
M5253 Evaluation Board Users Manual

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Appendix A **Evaluation Board BOM**



Chapter 1

M5253 Evaluation Board

The M5253EVBE is a versatile single-board computer based on the MCF5253 ColdFire® processor. It may be used as a powerful microprocessor-based controller in a variety of applications. It serves as a complete microcomputer system for reference design, development/evaluation, training, and educational use. The user need only connect an RS-232 compatible terminal (or a personal computer with terminal emulation software) and a power supply to have a fully functional system.

CAUTION

This board generates, uses, and can radiate radio frequency energy and, if not installed properly, may cause interference to radio communications. Operation of this product in a residential area is likely to cause interference, in which case, the user, at his/her own expense, will be required to correct the interference.

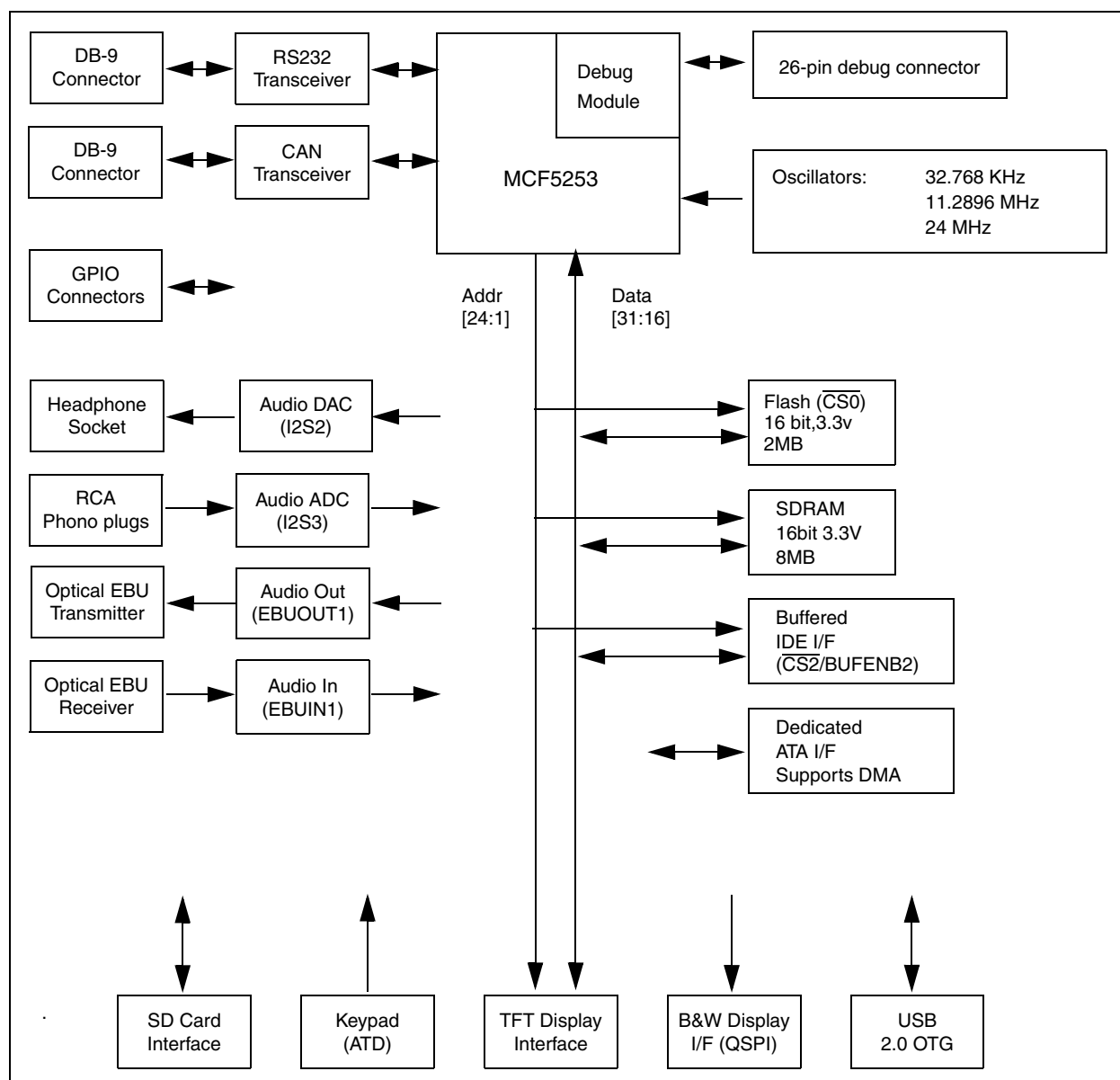
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

1.1 General Hardware Description

The M5253EVBE board provides SDRAM, Flash ROM, and RS-232 in addition to the built-in I/O functions of the MCF5253 device for programming and evaluating the attributes of the microprocessor. In addition, there is an IDE and ATA interface for connection to things like an external HDD. There is also an SD card interface, CAN interface, and both analog and digital audio I/O connections. The board is driven by the MCF5253 device, which is a member of the ColdFire® family of processors. It is a 32-bit processor with a 24-bit address bus and 16 lines of data. The processor has eight 32-bit data registers, eight 32-bit address registers, a 32-bit program counter, and a 16-bit status register.

The MCF5253 processor has a System Integration Module referred to as the SIM. This module incorporates many of the functions needed for system design. These include programmable chip-select logic, system protection logic, general purpose I/O and interrupt controller logic. The chip-select logic can select up to five memory banks and peripherals in addition to one bank of DRAM. The chip-select logic also allows the insertion of a programmable number of wait states to allow slower memory or memory-mapped peripherals to be used. (Refer to the *MCF5253 Reference Manual* for detailed information about the chip selects.) One of the chip selects ($\overline{CS0}$) is used to access the on-board Flash ROM; the other chip selects are user-programmable. The DRAM controller is used to control one SDRAM device providing 8 MB of SDRAM memory configured as 4 MB x 16 words. All other functions of the SIM are available to the user.

Figure 1-1 shows the M5253EVBE block diagram.



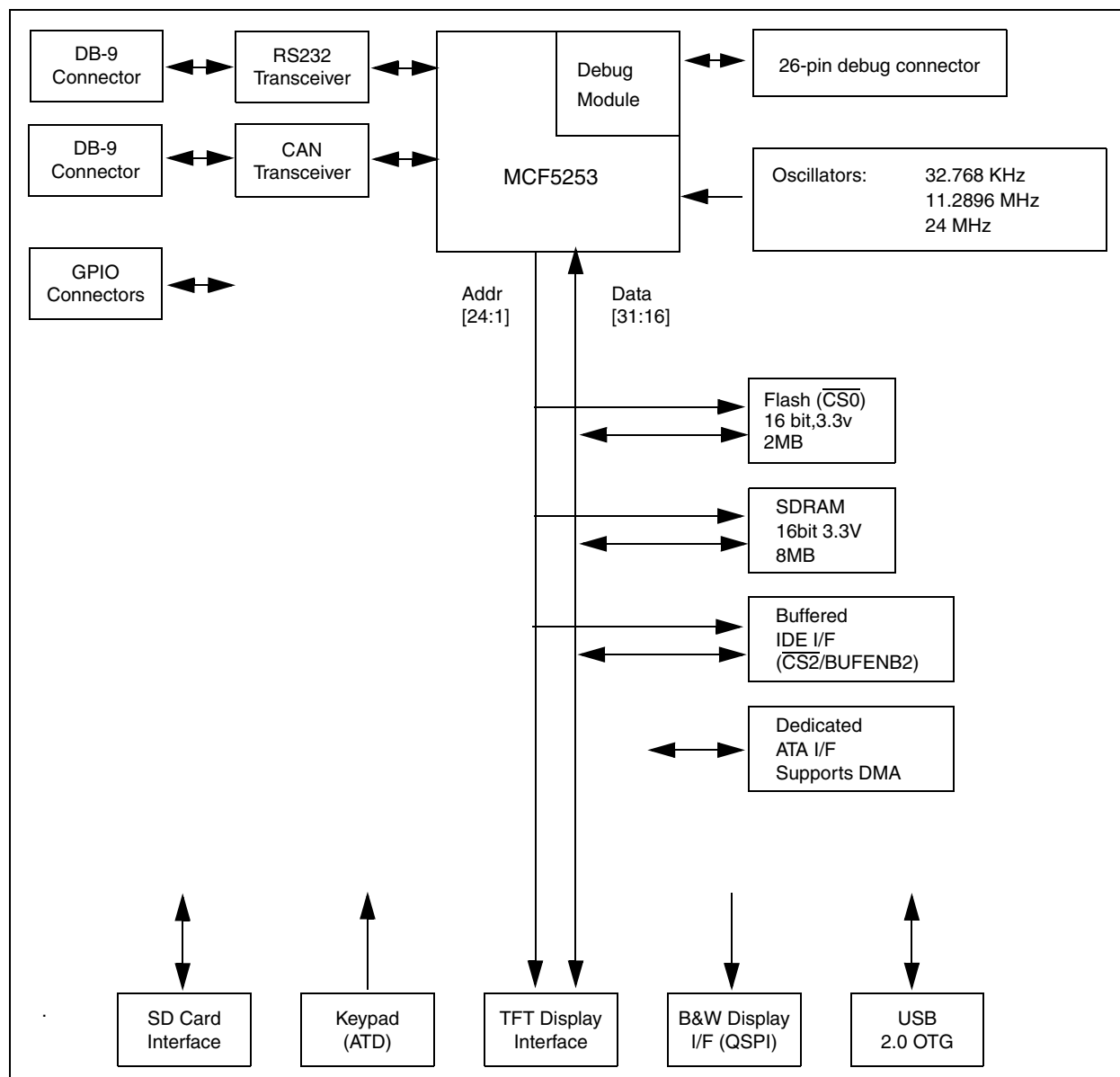


Figure 1-1 M5253EVBE Block Diagram

1.2 System Memory

One on-board Flash ROM (U11) is used in the system. The Am29LV160DB-XX device contains 16 Mbits of non-volatile storage (1 Mbyte x 16), giving a total of 2 Mbytes of Flash memory. The lower 256 Kbytes are used to store the M5253EVBE dBUG debugger/monitor firmware that is pre-programmed into the Flash during factory testing.

The MCF5253 processor has 128 Kbytes of internal SRAM organized as 2 banks of 64 Kbytes. The SRAM can be used for either data or instruction space.

There is one SDRAM (U12) device on the PCB. The system ships with 1 x 4 Mbytes x 16 of SDRAM totalling 8 Mbytes of volatile memory.

