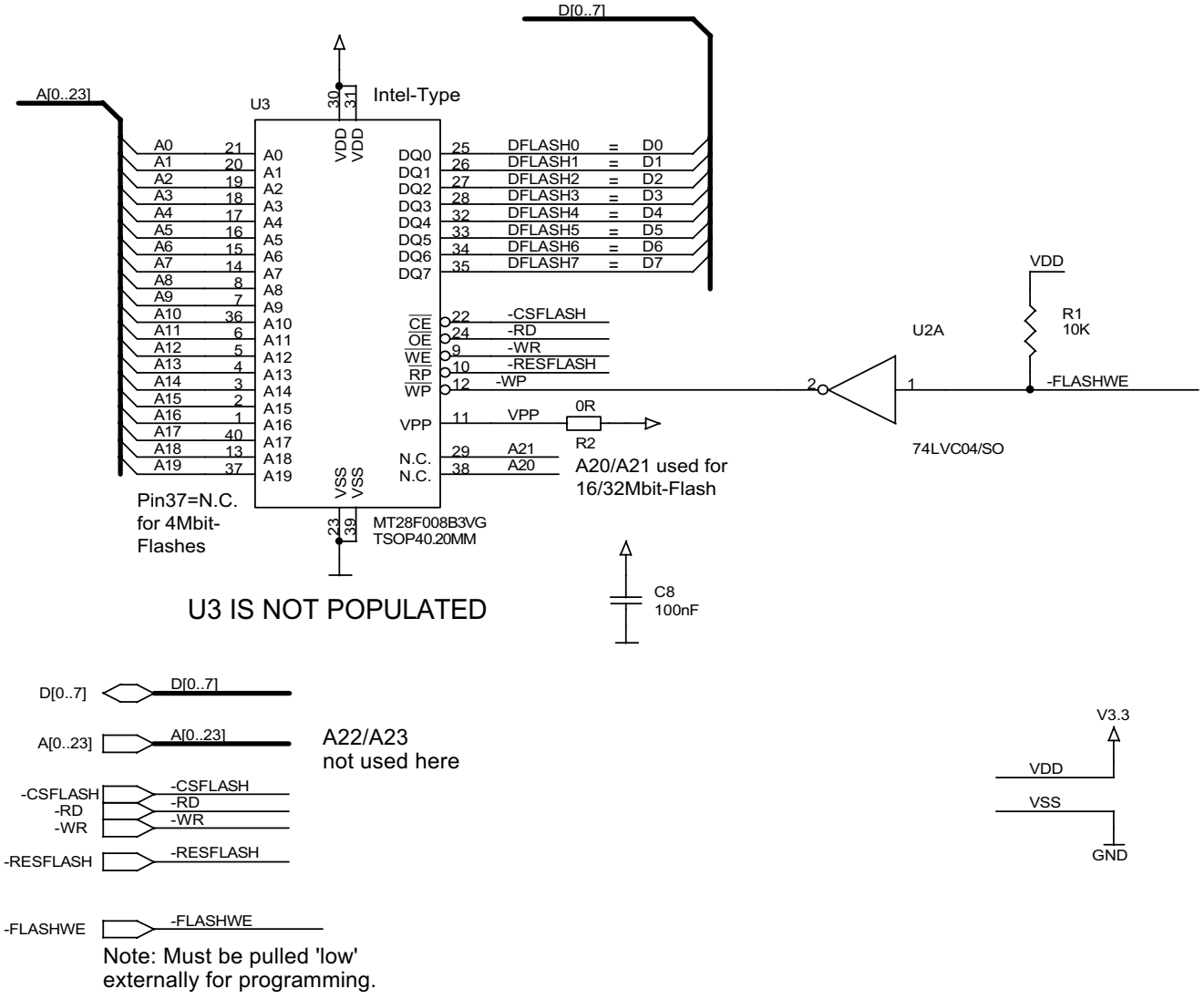


Figure 25. Schematic Diagram, #4 of 9—NOR Flash Device

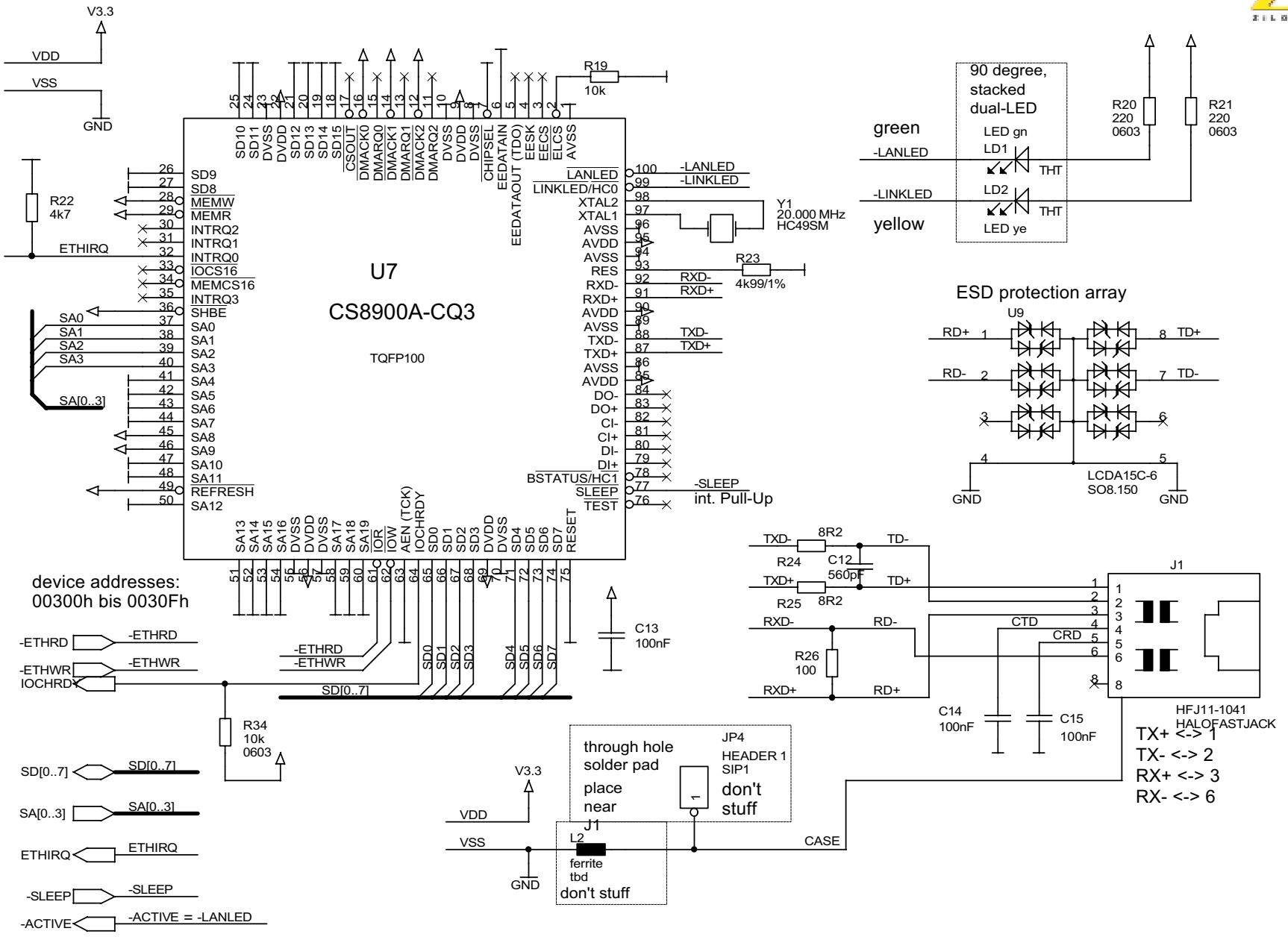