The internal cache of the MCF5253 is non-blocking. The instruction cache is 8 Kbytes with a 16-byte line size. The ROM monitor currently does not utilize the cache, but programs downloaded with the ROM monitor can initialize and use the cache.

1.3 Serial Communication Channels

The MCF5253 processor has 3 built-in UARTs with independent baud rate generators. The signals of all channels can be passed through the external transceiver to make the channels RS-232 compatible (P4). An RS-232 serial cable with DB9 connectors is included with the board. UART0 channel is the “TERMINAL” channel used by dBUG for communication with an external terminal/PC. The “TERMINAL” baud rate defaults to 115200.

1.4 Parallel I/O Ports

The MCF5253 offers up to 60 lines of general-purpose I/O, of which six are dedicated inputs and three are dedicated outputs. Seven of the GPIO lines are also available as edge-sensitive interrupt inputs. In addition, there is one dedicated input for wake-up from low-power mode.

1.5 System Configuration

The M5253EVBE board requires the following items for minimum system configuration:

- The M5253EVBE board (provided)
- Power supply, +7 V to 14 V DC with minimum of 1.0 amp
- RS232C-compatible terminal or a PC with terminal emulation software
- RS232 communication cable (provided)

Refer to [Section 2.2.2, “System Initialization”](#) for initial system setup.

Figure 1-2 displays the minimum system configuration.

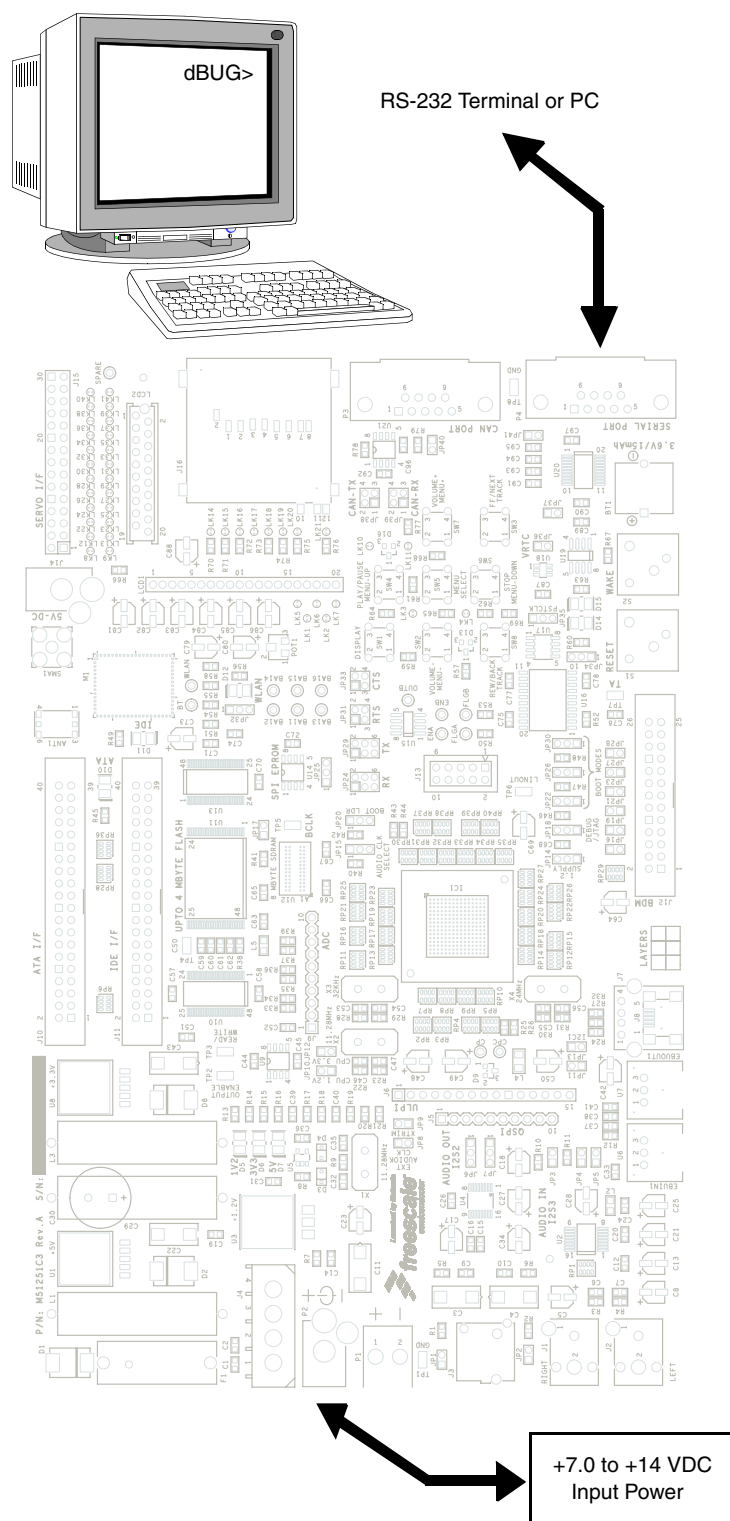


Figure 1-2 Minimum System Configuration

1.6 Installation and Setup

This section discusses all the steps needed to prepare the board for operation. Read all the sections carefully before using the board. When you are preparing the board for the first time, be sure to check that all jumpers are in the default locations.

1.6.1 Unpacking

Unpack the computer board from its shipping box. Save the box for storing or reshipping. Refer to the following list and verify that all the items are present. You should have received:

- M5253EVBE development system (CE certified)
- Sceptre 9.0 Volt, 2.7 A power supply with WS-047 and WS-048 adapters
- P&E Micro ColdFire USB interface cable
- USB 2.0 cable
- *EVBE Quickstart Guide* (hardcopy)
- Warranty card—920-75133
- Technical Information Center Worldwide Contact List
- Freescale Documentation (<http://www.freescale.com/coldfire>)
 - M5253 Evaluation Board Users Manual (this document)

CAUTION

Avoid touching the MOS devices. Static discharge can and will damage these devices.

Once you have verified that all the items are present, remove the board from its protective jacket and anti-static bag. Check the board for any visible damage. Ensure that there are no broken, damaged, or missing parts. If you have not received all the items listed above or they are damaged, contact Rapid Design immediately. For contact details, see the front of this manual.

1.6.2 Preparing the Board for Use

The board, as shipped, is ready to be connected to a terminal and power supply without any need for modification. [Figure 1-4](#) shows the position of the jumpers and connectors.

1.6.3 Providing Power to the Board

The board accepts three means of power supply connection—P1, P2, or J4. Connector P1 is a 2.1 mm power jack, P2 is a lever-actuated connector, and J4 is a PC disk drive-type power connector. The board accepts +7 V to +14 V DC at 1.0 amp via either of the connectors. [Table 1-2](#) lists power supply connections on P2.

Table 1-1 Power Supply Connections on P2

Contact Number	Voltage
1	+7 V to +14 V DC
2	Ground

1.6.4 Selecting Terminal Baud Rate

The serial channel UART0 of the MCF5253 is used for serial communication and has a built in timer. This timer is used by the dBUG ROM monitor to generate the baud rate used to communicate with a serial terminal. A number of baud rates can be programmed. On power-up or manual RESET, the dBUG ROM monitor firmware configures the channel for 115200 baud. Once the dBUG ROM monitor is running, a SET command may be issued to select any baud rate supported by the ROM monitor. See [Section 2.1, “What Is dBUG?”](#) for the discussion of this command.

1.6.5 Terminal Character Format

The character format of the communication channel is fixed at power-up or RESET. The default character format is 8 bits per character, no parity and one stop bit with no flow control. It is necessary to ensure that the terminal or PC is set to this format.

1.6.6 Connecting the Terminal

The board is now ready to be connected to a PC/terminal. Use the RS232 serial cable to connect the PC/terminal to the M5253EVBE PCB. The cable has a 9-pin female D-sub terminal connector at one end and a 9-pin male D-sub connector at the other end. Connect the 9-pin male connector to connector P4 on the M5253EVBE board. Connect the 9-pin female connector to one of the available serial communication channels normally referred to as COM1 (COM2, etc.) on the PC running terminal emulation software. The connector on the PC/terminal may be either male 25-pin or 9-pin. It may be necessary to obtain a 25pin-to-9pin adapter to make this connection. If an adapter is required, refer to [Figure 1-3](#), which shows the pin assignment for the 9-pin connector on the board.

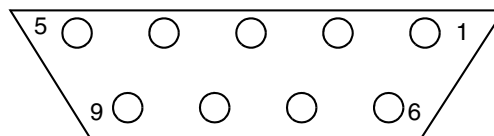


Figure 1-3 Pin Assignment for Female (Terminal) Connector

1.6.7 Using a Personal Computer as a Terminal

A personal computer may be used as a terminal provided a terminal emulation software package is available. Examples of this software are PROCOMM, KERMIT, QMODEM, Windows 95/98/2000/XP Hyper Terminal or similar packages. The board should then be connected as described in [Section 1.6.6, “Connecting the Terminal.”](#)

Once the connection to the PC is made, power may be applied to the PC and the terminal emulation software can be run. In terminal mode, it is necessary to select the baud rate and character format for the channel. Most terminal emulation software packages provide a command known as “Alt-p” (press the p key while pressing the Alt key) to choose the baud rate and character format. The character format should be 8 bits, no parity, one stop bit. (See [Section 1.6.5, “Terminal Character Format.”](#)) The baud rate should be set to 115200. Power can now be applied to the board.

Pin assignments are as follows:

1. Data Carrier Detect—Output (shorted to pins 4 and 6)
2. Receive Data—Output from board (Receive refers to terminal side.)
3. Transmit Data—Input to board (Transmit refers to terminal side.)
4. Data Terminal Ready—Input (shorted to pin 1 and 6)
5. Signal Ground
6. Data Set Ready—Output (shorted to pins 1 and 4)
7. Request to Send—Input
8. Clear to Send—Output
9. Not connected

Figure 1-4 shows the default jumper locations for the board.

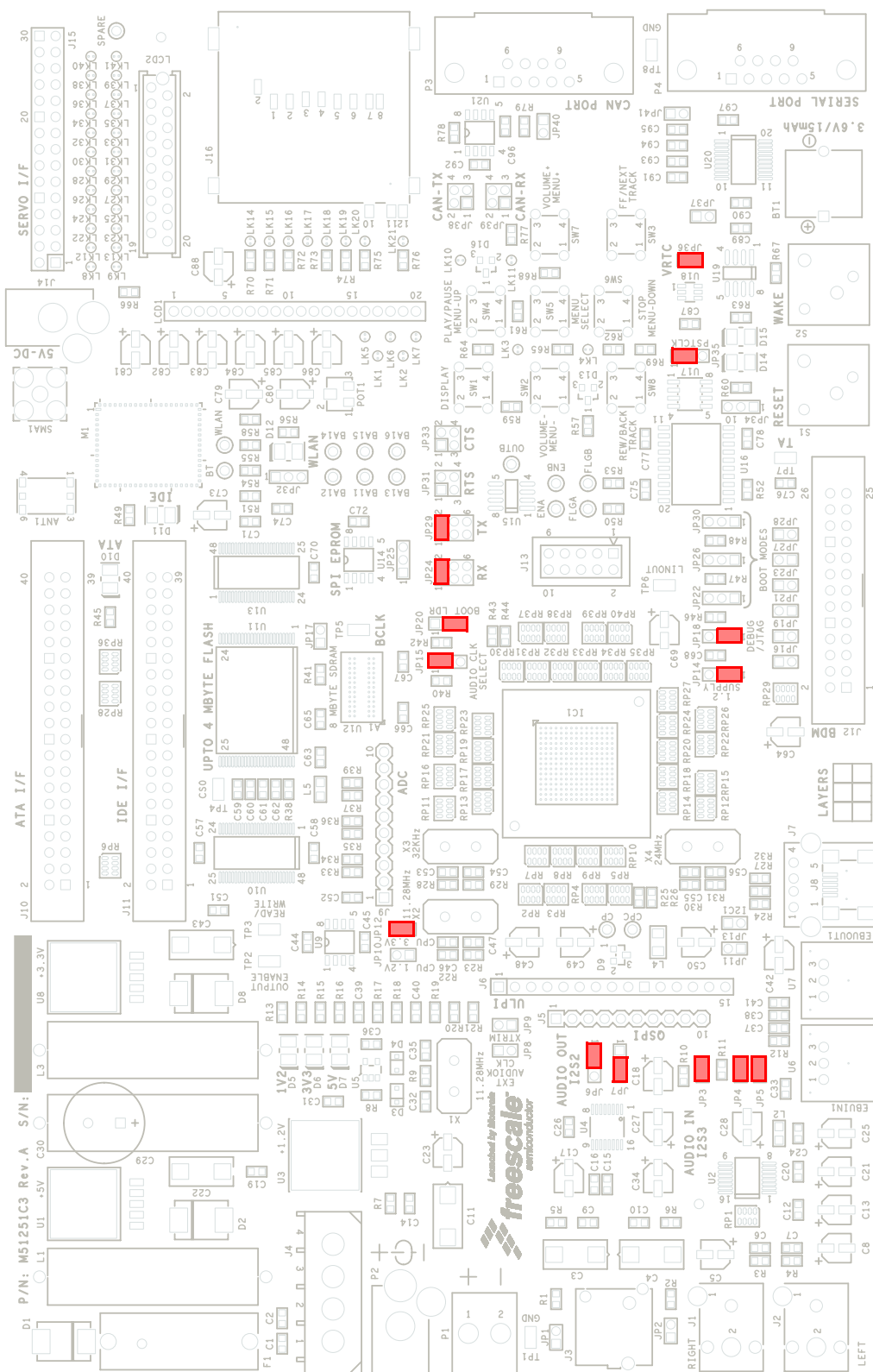


Figure 1-4 Default Jumper Locations

1.7 System Power-up and Initial Operation

When all of the cables are connected to the board, power may be applied. The dBUG ROM Monitor initializes the board and then displays a power-up message on the terminal, which includes the amount of memory present on the board.

```
Hard Reset
DRAM Size: 8M
```

```
ColdFire MCF5253 on the M5253EVB
Firmware v4c.1b.1a (Built on Feb 1 2007 11:45:04)
Copyright 2006 Freescale Semiconductor, Inc.
```

```
Enter 'help' for help.
```

```
dBUG>
```

The board is now ready for operation under the control of the debugger as described in [Section 2.2, “Operational Procedure.”](#) If you do not get the above response, perform the following checks:

1. Make sure that the power supply is properly configured for polarity, voltage level and current capability (~1A) and is connected to the board.
2. Check that the terminal and board are set for the same character format and baud.
3. Press the RESET button to insure that the board has been initialized properly.

If you still are not receiving the proper response, your board may have been damaged. Contact Rapid PCB for further instructions. For contact details, see the front of this manual.

1.8 M5253EVBE Jumper Setup

Jumper settings are as follows:

NOTE

*: Indicates the default setting.

**: Indicates mandatory setting for proper operation.

Table 1-2 Jumper Settings

Jumper Setting		Function
JP6	* 1-2	Audio DAC AK4366VT U4 audio format I2S
	2-3	Audio DAC AK4366VT U4 audio format 24-bit MSB justified
JP7	1-2	Audio DAC AK4366VT U4 de-emphasis ON
	* 2-3	Audio DAC AK4366VT U4 de-emphasis OFF
JP8	Not fitted	Enable external audio clock source
JP9	Not fitted	Enable XTRIM hardware feature
JP10	Not fitted	External 1.2V (core) supply current measurement
JP11,JP13	Not fitted	I2S0 5V pull-up (SDA0 and SCL0)
JP12	** Fitted	External 3.3V (pad) supply current measurement

Table 1-2 Jumper Settings (Continued)

Jumper Setting		Function
JP14	** 1-2	1.2V (core) supply from internal regulator
	2-3	1.2V (core) supply from external regulator
JP15	* 1-2	Audio clock source taken from CRIN
	2-3	Audio clock source taken from external pin (LRCK3)
JP16,JP19	Not fitted	I2S1 5V pull-up (SDA1 and SCL1)
JP17	Not fitted	SPI EEPROM M25P40 U14 CS enable (QSPICS0)
JP18	** 1-2	Select BDM debug mode
	2-3	Select JTAG debug mode
JP20	1-2	Boot mode select, from internal ROM
	* 2-3	Boot mode select, from external memory (CS0)
JP21,JP23,JP27,JP28	Not fitted	DDATA signal isolation from BDM interface
JP22,JP26,JP30	Not fitted	Internal boot ROM mode select
JP24	* 1-2 (UART0)	RS232 transceiver RX select
JP25	1-2	SPI EEPROM M25P40 U14 write protected (WP)
	2-3	SPI EEPROM M25P40 U14 write enabled
JP29	* 1-2 (UART0)	RS232 transceiver TX select
JP31	Not fitted	RS232 transceiver RTS select
JP32	1-2	Wireless module M1 WAIT signal connected to IDEIORDY
	2-3	Wireless module M1 WAIT signal connected to TA
JP33	Not fitted	RS232 transceiver CTS select
JP34	1-2	Push button S2 connected to interrupt capable GPIO1
	2-3	Push button S2 connected to WAKEUP pin
JP36	* Fitted	Real Time Clock (RTC) supply isolation / current measurement
JP37	Not fitted	RS232 transceiver INVALID signal connected to GPIO34
JP38	Not fitted	CAN transceiver TX select
JP39	Not fitted	CAN transceiver RX select
JP40	Not fitted	Connect CAN bus termination resistor (120R)
JP41	Not fitted	RS232 transceiver READY signal connected to GPIO8

1.9 Using the BDM Port

The MCF5253 microprocessor has a built in debug module referred to as BDM (background debug module). In order to use the BDM, simply connect the 26-pin debug connector on the board (J12) to the



P&E BDM wiggler cable provided in the kit. No special setting is needed. Refer to the *MCF5253 Reference Manual* BDM section for additional instructions.

NOTE

BDM functionality and use are supported via third party developer software tools.

Chapter 2

Using the Monitor/Debug Firmware

The M5253EVBE single board computer has a resident firmware package that provides a self-contained programming and operating environment. The firmware, named dBUG, provides the user with monitor/debug interface, in-line assembler and disassembly, program download, register and memory manipulation, and I/O control functions. This chapter is a how-to-use description of the dBUG package, including the user interface and command structure.

NOTE

The current M5253EVBE dBUG version does not support the network commands that require an ethernet connection, these commands are documented to support future firmware releases.

2.1 What Is dBUG?

dBUG is a traditional ROM monitor/debugger that offers a comfortable and intuitive command line interface that can be used to download and execute code. It contains all the primary features needed in a debugger to create a useful debugging environment.

dBUG is a resident firmware package for the ColdFire® family single board computers. The firmware (stored in one 1 Mx16 flash ROM device) provides a self-contained programming and operating environment. dBUG interacts with the user through pre-defined commands that are entered via the terminal. These commands are defined in [Section 2.4, “Commands.”](#)

The user interface to dBUG is the command line. A number of features have been implemented to achieve an easy and intuitive command line interface.

dBUG assumes that an 80 x 24 character dumb-terminal is utilized to connect to the debugger. For serial communications, dBUG requires eight data bits, no parity, and one stop bit, 8N1 with no flow control. The default baud rate is 115200 but can be changed after the power-up.

The command line prompt is “dBUG>”. Any dBUG command may be entered from this prompt. dBUG does not allow command lines to exceed 80 characters. Wherever possible, dBUG displays data in 80 columns or less. dBUG echoes each character as it is typed, eliminating the need for any “local echo” on the terminal side.

In general, dBUG is not case sensitive. Commands may be entered either in upper or lower case, depending upon the user’s equipment and preference. Only symbol names require that the exact case be used.

Most commands can be recognized by using an abbreviated name. For instance, entering “h” is the same as entering “help”. Thus, it is not necessary to type the entire command name.

The commands DI, GO, MD, STEP, and TRACE are used repeatedly when debugging. dBUG recognizes this and allows for repeated execution of these commands with minimal typing. After a command is entered, simply press <RETURN> or <ENTER> to invoke the command again. The command is executed as if no command line parameters were provided.

An additional function called the “TRAP 15 handler” allows the user program to utilize various routines within dBUG. The TRAP #15 handler is discussed in [Section 2.5, “TRAP #15 Functions” on page 2-21](#).

The operational mode of dBUG is shown in [Figure 2-1](#). After the system initialization, the board waits for a command-line input from the user terminal. When a proper command is entered, the operation continues in one of the two basic modes. If the command causes execution of the user program, the dBUG firmware may or may not be re-entered, at the discretion of the user’s program. For the alternate case, the command will be executed under control of the dBUG firmware, and after command completion, the system returns to command entry mode.

During command execution, additional user input may be required depending on the command function.

For commands that accept an optional <width> to modify the memory access size, the valid values are:

- B 8-bit (byte) access
- W 16-bit (word) access
- L 32-bit (long) access

When no <width> option is provided, the default width is .W, 16-bit.