Figure 26. Schematic Diagram, #5 of 9—eZ80F92 Flash Module

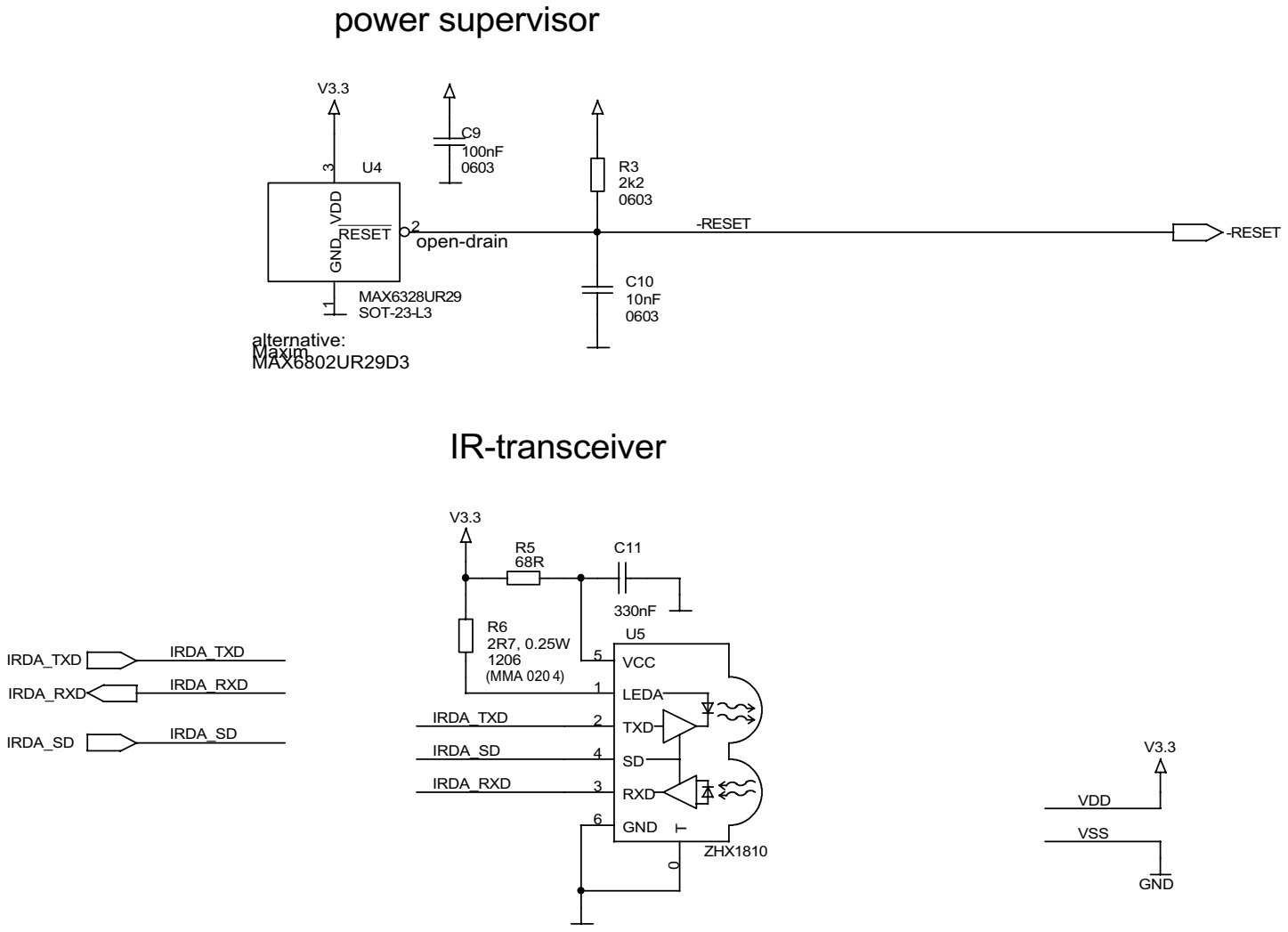


Figure 27. Schematic Diagram, #6 of 9—IrDA Reset

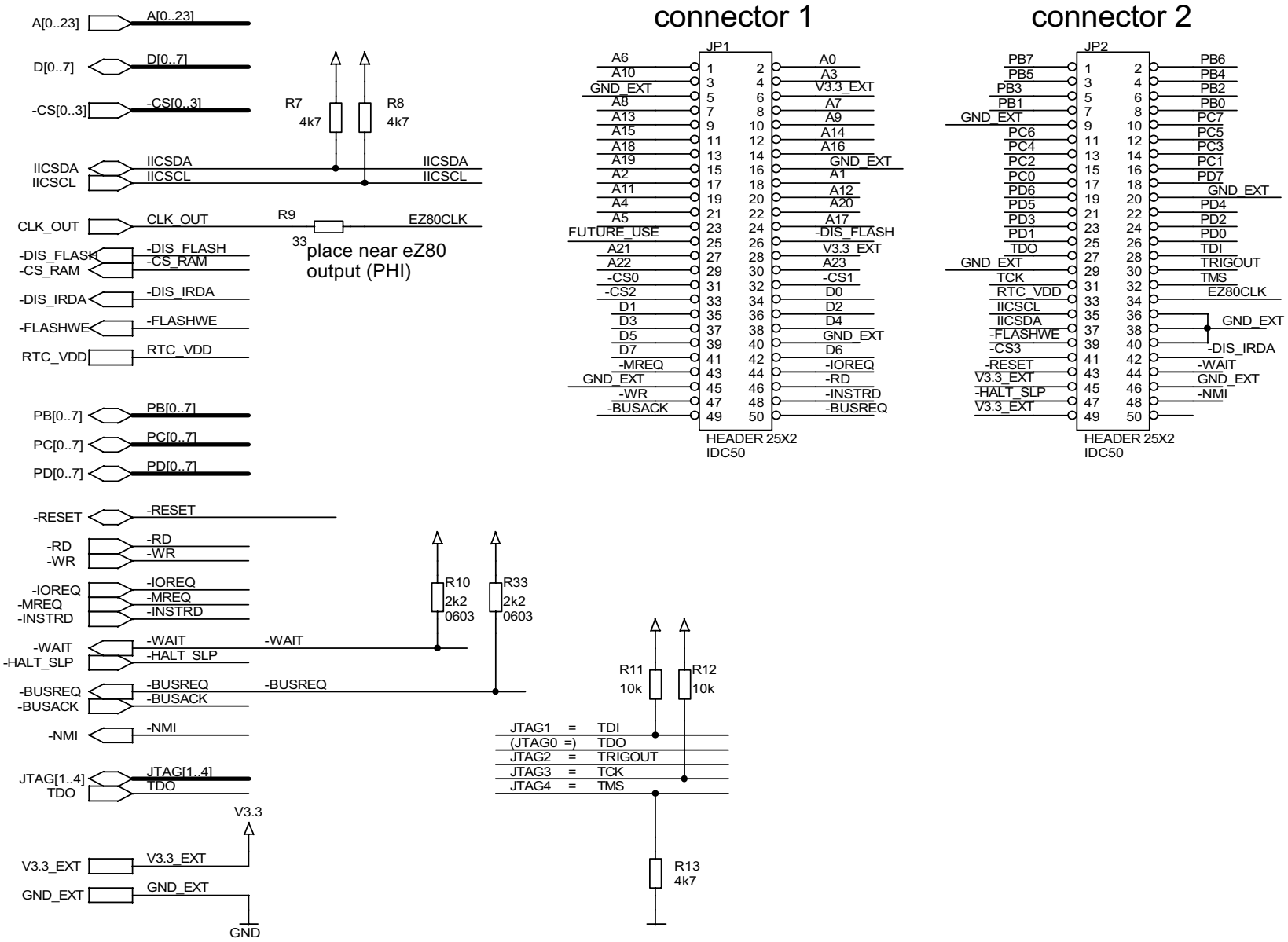
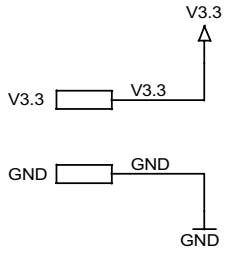
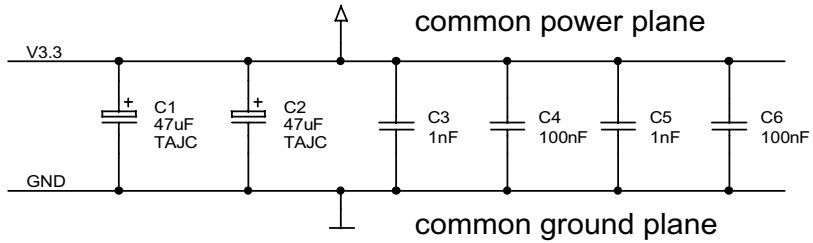


Figure 28. Schematic Diagram, #7 of 9—Headers



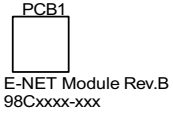


no power supply on board!