The core ColdFire® register set is maintained by dBUG. These are listed below:

- A0–A7
- D0–D7
- PC
- SR

All control registers on ColdFire® are not readable by the supervisor programming model, and thus not accessible via dBUG. User code may change these registers, but caution must be exercised as changes may render dBUG inoperable.

A reference to “SP” (stack pointer) actually refers to general purpose address register seven, “A7.”

2.2 Operational Procedure

System power-up and initial operation are described in detail in [Section 1.7, “System Power-up and Initial Operation.”](#)

2.2.1 System Power-up

1. Be sure the power supply is connected properly prior to power-up.
2. Make sure the terminal is connected to TERMINAL (P4) connector.
3. Turn power on to the board.

[Figure 2-1](#) shows the dBUG operational mode.

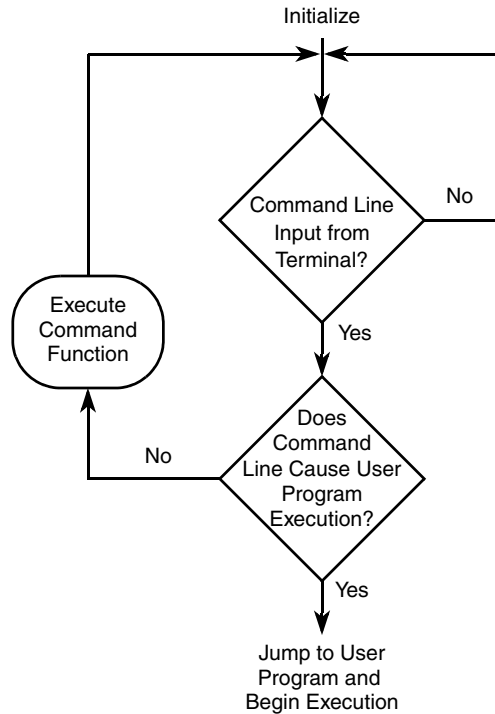


Figure 2-1 Flow Diagram of dBUG Operational Mode

2.2.2 System Initialization

The act of powering up the board will initialize the system. The processor is reset and dBUG is invoked. dBUG performs the following configurations of internal resources during the initialization. The instruction cache is invalidated and disabled. The Vector Base Register (VBR) points to the Flash. However, a copy of the exception table is made at address 0x0000_0000 in SDRAM. To take over an exception vector, the user places the address of the exception handler in the appropriate vector in the vector table located at 0x0000_0000, and then points the VBR to 0x0000_0000.

The Software Watchdog Timer is disabled and internal timers are placed in a stop condition. Interrupt controller registers initialized with unique interrupt level/priority pairs. Refer to the dBUG source files on the ColdFire website (<http://www.freescale.com/coldfire>) for the complete initialization code sequence.

After initialization, the terminal displays the following:

```
Hard Reset
DRAM Size: 8M
```

```
ColdFire MCF5253 on the M5253EVB
Firmware v4c.1b.1a (Built on Feb 1 2007 11:45:04)
Copyright 2006 Freescale Semiconductor, Inc.
```

```
Enter 'help' for help.
```

```
dBUG>
```

If you did not get this response check the setup, refer to [Section 1.7, “System Power-up and Initial Operation.”](#)

Other means can be used to re-initialize the M5253EVBE firmware. These means are discussed in [Section 2.2.2.1, “Hard RESET Button,”](#) [Section 2.2.2.2, “ABORT Button,”](#) and [Section 2.2.2.3, “Software Reset Command.”](#)

2.2.2.1 Hard RESET Button

Hard RESET (S1) is the red button. Pressing this button causes all processes to terminate, resets the MCF5253 processor and board logic, and restarts the dBUG firmware. Pressing the RESET button would be the appropriate action if all else fails.

2.2.2.2 ABORT Button

ABORT (S2) is the button located next to the RESET button. The abort function causes an interrupt of the present processing (a level 7 interrupt on MCF5253) and gives control to the dBUG firmware. This action differs from RESET in that no processor register or memory contents are changed, the processor and peripherals are not reset, and dBUG is not restarted. Also, in response to depressing the ABORT button, the contents of the MCF5253 core internal registers are displayed.

The abort function is most appropriate when software is being debugged. The user can interrupt the processor without destroying the present state of the system. This is accomplished by forcing a non-maskable interrupt that will call a dBUG routine that will save the current state of the registers to shadow registers in the monitor for display to the user. The user will be returned to the ROM monitor prompt after exception handling.

2.2.2.3 Software Reset Command

dBUG’s command—“RESET”—causes the dBUG to restart as if a hardware reset was invoked.

2.3 Command Line Usage

The user interface to dBUG is the command line. A number of features have been implemented to achieve an easy and intuitive command line interface.

dBUG assumes that an 80 x 24 ASCII-character dumb terminal is used to connect to the debugger. For serial communications, dBUG requires eight data bits, no parity, and one stop bit (8N1). The baud rate default is 115200 bps—a speed commonly available from workstations, personal computers, and dedicated terminals.

The command line prompt is: dBUG>

Any dBUG command may be entered from this prompt. dBUG does not allow command lines to exceed 80 characters. Wherever possible, dBUG displays data in 80 columns or fewer. dBUG echoes each character as it is typed, eliminating the need for any local echo on the terminal side.

The <Backspace> and <Delete> keys are recognized as rub-out keys for correcting typographical mistakes.

Command lines may be recalled using the <Control>-U, <Control>-D and <Control>-R key sequences. <Control>-U and <Control>-D cycle up and down through previous command lines. <Control>-R recalls and executes the last command line.

dBUG is not case-sensitive. Commands may be entered either in uppercase or lowercase, depending upon the user's equipment and preference. Only symbol names require that the exact case be used.

Most commands can be recognized by using an abbreviated name. For instance, entering h is the same as entering help. Thus, it is not necessary to type the entire command name.

The commands DI, GO, MD, STEP, and TRACE are used repeatedly when debugging. dBUG recognizes this and allows for repeated execution of these commands with minimal typing. After a command is entered, press the <Return> or <Enter> key to invoke the command again. The command is executed as if no command line parameters were provided.

2.4 Commands

This section lists the commands that are available with all versions of dBUG. (Some board or CPU combinations may use additional commands not listed in [Table 2-1](#).)

Table 2-1 dBUG Command Summary

Mnemonic	Syntax	Description
ASM	asm <<addr> stmt>	Assemble
BC	bc addr1 addr2 length	Block Compare
BF	bf <width> begin end data <inc>	Block Fill
BM	bm begin end dest	Block Move
BR	br addr <-r> <-c count> <-t trigger>	Breakpoint
BS	bs <width> begin end data	Block Search
DC	dc value	Data Convert
DI	di<addr>	Disassemble
DL	dl <offset>	Download Serial
DN	dn <-c> <-e> <-i> <-s <-o offset>> <filename>	Download Network
GO	go <addr>	Execute
GT	gt addr	Execute To
HELP	help <command>	Help
IRD	ird <module.register>	Internal Register Display
IRM	irm module.register data	Internal Register Modify
LR	lr <width> addr	Loop Read
LW	lw <width> addr data	Loop Write
MD	md <width> <begin> <end>	Memory Display
MM	mm <width> <addr> <data>	Memory Modify

Table 2-1 dBUG Command Summary (Continued)

Mnemonic	Syntax	Description
MMAP	mmap	Memory Map Display
RD	rd <reg>	Register Display
RM	rm reg data	Register Modify
RESET	reset	Reset
SD	sd	Stack Dump
SET	set <option value>	Set Configurations
SHOW	show <option>	Show Configurations
STEP	step	Step (Over)
SYMBOL	symbol <symb> <-a symb value> <-r symb> <-Clls>	Symbol Management
TRACE	trace <num>	Trace (Into)
UPDEBUG	updebug	Update dBUG
UPUSER	upuser <bytes>	Update User Flash
VERSION	version	Show Version

2.4.1 ASM (Assembler)

Usage: ASM <<addr> stmt>

The ASM command is a primitive assembler. The <stmt> is assembled and the resulting code placed at <addr>. This command has an interactive and non-interactive mode of operation.

The value for address <addr> may be an absolute address specified as a hexadecimal value, or a symbol name. The value for stmt must be valid assembler mnemonics for the CPU.

For the interactive mode, the user enters the command and the optional <addr>. If the address is not specified, then the last address is used. The memory contents at the address are disassembled, and the user prompted for the new assembly. If valid, the new assembly is placed into memory, and the address incremented accordingly. If the assembly is not valid, then memory is not modified, and an error message produced. In either case, memory is disassembled and the process repeats.

The user may press the <Enter> or <Return> key to accept the current memory contents and skip to the next instruction, or a enter period to quit the interactive mode.

In the non-interactive mode, the user specifies the address and the assembly statement on the command line. The statement is the assembled, and if valid, placed into memory, otherwise an error message is produced.

Examples:

To place a NOP instruction at address 0x0001_0000, the command is:

```
asm 10000 nop
```

To interactively assembly memory at address 0x0040_0000, the command is:

```
asm 400000
```

2.4.2 BC (Block Compare)

Usage: BC addr1 addr2 length

The BC command compares two contiguous blocks of memory on a byte by byte basis. The first block starts at address addr1 and the second starts at address addr2, both of length bytes.

If the blocks are not identical, the address of the first mismatch is displayed. The value for addresses addr1 and addr2 may be an absolute address specified as a hexadecimal value or a symbol name. The value for length may be a symbol name or a number converted according to the user defined radix (hexadecimal by default).

Example:

To verify that the data starting at 0x2_0000 and ending at 0x3_0000 is identical to the data starting at 0x8_0000, the command is:

```
bc 20000 80000 10000
```

2.4.3 BF (Block Fill)

Usage: BF <width> begin end data <inc>

The BF command fills a contiguous block of memory starting at address begin, stopping at address end, with the value data. <Width> modifies the size of the data that is written. If no <width> is specified, the default of word sized data is used.

The value for addresses begin and end may be an absolute address specified as a hexadecimal value, or a symbol name. The value for data may be a symbol name, or a number converted according to the user-defined radix, normally hexadecimal.

The optional value <inc> can be used to increment (or decrement) the data value during the fill.

This command first aligns the starting address for the data access size, and then increments the address accordingly during the operation. Thus, for the duration of the operation, this command performs properly-aligned memory accesses.

Examples:

To fill a memory block starting at 0x0002_0000 and ending at 0x0004_0000 with the value 0x1234, the command is:

```
bf 20000 40000 1234
```

To fill a block of memory starting at 0x0002_0000 and ending at 0x004_0000 with a byte value of 0xAB, the command is:

```
bf.b 20000 40000 AB
```

To zero out the BSS section of the target code (defined by the symbols bss_start and bss_end), the command is:

```
bf bss_start bss_end 0
```

To fill a block of memory starting at 0x0002_0000 and ending at 0x0004_0000 with data that increments by 2 for each <width>, the command is:

```
bf 20000 40000 0 2
```

2.4.4 BM (Block Move)

Usage: BM begin end dest

The BM command moves a contiguous block of memory starting at address begin and stopping at address end to the new address dest. The BM command copies memory as a series of bytes, and does not alter the original block.

The values for addresses begin, end, and dest may be absolute addresses specified as hexadecimal values, or symbol names. If the destination address overlaps the block defined by begin and end, an error message is produced and the command exits.

Examples:

To copy a block of memory starting at 0x0004_0000 and ending at 0x0008_0000 to the location 0x0020_0000, the command is:

```
bm 40000 80000 200000
```

To copy the target code's data section (defined by the symbols data_start and data_end) to 0x0020_0000, the command is:

```
bm data_start data_end 200000
```

NOTE

Refer to “upuser” command for copying code/data into Flash memory.

2.4.5 BR (Breakpoints)

Usage: BR addr <-r> <-c count> <-t trigger>

The BR command inserts or removes breakpoints at address addr. The value for addr may be an absolute address specified as a hexadecimal value, or a symbol name. Count and trigger are numbers converted according to the user-defined radix, normally hexadecimal.

If no argument is provided to the BR command, a listing of all defined breakpoints is displayed.

The -r option to the BR command removes a breakpoint defined at address addr. If no address is specified in conjunction with the -r option, then all breakpoints are removed.

Each time a breakpoint is encountered during the execution of target code, its count value is incremented by one. By default, the initial count value for a breakpoint is zero, but the -c option allows setting the initial count for the breakpoint.

Each time a breakpoint is encountered during the execution of target code, the count value is compared against the trigger value. If the count value is equal to or greater than the trigger value, a breakpoint is

encountered and control returned to dBUG. By default, the initial trigger value for a breakpoint is one, but the -t option allows setting the initial trigger for the breakpoint.

If no address is specified in conjunction with the -c or -t options, then all breakpoints are initialized to the values specified by the -c or -t option.

Examples:

To set a breakpoint at the C function main() (symbol _main; see “symbol” command), the command is:

```
br _main
```

When the target code is executed and the processor reaches main(), control will be returned to dBUG.

To set a breakpoint at the C function bench() and set its trigger value to 3, the command is:

```
br _bench -t 3
```

When the target code is executed, the processor must attempt to execute the function bench() a third time before returning control back to dBUG.

To remove all breakpoints, the command is:

```
br -r
```

2.4.6 BS (Block Search)

Usage: BS <width> begin end data

The BS command searches a contiguous block of memory starting at address begin, stopping at address end, for the value data. <Width> modifies the size of the data that is compared during the search. If no <width> is specified, the default of word sized data is used.

The values for addresses begin and end may be absolute addresses specified as hexadecimal values, or symbol names. The value for data may be a symbol name or a number converted according to the user-defined radix, normally hexadecimal.

This command first aligns the starting address for the data access size, and then increments the address accordingly during the operation. Thus, for the duration of the operation, this command performs properly-aligned memory accesses.

Examples:

To search for the 16-bit value 0x1234 in the memory block starting at 0x0004_0000 and ending at 0x0008_0000:

```
bs 40000 80000 1234
```

This reads the 16-bit word located at 0x0004_0000 and compares it against the 16-bit value 0x1234. If no match is found, then the address is incremented to 0x0004_0002 and the next 16-bit value is read and compared.

To search for the 32-bit value 0xABCD in the memory block starting at 0x0004_0000 and ending at 0x0008_0000:

```
bs.l 40000 80000 ABCD
```

This reads the 32-bit word located at 0x0004_0000 and compares it against the 32-bit value 0x0000_ABCD. If no match is found, then the address is incremented to 0x0004_0004 and the next 32-bit value is read and compared.

2.4.7 DC (Data Conversion)

Usage: DC data

The DC command displays the hexadecimal or decimal value data in hexadecimal, binary, and decimal notation.

The value for data may be a symbol name or an absolute value. If an absolute value passed into the DC command is prefixed by '0x', then data is interpreted as a hexadecimal value. Otherwise, data is interpreted as a decimal value.

All values are treated as 32-bit quantities.

Examples:

To display the decimal and binary equivalent of 0x1234, the command is:

```
dc 0x1234
```

To display the hexadecimal and binary equivalent of 1234, the command is:

```
dc 1234
```

2.4.8 DI (Disassemble)

Usage: DI <addr>

The DI command disassembles target code pointed to by addr. The value for addr may be an absolute address specified as a hexadecimal value, or a symbol name.

Wherever possible, the disassembler will use information from the symbol table to produce a more meaningful disassembly. This is especially useful for branch target addresses and subroutine calls.

The DI command attempts to track the address of the last disassembled opcode. If no address is provided to the DI command, then the DI command uses the address of the last opcode that was disassembled.

The DI command is repeatable.

Examples:

To disassemble code that starts at 0x0004_0000, the command is:

```
di 40000
```

To disassemble code of the C function main(), the command is:

```
di _main
```

2.4.9 DL (Download Console)

Usage: DL <offset>

The DL command performs an S-record download of data obtained from the console, typically a serial port. The value for offset is converted according to the user-defined radix, normally hexadecimal. Please reference the ColdFire Microprocessor Family Programmer's Reference Manual for details on the S-Record format.

If offset is provided, then the destination address of each S-record is adjusted by offset.

The DL command checks the destination download address for validity. If the destination is an address outside the defined user space, then an error message is displayed and downloading aborted.

If the S-record file contains the entry point address, then the program counter is set to reflect this address.

Examples:

To download an S-record file through the serial port, the command is:

```
dl
```

To download an S-record file through the serial port, and add an offset to the destination address of 0x40, the command is:

```
dl 0x40
```

2.4.10 DN (Download Network)

Usage: DN <-c> <-e> <-i> <-s> <-o offset> <filename>

The DN command downloads code from the network. The DN command handle files which are either S-record, COFF, ELF or Image formats. The DN command uses Trivial File Transfer Protocol (TFTP) to transfer files from a network host.

In general, the type of file to be downloaded and the name of the file must be specified to the DN command. The -c option indicates a COFF download, the -e option indicates an ELF download, the -i option indicates an Image download, and the -s indicates an S-record download. The -o option works only in conjunction with the -s option to indicate an optional offset for S-record download. The filename is passed directly to the TFTP server and therefore must be a valid filename on the server.

If neither of the -c, -e, -i, -s or filename options are specified, then a default filename and filetype will be used. Default filename and filetype parameters are manipulated using the SET and SHOW commands.

The DN command checks the destination download address for validity. If the destination is an address outside the defined user space, then an error message is displayed and downloading aborted.

For ELF and COFF files which contain symbolic debug information, the symbol tables are extracted from the file during download and used by dBUG. Only global symbols are kept in dBUG. The dBUG symbol table is not cleared prior to downloading, so it is the user's responsibility to clear the symbol table as necessary prior to downloading.

If an entry point address is specified in the S-record, COFF or ELF file, the program counter is set accordingly.

Examples:

To download an S-record file with the name "srec.out", the command is:

```
dn -s srec.out
```

To download a COFF file with the name “coff.out”, the command is:

```
dn -c coff.out
```

To download a file using the default filetype with the name “bench.out”, the command is:

```
dn bench.out
```

To download a file using the default filename and filetype, the command is:

```
dn
```

2.4.11 GO (Execute)

Usage: GO <addr>

The GO command executes target code starting at address addr. The value for addr may be an absolute address specified as a hexadecimal value, or a symbol name.

If no argument is provided, the GO command begins executing instructions at the current program counter.

When the GO command is executed, all user-defined breakpoints are inserted into the target code, and the context is switched to the target program. Control is only regained when the target code encounters a breakpoint, illegal instruction, trap #15 exception, or other exception which causes control to be handed back to dBUG.

The GO command is repeatable.

Examples:

To execute code at the current program counter, the command is:

```
go
```

To execute code at the C function main(), the command is:

```
go _main
```

To execute code at the address 0x0004_0000, the command is:

```
go 40000
```

2.4.12 GT (Execute To)

Usage: GT addr

The GT command inserts a temporary breakpoint at addr and then executes target code starting at the current program counter. The value for addr may be an absolute address specified as a hexadecimal value, or a symbol name.

When the GT command is executed, all breakpoints are inserted into the target code, and the context is switched to the target program. Control is only regained when the target code encounters a breakpoint, illegal instruction, or other exception which causes control to be handed back to dBUG.

Examples:

To execute code up to the C function `bench()`, the command is:

```
gt _bench
```

2.4.13 IRD (Internal Register Display)

Usage: IRD <module.register>

This command displays the internal registers of different modules inside the MCF5xxx. In the command line, module refers to the module name where the register is located and register refers to the specific register to display.

The registers are organized according to the module to which they belong. The available modules on the MCF5xxx are CS, DMA0, DMA1, DMA2, DMA3, DRAMC, PP, MBUS, SIM, TIMER1, TIMER2, UART0 and UART1. Refer to the *MCF5407 Reference Manual* for more information on these modules and the registers they contain.

Example:

```
ird sim.rsr
```

2.4.14 IRM (Internal Register Modify)

Usage: IRM module.register data

This command modifies the contents of the internal registers of different modules inside the MCF5xxx. In the command line, module refers to the module name where the register is located and register refers to the specific register to modify. The data parameter specifies the new value to be written into the register.

The registers are organized according to the module to which they belong. The available modules on the MCF5xxx are CS, DMA0, DMA1, DMA2, DMA3, DRAMC, PP, MBUS, SIM, TIMER1, TIMER2, UART0, and UART1. Refer to the *MCF5407 Reference Manual* for more information on these modules and the registers they contain.

Example:

To modify the TMR register of the first Timer module to the value 0x0021, the command is:

```
irm timer1.tmr 0021
```

2.4.15 HELP (Help)

Usage: HELP <command>

The HELP command displays a brief syntax of the commands available within dBUG. In addition, the address of where user code may start is given. If command is provided, then a brief listing of the syntax of the specified command is displayed.

Examples:

To obtain a listing of all the commands available within dBUG, the command is:

```
help
```

To obtain help on the breakpoint command, the command is:

```
help br
```

2.4.16 LR (Loop Read)

Usage: LR <width> addr

The LR command continually reads the data at addr until a key is pressed. The optional <width> specifies the size of the data to be read. If no <width> is specified, the command defaults to reading word sized data.

Example:

To continually read the longword data from address 0x2_0000, the command is:

```
lr.l 20000
```

2.4.17 LW (Loop Write)

Usage: LW <width> addr data

The LW command continually writes data to addr. The optional width specifies the size of the access to memory. The default access size is a word.