Input: VDD(=V3.3) = 3.3V ±5%

Power: Pmax = 1.6W
Ptyp = 0.4W

Current: Imax = 200mA (IrDA not in use)
Imax = 460mA (IrDA in use)
Ityp = 100mA



for test purposes

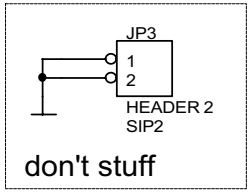


Figure 29. Schematic Diagram, #8 of 9—Power Supply

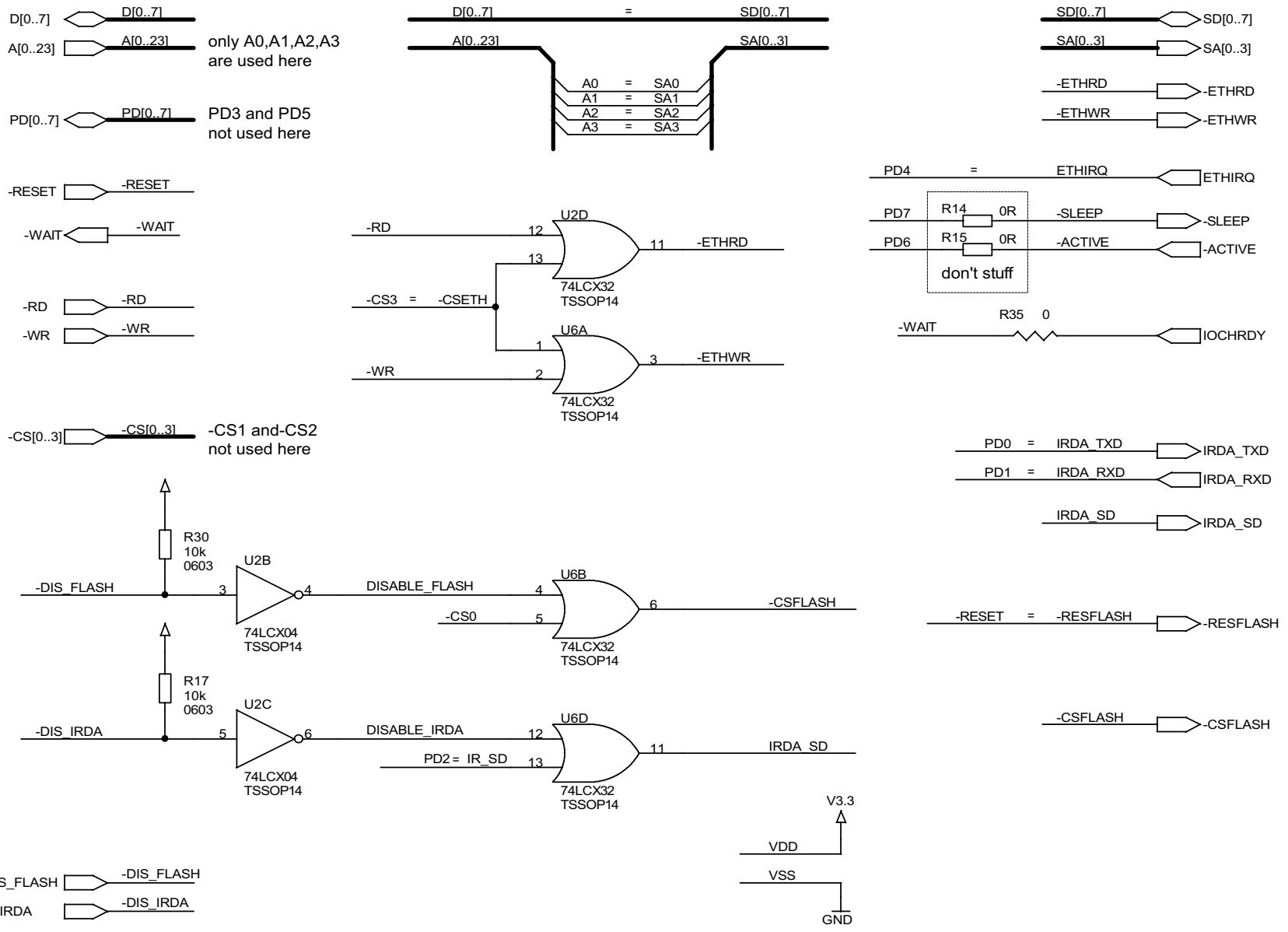


Figure 30. Schematic Diagram, #9 of 9—Control Logic

Appendix A

General Array Logic Equations

This appendix shows the equations for disabling the Ethernet signals provided by the U10 and U15 General Array Logic (GAL) devices.

U10 Address Decoder

```
//`define   idle     2'b00
//`define   state1   2'b01
//`define   state2   2'b11
//`define   state3   2'b10
// FOR eZ80 Development Platform Rev B
// This PAL generates 4 memory chip selects

module f92_decod(
  nCS_EX, //Enables Extension Module's Memory when Low
  nFL_DIS,//when Low WEB Module Flash is disabled (nDIS_FL=0),
          //when High nDIS_FL depends upon state of nmemenX
  nCS0,
  A7,     //A23
  A6,     //A22
  A5,     //A21
  A4,     //A20
  A3,     //A19
  A2,     //A18
  A1,     //A17
  A0,     //A16
  nCS2,
```

```
        nEX_FL_DIS,    //disables Flash on the expansion
                       //module, when Low
        nEM_EN,        //enables Development Platform LED
                       //and Port A emulation circuit
        nDIS_FL,       //disables Module Flash when Low
        nL_RD,         //enables local data bus to be read by CPU
        nmemen1,
        nmemen2,
        nmemen3,
        nmemen4
        );

input

        nFL_DIS        /* synthesis loc="P4"*/,
        nCS0           /* synthesis loc="P5"*/,
        nCS2           /* synthesis loc="P3"*/, //was 23
        A7             /* synthesis loc="P6"*/,
        A6             /* synthesis loc="P7"*/,
        A5             /* synthesis loc="P9"*/,
        A4             /* synthesis loc="P10"*/,
        A3             /* synthesis loc="P11"*/,
        A2             /* synthesis loc="P12"*/,