Examples:

To continually write the longword data 0x1234_5678 to address 0x2_0000, the command is:

```
lw.l 20000 12345678
```

Note that the following command writes 0x78 into memory:

```
lw.b 20000 12345678
```

2.4.18 MD (Memory Display)

Usage: MD <width> <begin> <end>

The MD command displays a contiguous block of memory starting at address begin and stopping at address end. The values for addresses begin and end may be absolute addresses specified as hexadecimal values, or symbol names. Width modifies the size of the data that is displayed. If no <width> is specified, the default of word sized data is used.

Memory display starts at the address begin. If no beginning address is provided, the MD command uses the last address that was displayed. If no ending address is provided, then MD will display memory up to an address that is 128 beyond the starting address.

This command first aligns the starting address for the data access size, and then increments the address accordingly during the operation. Thus, for the duration of the operation, this command performs properly-aligned memory accesses.

Examples:

To display memory at address 0x0040_0000, the command is:

```
md 400000
```

To display memory in the data section (defined by the symbols data_start and data_end), the command is:

```
md data_start
```

To display a range of bytes from 0x0004_0000 to 0x0005_0000, the command is:

```
md.b 40000 50000
```

To display a range of 32-bit values starting at 0x0004_0000 and ending at 0x0005_0000:

```
md.l 40000 50000
```

2.4.19 MM (Memory Modify)

Usage: MM <width> addr <data>

The MM command modifies memory at the address addr. The value for addr may be an absolute address specified as a hexadecimal value, or a symbol name. Width specifies the size of the data that is modified. If no <width> is specified, the default of word sized data is used. The value for data may be a symbol name, or a number converted according to the user-defined radix, normally hexadecimal.

If a value for data is provided, then the MM command immediately sets the contents of addr to data. If no value for data is provided, then the MM command enters into a loop. The loop obtains a value for data, sets the contents of the current address to data, increments the address according to the data size, and repeats. The loop terminates when an invalid entry for the data value is entered; i.e., a period.

This command first aligns the starting address for the data access size, and then increments the address accordingly during the operation. Thus, for the duration of the operation, this command performs properly-aligned memory accesses.

Examples:

To set the byte at location 0x0001_0000 to be 0xFF, the command is:

```
mm.b 10000 FF
```

To interactively modify memory beginning at 0x0001_0000, the command is:

```
mm 10000
```

2.4.20 MMAP (Memory Map Display)

Usage: mmap

This command displays the memory map information for the M5253EVBE evaluation board. The information displayed includes the type of memory, the start and end address of the memory, and the port size of the memory. The display also includes information on how the chip-selects are used on the board.

Here is an example of the output from this command:

Type	Start	End	Port Size
SDRAM	0x00000000	0x003FFFFFFF	32-bit
Vector Table	0x00000000	0x000003FF	32-bit
USER SPACE	0x00020000	0x003FFFFFFF	32-bit
MBAR	0x10000000	0x100003FF	32-bit

Internal SRAM	0x20000000	0x20000FFF	32-bit
External SRAM	0x30000000	0x3007FFFF	32-bit
Flash	0xFFE00000	0xFFFFFFFF	16-bit

Chip Selects

CS0 Flash
CS1 Ethernet controller
CS2 not in use
CS3 not in use

2.4.21 RD (Register Display)

Usage: RD <reg>

The RD command displays the register set of the target. If no argument for reg is provided, then all registers are displayed. Otherwise, the value for reg is displayed.

dBUG preserves the registers by storing a copy of the register set in a buffer. The RD command displays register values from the register buffer.

Examples:

To display all the registers and their values, the command is:

```
rd
```

To display only the program counter:

```
rd pc
```

Here is an example of the output from this command:

```
PC: 00000000 SR: 2000 [t.Sm.000...xnzvc]
An: 00000000 00000000 00000000 00000000 00000000 00000000 00000000 01000000
Dn: 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
```

2.4.22 RM (Register Modify)

Usage: RM reg data

The RM command modifies the contents of the register reg to data. The value for reg is the name of the register, and the value for data may be a symbol name, or it is converted according to the user-defined radix, normally hexadecimal.

dBUG preserves the registers by storing a copy of the register set in a buffer. The RM command updates the copy of the register in the buffer. The actual value will not be written to the register until target code is executed.

Examples:

To change register D0 on MC68000 and ColdFire to contain the value 0x1234, the command is:

```
rm D0 1234
```

2.4.23 RESET (Reset the Board and dBUG)

Usage: RESET

The RESET command resets the board and dBUG to their initial power-on states.

The RESET command executes the same sequence of code that occurs at power-on. If the RESET command fails to reset the board adequately, cycle the power or press the reset button.

Examples:

To reset the board and clear the dBUG data structures, the command is:

```
reset
```

2.4.24 SET (Set Configurations)

Usage: SET <option value>

The SET command allows the setting of user-configurable options within dBUG. With no arguments, SET displays the options and values available. The SHOW command displays the settings in the appropriate format. The standard set of options is listed below.

- **baud**—This is the baud rate for the first serial port on the board. All communications between dBUG and the user occur using either 9600 or 19200 bps, eight data bits, no parity, and one stop bit, 8N1, with no flow control.
- **base**—This is the default radix for use in converting a number from its ASCII text representation to the internal quantity used by dBUG. The default is hexadecimal (base 16), and other choices are binary (base 2), octal (base 8), and decimal (base 10).
- **client**—This is the network Internet Protocol (IP) address of the board. For network communications, the client IP is required to be set to a unique value, usually assigned by your local network administrator.
- **server**—This is the network IP address of the machine which contains files accessible via TFTP. Your local network administrator will have this information and can assist in properly configuring a TFTP server if one does not exist.
- **gateway**—This is the network IP address of the gateway for your local subnetwork. If the client IP address and server IP address are not on the same subnetwork, then this option must be properly set. Your local network administrator will have this information.
- **netmask**—This is the network address mask to determine if use of a gateway is required. This field must be properly set. Your local network administrator will have this information.
- **filename**—This is the default filename to be used for network download if no name is provided to the DN command.
- **filetype**—This is the default file type to be used for network download if no type is provided to the DN command. Valid values are: “srecord”, “coff”, and “elf”.
- **mac**—This is the ethernet Media Access Control (MAC) address (a.k.a hardware address) for the evaluation board. This should be set to a unique value, and the most significant nibble should always be even.

Examples:

To set the baud rate of the board to be 19200, the command is:

```
set baud 19200
```

NOTE

See the SHOW command for a display containing the correct formatting of these options.

2.4.25 SHOW (Show Configurations)

Usage: SHOW <option>

The SHOW command displays the settings of the user-configurable options within dBUG. When no option is provided, SHOW displays all options and values.

Examples:

To display all options and settings, the command is:

```
show
```

To display the current baud rate of the board, the command is:

```
show baud
```

Here is an example of the output from a show command:

```
dBUG> show
  base: 16
  baud: 19200
  server: 192.0.0.1
  client: 192.0.0.2
  gateway: 0.0.0.0
  netmask: 255.255.255.0
  filename: test.srec
  filetype: S-Record
  mac: 00:CF:52:49:C3:01
```

2.4.26 STEP (Step Over)

Usage: STEP

The STEP command can be used to “step over” a subroutine call, rather than tracing every instruction in the subroutine. The ST command sets a temporary breakpoint one instruction beyond the current program counter and then executes the target code.

The STEP command can be used to “step over” BSR and JSR instructions.

The STEP command will work for other instructions as well, but note that if the STEP command is used with an instruction that will not return, i.e. BRA, then the temporary breakpoint may never be encountered and dBUG may never regain control.

Examples:

To pass over a subroutine call, the command is:

```
step
```

2.4.27 SYMBOL (Symbol Name Management)

Usage: SYMBOL <symb> <-a symb value> <-r symb> <-c||s>

The SYMBOL command adds or removes symbol names from the symbol table. If only a symbol name is provided to the SYMBOL command, then the symbol table is searched for a match on the symbol name and its information displayed.

The -a option adds a symbol name and its value into the symbol table. The -r option removes a symbol name from the table.

The -c option clears the entire symbol table, the -l option lists the contents of the symbol table, and the -s option displays usage information for the symbol table.

Symbol names contained in the symbol table are truncated to 31 characters. Any symbol table lookups, either by the SYMBOL command or by the disassembler, will only use the first 31 characters. Symbol names are case-sensitive.

Symbols can also be added to the symbol table via in-line assembly labels and ethernet downloads of ELF formatted files.

Examples:

To define the symbol “main” to have the value 0x0004_0000, the command is:

```
symbol -a main 40000
```

To remove the symbol “junk” from the table, the command is:

```
symbol -r junk
```

To see how full the symbol table is, the command is:

```
symbol -s
```

To display the symbol table, the command is:

```
symbol -l
```

2.4.28 TRACE (Trace Into)

Usage: TRACE <num>

The TRACE command allows single-instruction execution. If num is provided, then num instructions are executed before control is handed back to dBUG. The value for num is a decimal number.

The TRACE command sets bits in the processors’ supervisor registers to achieve single-instruction execution, and the target code executed. Control returns to dBUG after a single-instruction execution of the target code.

This command is repeatable.

Examples:

To trace one instruction at the program counter, the command is:

```
tr
```

To trace 20 instructions from the program counter, the command is:

```
tr 20
```

2.4.29 UPDEBUG (Update dBUG)

Usage: UPDEBUG

The UPDEBUG command is used to update the dBUG image in Flash. When updates to the M5253EVBE dBUG are available, the updated image is downloaded to address 0x0002_0000. The new image is placed into Flash using the UPDEBUG command. The user is prompted for verification before performing the operation. Use this command with extreme caution, as any error can render dBUG useless!

2.4.30 UPUSER (Update User Flash)

Usage: UPUSER <bytes>

The UPUSER command places user code and data into space allocated for the user in Flash. The optional parameter bytes specifies the number of bytes to copy into the user portion of Flash. If the bytes parameter is omitted, then this command writes to the entire user space. There are seven sectors of 256K each available as user space. Users access this memory starting at address 0xFFE4_0000.

Examples:

To program all 7 sectors of user Flash, the command is:

```
upuser
```

To program only 1000 bytes into user Flash, the command is:

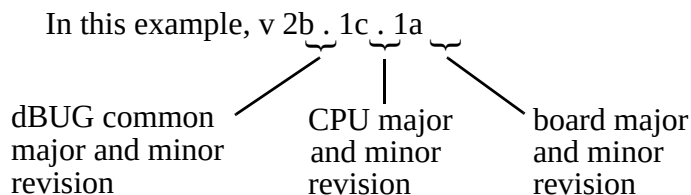
```
upuser 1000
```

2.4.31 VERSION (Display dBUG Version)

Usage: VERSION

The VERSION command displays the version information for dBUG. The dBUG version, build number and build date are all given.

The version number is separated by a decimal, for example, “v 2b.1c.1a”.



The version date is the day and time at which the entire dBUG monitor was compiled and built.

Examples:

To display the version of the dBUG monitor, the command is:

```
version
```

2.5 TRAP #15 Functions

An additional utility within the dBUG firmware is a function called the TRAP 15 handler. This function can be called by the user program to utilize various routines within the dBUG, to perform a special task, and to return control to the dBUG. This section describes the TRAP 15 handler and how it is used.

There are four TRAP #15 functions. These are: OUT_CHAR, IN_CHAR, CHAR_PRESENT, and EXIT_TO_dBUG.

2.5.1 OUT_CHAR

This function (function code 0x0013) sends a character, which is in lower 8 bits of D1, to the terminal.

Assembly example:

```
/* assume d1 contains the character */
move.l    #$0013,d0    Selects the function
TRAP      #15          The character in d1 is sent to terminal
```

C example:

```
void board_out_char (int ch)
{
    /* If your C compiler produces a LINK/UNLK pair for this routine,
     * then use the following code which takes this into account
     */
    #if 1
        /* LINK a6,#0 -- produced by C compiler */
        asm (" move.l8(a6),d1");          /* put 'ch'into d1 */
        asm (" move.l#0x0013,d0"); /* select the function */
        asm (" trap#15");                /* make the call */
        /* UNLK a6 -- produced by C compiler */
    #else
        /* If C compiler does not produce a LINK/UNLK pair, the use
         * the following code.
         */
        asm (" move.l4(sp),d1");          /* put 'ch'into d1 */
        asm (" move.l#0x0013,d0"); /* select the function */
        asm (" trap#15");                /* make the call */
    #endif
}
```

2.5.2 IN_CHAR

This function (function code 0x0010) returns an input character (from the terminal) to the caller. The returned character is in D1.

Assembly example:

```
move.l    #$0010,d0    Select the function
```

```
trap    #15                Make the call, the input character is in d1.
```

C example:

```
int board_in_char (void)
{
    asm (" move.l#0x0010,d0");    /* select the function */
    asm (" trap#15");            /* make the call */
    asm (" move.l d1,d0");        /* put the character in d0 */
}
```

2.5.3 CHAR_PRESENT

This function (function code 0x0014) checks if an input character is present to receive. A value of zero is returned in D0 when no character is present. A non-zero value in D0 means a character is present.

Assembly example:

```
move.l   #$0014,d0          Select the function
trap     #15                Make the call,  d0 contains the response (yes/no).
```

C example:

```
int board_char_present (void)
{
    asm (" move.l#0x0014,d0");    /* select the function */
    asm (" trap#15");            /* make the call */
}
```

2.5.4 EXIT_TO_dBUG

This function (function code 0x0000) transfers the control back to the dBUG by terminating the user code. The register context is preserved.

Assembly example:

```
move.l   #$0000,d0          Select the function
trap     #15                Make the call,  exit to dBUG.
```

C example:

```
void board_exit_to_dbug (void)
{
    asm (" move.l#0x0000,d0");    /* select the function */
    asm (" trap#15");            /* exit and transfer to dBUG */
}
```

Chapter 3

Hardware Description and Reconfiguration

This chapter provides a functional description of the M5253EVBE board hardware. With the description given here and the schematic diagrams in [Appendix A, “Schematics,”](#) the user can gain a good understanding of the board's design. In this manual, an active low signal is indicated by a bar over the signal name.

3.1 Processor and Support Logic

This part of the chapter discusses the CPU and general support logic on the M5253EVBE board. See the *MCF5253 Reference Manual* for more detailed information.

3.1.1 Processor

The microprocessor used on the M5253EVBE is the highly integrated ColdFire® MCF5253, 32-bit processor. The MCF5253 implements a Version 2 ColdFire core with 8-Kbyte instruction cache, three UART channels, two timers, 128-Kbytes of SRAM, a QSPI (Queued Serial Peripheral Interface) module, two I²C modules, three I²S modules, an IDE module, a dedicate ATA interface with DMA support, two FlexCAN modules, an OTG USB 2.0 controller with integrated physical interface, real time clock (RTC), a Flash memory stick interface, 60 parallel I/O ports (which are multiplexed with other signals) and the system integration module (SIM). All of the core processor registers are 32 bits wide except for the status register (SR) which is 16 bits wide. This processor communicates with external devices over a 16-bit wide data bus, D[31:16]. The chip can address 64 Mbytes of memory space using a 25-bit wide address bus and internal chip-select logic.

The MCF5253 processor has the capability to support both an IEEE JTAG-compatible port and a BDM debug port. These ports are multiplexed and can be used with third party tools to allow the user to download code to the board. The board is configured to boot up in the normal/BDM mode of operation. The BDM signals are available at port (J12). The processor also has the logic to generate up to four (4) chip selects, and support for a bank of SDRAM (included on the evaluation board as 8 Mbytes in total configured as 4 M x 16). The SDRAM_CS1 signal is used to provide selection and control of this bank of SDRAM.

3.1.2 Reset Logic

The reset logic provides system initialization. Reset occurs during power-on or via assertion of the signal RESET which causes the MCF5253 to reset. Reset is also triggered by the reset switch (S1) which resets the entire processor/system.

A hard reset and voltage sense controller (U18) is used to produce an active low power-on RESET signal. The reset switch S1 is fed into U18 which generates the signal which is fed to the MCF5253 reset, RESET.

The $\overline{\text{RESET}}$ signal is an open collector signal and so can be wire OR'ed with other reset signals from additional peripherals.

dBUG configures the MCF5253 microprocessor internal resources during initialization. The instruction cache is invalidated and disabled. The vector base register, VBR, contains an address which initially points to the flash memory. The contents of the exception table are written to address 0x0000_0000 in the SDRAM. The software watchdog timer is disabled, the bus monitor is enabled, and the internal timers are placed in a stop condition. The interrupt controller registers are initialized with unique interrupt level/priority pairs. A memory map for the entire board can be seen in [Table 3-1](#).

3.1.3 $\overline{\text{HIZ}}$ Signal

The assertion of the $\overline{\text{HIZ}}$ signal forces all output drivers to a high-impedance state. On the M5253EVBE board the high impedance signal is pulled to +3.3V via a 4.7K pull-up resistor, ensuring that the output drivers will not be in a high-impedance state during reset.

3.1.4 Clock Circuitry

The M5253EVBE board uses a 11.2896 MHz crystal (X2 on the schematics) to provide the clock to the processor (IC1). In addition to the 11.2896 MHz crystal, there is also a 24 MHz crystal (X4) which feeds the USB section of IC1, a 32.768 kHz crystal (X3) which feeds the RTC section of IC1 and a second 11.2896 MHz crystal (X1) that can be used to provide an external audio clock source

3.1.5 Watchdog Timer

The duration of the watchdog is selected by the SWT[1:0] bits in the system protection and control register (SYPCR), SWT[1:0] = 11 gives a maximum timeout period of 2^{28} /system frequency. The dBUG monitor initializes these bits with the value 0x11, which provides the maximum time-out period, but dBUG does **NOT** enable the watchdog timer via the SYPCR[SWE] bit.

3.1.6 Interrupt Sources

The ColdFire family of processors can receive seven levels of interrupt priorities. When the processor receives an interrupt which has a higher priority than the current interrupt mask (in the status register), it will perform an interrupt acknowledge cycle at the end of the current instruction cycle. This interrupt acknowledge cycle indicates to the source of the interrupt that the request is being acknowledged and the device should provide the proper vector number to indicate where the service routine for this interrupt level is located. If the source of interrupt is not capable of providing a vector, its interrupt should be set up as an autovector interrupt which directs the processor to a predefined entry in the exception table. (See the *MCF5253 Reference Manual*).

The processor goes to an exception routine via the exception table. This table is stored in the Flash EEPROM. The address of the table location is stored in the VBR. The dBUG ROM monitor writes a copy of the exception table into the RAM starting at 0x0000_0000. To set an exception vector, the user places the address of the exception handler in the appropriate vector in the vector table located at 0x0000_0000 and then points the VBR to 0x0000_0000.

The MCF5253 microprocessor has seven external interrupt request lines $\overline{\text{INT}}[6:0]$, all of which are multiplexed with other functions. The interrupt controller is capable of providing up to 75 interrupt sources. These sources include:

- External interrupt signals $\overline{\text{INT}}[6:0]$
- Software watchdog timer module
- Two general purpose timer modules
- UART module
- I²C module
- Audio interface modules
- DMA module
- QSPI module
- CAN module
- USB module
- ATA module
- Flash media module

All external interrupt inputs are edge sensitive. The active level is programmable. An interrupt request must be held valid until an IACK cycle starts to guarantee correct processing. Each interrupt input can have its priority programmed by setting the xIPL[2:0] bits in the Interrupt Control Registers.

NOTE

No interrupt sources should have the same level and priority as another. Programming two interrupt sources with the same level and priority can result in undefined operation.

The M5253EVBE hardware uses $\overline{\text{INT}}1$ to support the ABORT function using the ABORT switch (S2). This switch is used to force an interrupt (level 7, priority 3) if the user's program execution should be aborted without issuing a RESET command. See [Section 2.2.2.2, “ABORT Button,”](#) for more information on ABORT.) Since the ABORT switch is not capable of generating a vector in response to a level seven interrupt acknowledge from the processor, the dBUG programs this interrupt request for autovector mode.

3.1.7 Internal SRAM

The MCF5253 processor has 128 Kbytes of internal memory which may be programmed as data or instruction memory. This memory is mapped to 0x2000_0000 and configured as data space but is not used by the dBUG monitor except during system initialization. After system initialization is complete, the internal memory is available to the user. The memory can be relocated to any 32-Kbyte boundary.

3.1.8 MCF5253 Registers and Memory Map

The memory and I/O resources of the M5253EVBE hardware are divided into two groups, MCF5253 internal and external resources. All the I/O registers are memory mapped.

The MCF5253 processor has built in logic and up to four chip-select pins ($\overline{CS}[3:0]$) which are used to enable external memory and I/O devices. In addition there are $\overline{SDRAS}$ and $\overline{SDCAS}$ lines available for controlling SDRAMs. There are registers to specify the address range, type of access and the method of $\overline{TA}$ generation for each chip-select. These registers are programmed by the dBUG monitor to map the external memory and I/O devices.