        A1             /* synthesis loc="P13"*/,
        A0             /* synthesis loc="P16"*/,
        nEX_FL_DIS     /* synthesis loc="P2"*/;
                       //input[7:0]A;upper part of Address Bus of F92
                       //A23=A7,A22=A6,A21=A5,A20=A4,A19=A3
                       //A18=A2,A17=A1,A16=A0
```

```
output
  nCS_EX  /* synthesis loc="P17"*/,  //enables memory on the
                                     //Expansion Module
  nmemen1 /* synthesis loc="P18"*/,  //enables memory on the
                                     //Development Platform
  nmemen2 /* synthesis loc="P19"*/,
  nmemen3 /* synthesis loc="P20"*/,
  nmemen4 /* synthesis loc="P21"*/,
  nEM_EN  /* synthesis loc="P24"*/,  //enables LED and Port A
                                     //emulation
  nDIS_FL /* synthesis loc="P25"*/,
  nL_RD   /* synthesis loc="P23"*/
  ;

wire nCS_EX,
  nmemen1,
  nmemen2,
  nmemen3,
  nmemen4;

//wire MOD_DIS =
((nmemen1==0)|(nmemen2==0)|(nmemen3==0)|(nmemen4==0));//if any
                                     //of the signals is Low,
                                     //Flash on the Module will be
                                     //disabled if nDIS_FL is High

wire nEXP_EN = ~((nCS0==0)&(A7==0)&(A6==1));//expansion module
                                     //Flash enabled if this is 0

//wire nDIS_FL = (nFL_DIS) ? ~nEXP_EN : ~(nFL_DIS);
```

```
wire nDIS_FL = nFL_DIS & nEXP_EN;     //if either of them is 0 Flash
                                      //is disabled

assign nCS_EX = (nEX_FL_DIS) ? nEXP_EN : ~(nEX_FL_DIS);
assign nL_RD =
~((nmemen1==0)|(nmemen2==0)|(nmemen3==0)|(nmemen4==0)|(nEM_EN==0)|(
nCS_EX==0));
assign nmemen4 = ~((nCS2==0)&({A7,A6,A5,A4,A3}==5'h17));
assign nmemen3 = ~((nCS2==0)&({A7,A6,A5,A4,A3}==5'h16));
assign nmemen2 = ~((nCS2==0)&({A7,A6,A5,A4,A3}==5'h15));
assign nmemen1 = ~((nCS2==0)&({A7,A6,A5,A4,A3}==5'h14));
assign nEM_EN = ~((nCS2==0)&({A7,A6,A5,A4,A3,A2,A1,A0}==8'h80));
endmodule
```

U15 Address Decoder

```
`define     anode    8'h00
`define     cathode  8'h01
`define     latch    8'h02
// FOR eZ80 Development Platform Rev B
// This PAL generates signals that control Expansion
// Module access, LED and Port A emulation
// This device is a GAL22LV10-5JC (5ns tpd) or
// equivalent with Package = 28 pin PLCC
//
//

module F92_em_pal(
       nDIS_EM,
       nEM_EN,
       A0,
```

```
        A1,
        A2,
        A3,
        A4,
        A5,
        A6,
        A7,
        nRD,
        nCS,
        nWR,
        nMEMRQ,
        nIORQ,
        nEM_RD,
        nEM_WR,
        nAN_WR,
        nCT_WR,
        nDIS_ETH
        );

input     nDIS_EM /* synthesis loc="P3"*/,
  nEM_EN  /* synthesis loc="P4"*/,
  A0      /* synthesis loc="P5"*/,
  A1      /* synthesis loc="P6"*/,
  A2      /* synthesis loc="P10"*/,
  A3      /* synthesis loc="P11"*/,
  A4      /* synthesis loc="P12"*/,
  A5      /* synthesis loc="P13"*/,
  A6      /* synthesis loc="P27"*/,
  A7      /* synthesis loc="P26"*/,
  nIORQ   /* synthesis loc="P2"*/,
```

```
    nRD     /* synthesis loc="P7"*/,
    nCS     /* synthesis loc="P25"*/,  //CS3 for CS9800
    nWR     /* synthesis loc="P9"*/,
    nMEMRQ  /* synthesis loc="P16"*/;

  output
    nEM_RD  /* synthesis loc="P17"*/,
    nEM_WR  /* synthesis loc="P18"*/,
    nCT_WR  /* synthesis loc="P19"*/,
    nAN_WR  /* synthesis loc="P20"*/,
    nDIS_ETH /* synthesis loc="P21"*/;

  parameter anode=8'h00;
  parameter cathode=8'h01;
  parameter latch=8'h02;


  wire [7:0] address={A7,A6,A5,A4,A3,A2,A1,A0};

  assign nEM_WR =
  ~((nDIS_EM==1)&(nWR==0)&(nEM_EN==0)&(address==latch));
  assign nEM_RD =
  ~((nDIS_EM==1)&(nRD==0)&(nEM_EN==0)&(address==latch));

  assign nAN_WR =
  ~((nDIS_EM==1)&(nWR==0)&(nEM_EN==0)&(address==anode));
  assign nCT_WR =
  ~((nDIS_EM==1)&(nWR==0)&(nEM_EN==0)&(address==cathode));

  assign nDIS_ETH = ~(nCS);
  endmodule
```

Customer Feedback Form

If you note any inaccuracies while reading this User Manual, please copy and complete this form, then mail or fax it to ZiLOG (see *Return Information*, below). We also welcome your suggestions!

eZ80F92 Development Kit
Serial # or Board Fab #/Rev. #
Software Version
Document Number
Host Computer Description/Type

Customer Information

Name	Country
Company	Phone
Address	Fax
City/State/Zip	E-Mail

Return Information

ZiLOG
System Test/Customer Support
532 Race Street
San Jose, CA 95126
Phone: (408) 558-8500
Fax: (408) 558-8536
ZiLOG Customer Support

Problem Description or Suggestion

Provide a complete description of the problem or your suggestion. If you are reporting a specific problem, include all steps leading up to the occurrence of the problem. Attach additional pages as necessary.