The M5253EVBE uses the following signals to select external peripherals:

- $\overline{CS0}$ to enable the Flash ROM (See [Section 3.1.13, “Flash ROM.”](#))
- $\overline{SDRAS}$, $\overline{SDCAS}$, and $\overline{SDRAM_CS1}$ to enable the SDRAM (See [Section 3.1.12, “SDRAM.”](#))

The chip select mechanism of the MCF5253 processor allows the memory mapping to be defined for the required memory space (user/supervisor, program/data spaces).

All of the MCF5253 internal registers, configuration registers, parallel I/O port registers, UART registers and system control registers are mapped by the MBAR registers at any 1- KByte boundary. The MBAR1 register is mapped to 0x1000_0000 and MBAR2 mapped to 0x8000_0000 by the dBUG monitor. For a complete map of these registers, see the *MCF5253 Reference Manual*.

The M5253EVBE board has 8 Mbytes of SDRAM installed. See [Section 3.1.12, “SDRAM”](#) for a discussion of the SDRAM on the board. The dBUG ROM monitor is programmed in one AMD AM29LV160DB-90 flash ROM, which occupies 2 Mbytes of the address space. The first 256 Kbytes (i.e., the first sector) are used by the ROM monitor and the remainder is left for the user. (See [Section 3.1.13, “Flash ROM.”](#))

Figure 3-1 shows the M5253EVBE memory map.

Table 3-1 The M5253EVBE Memory Map

Address Range	Signal and Device	Memory Access Time
0x0000_0000–0x0002_0000	SDRAM space for dBug ROM monitor use	Refer to manufacturer specification
0x0002_0000–0x003F_FFFF	SDRAM space	Refer to manufacturer specification
0x1000_0000–0x1000_03FF	System Integration Module (SIM) registers	Internal access
0x1000_0000–0x1000_0054	MBAR—Module base address register	Refer to MCF5253RM SIM section
0x8000_0000–0x8000_0198	MBAR2—Module base address register 2	Refer to MCF5253RM SIM section
0x2000_0000–0x2000_0FFF	SRAM1	Internal access (1 cycle)
0x2001_0000–0x2000_17FF	SRAM0	Internal access (1 cycle)
0xFFE0_0000–0xFFFF_FFFF	$\overline{CS0}$, 2M Flash ROM	8-7-7-7

All of the unused area of the memory map is available to the user.

3.1.9 Reset Vector Mapping

After reset, the processor attempts to read the initial stack pointer and program counter values from locations 0x0000_0000 & 0x0000_0004 (the first eight bytes of memory space). This requires the board to have a non-volatile memory device in this range with the correct information stored in it. In some systems, however, it is preferred to have RAM starting at address 0x0000_0000. The MCF5253 processor

chip-select zero ($\overline{CS0}$) responds to any accesses after reset until the CSMR0 is written. Since $\overline{CS0}$ (the global chip select) is connected to the Flash ROM (U11), the Flash ROM initially appears at address 0x0000_0000 which provides the initial stack pointer and program counter (the first eight bytes of the Flash ROM). The initialization routine then programs the chip-select logic, locates the Flash ROM to start at 0xFFE0_0000, and configures the rest of the internal and external peripherals.

3.1.10 $\overline{TA}$ Generation

The processor starts a bus cycle by asserting $\overline{CSx}$ with the other control signals. The processor then waits for a transfer acknowledgment ($\overline{TA}$) either from within (auto acknowledge—AA mode) or from the externally addressed device before it can complete the bus cycle. $\overline{TA}$ is used to indicate the completion of the bus cycle. It also allows devices with different access times to communicate with the processor properly (that is, asynchronously). The MCF5253 processor, as part of the chip-select logic, has a built-in mechanism to generate $\overline{TA}$ for all external devices which do not have the capability to generate this signal. For example the Flash ROM cannot generate a $\overline{TA}$ signal. The chip-select logic is programmed by the dBUG ROM monitor to generate $\overline{TA}$ internally after a pre-programmed number of wait states.

3.1.11 Wait State Generator

The Flash ROM and SDRAM on the board may require some adjustments to the cycle time of the processor to make them compatible with the processor's external bus speed. To extend the CPU bus cycles for the slower devices, the chip-select logic of the MCF5253 processor can be programmed to generate an internal $\overline{TA}$ after a given number of wait states. See [Table 3-1](#) for information about the address space of the memory and refer to the manufacturer's specification for wait state requirements of the SDRAM and Flash ROM.

3.1.12 SDRAM

The M5253EVBE has one 64-Mbit device on the board, in a 16-bit wide data bus configuration. The MCF5253 processor supports one bank of SDRAM, which on this board is represented by SDRAM device, (U12). These are connected to the MCF5253 to provide 4Mx16 of memory.

3.1.13 Flash ROM

There is one 2-Mbyte Flash ROM on the M5253EVBE, (U11).

The board is shipped with one AMD AM29LV160DB, 2-Mbyte Flash ROM. The first 256 Kbytes of the Flash contains the ROM Monitor firmware dBUG. The remaining Flash memory is available to the user.

The MCF5253 chip-select logic can be programmed to generate the $\overline{TA}$ for $\overline{CS0}$ signal after a certain number of wait states (that is, auto-acknowledge mode). The dBUG monitor programs this parameter to be six wait-states.

3.2 Serial Communication Channels

The M5253EVBE offers five types of serial communications channels. They are discussed in this section.

3.2.1 UARTs

The MCF5253 device has three built-in UARTs, each with its own software programmable baud rate generator. UART0 is the ROM Monitor to Terminal output. The ROM Monitor programs the interrupt level for UART0 to Level 3, priority 2 and autovector mode of operation.

3.2.2 QSPI Module

The QSPI (Queued Serial Peripheral Interface) module provides a serial peripheral interface with queued transfer capability. It will support up to 16 stacked transfers at one time, minimizing CPU intervention between transfers. Transfer RAMs in the QSPI are indirectly accessible using address and data registers.

Functionality is very similar, but not identical, to the QSPI portion of the QSM (Queued Serial Module) implemented in the MC68332 processor.

- Programmable queue to support up to 16 transfers without user intervention
- Supports transfer sizes of 8 to 16 bits in 1-bit increments
- Four peripheral chip-select lines for control of up to 15 devices
- Baud rates from 274.5 Kbps to 17.5 Mbps at 140 MHz.
- Programmable delays before and after transfers
- Programmable clock phase and polarity
- Supports wrap-around mode for continuous transfers

The QSPI signals from the MCF5253 device are brought out to connector (J5). Some of these signals are multiplexed with other functions.

3.2.3 I²C Modules

The MCF5253 processor's two I²C modules include the following features:

- Compatibility with the I²C bus standard
- Multimaster operation
- Software programmable for one of 64 different clock frequencies
- Software selectable acknowledge bit
- Interrupt driven byte by byte data transfer
- Arbitration-lost interrupt with auto mode switching from master to slave
- Calling address identification interrupt
- Start and stop signal generation and detection
- Repeated start signal generation
- Acknowledge bit generation and detection
- Bus busy detection

3.2.4 FlexCAN Modules

The MCF5253 processor's two FlexCAN modules includes the following features:

- Full implementation of the CAN protocol specification version 2.0B
 - Standard data and remote frames (up to 109 bits long)
 - Extended data and remote frames (up to 127 bits long)
 - 0–8 bytes data length
 - Programmable bit rate up to 1 Mbps
 - Content-related addressing
- Up to 32 flexible message buffers of zero to eight bytes data length, each configurable as Rx or Tx, all supporting standard and extended messages
- Listen-only mode capability
- Three programmable mask registers: global (for MBs 0–13 and 16–31), special for MB14, and special for MB15
- Programmable transmission priority scheme: lowest ID or lowest buffer number
- Time stamp based on 16-bit, free-running timer
- Global network time, synchronized by a specific message
- Programmable I/O modes
- Maskable interrupts
- Independent of the transmission medium (an external transceiver assumed)
- Open-network architecture
- Multimaster bus
- High immunity to EMI
- Short latency time due to an arbitration scheme for high-priority messages

3.2.5 USB 2.0 OTG Module

The MCF5253 processor's USB 2.0 OTG module includes the following features:

- Compliance with USB specification revision 2.0
- Support for operation as a standalone USB host controller, including support of enhanced host controller interface (EHCI)
- USB device mode
- USB On-The-Go mode, including host capability
- Support for high-speed (480 Mbps), full-speed (12 Mbps), and low-speed host (1.5 Mbit/s) operations
- Support for internal PHY (with UTMI+ interface) and external PHYs with ULPI interface
- Support for operation as a standalone USB device
- Support for one upstream facing port
 - Support for four programmable, bidirectional USB endpoints
 - Host mode support for direct connect of FS/LS devices.

3.3 General Purpose I/O Pins

The MCF5253 offers 60-bits of general-purpose I/O of which 6 are dedicated general purpose inputs and 3 are dedicated general purpose outputs. Seven of the GPIO lines are also available as edge sensitive interrupt inputs plus one dedicated pin is used to generate a WAKEUP interrupt from low power mode. The functions of all I/O pins are individually programmable, since they are multiplexed with other pin functions. All general-purpose I/O pins (unless dedicated as either only input or output) can be individually selected as input or output pins. After reset, all software configurable multi-function GPIO pins default to general purpose input pins. At the same time, all multifunction pins that are not shared with a GPIO pin default to high impedance. Internal pullup resistors avoid unknown read values in order to reduce power consumption. They remain active until the corresponding port direction registers are programmed.

Control registers are provided for each pin to select the function (GPIO or peripheral pin) assigned to each pin individually. Pins can have from 1 to 4 functions including GPIO.

3.4 Audio Module

The MCF5253 processor's audio module includes the following features:

- Support for reception and transmission of digital audio over serial interfaces IIS/EIAJ and digital interface IEC958
- 3x IIS/EIAJ interfaces
- 2x IEC958 receivers (4x multiplexed inputs)
- 1x IEC958 transmitter - two outputs - one with professional subcoding, one with consumer subcoding
- Allows direct transmission of received audio to an audio transmitter without CPU intervention.
- IEC958 receivers and transmitter support main audio, plus handling of IEC958 C, U and V sub-channels
- Frequency measurement block - precise measurement of the incoming sample frequency

3.5 Analog to Digital Converter (ADC) Module

The MCF5253 processor's ADC module includes the following features:

- Sigma-Delta based ADC with 12-bit resolution
- Six dedicated inputs—ADIN0/GPI52, ADIN1/GPI53, ADIN2/GPI54, ADIN3/GPI55, ADIN4/GPI56, and ADIN5/GPI57
- Single output—ADOUT/SCLK4/GPIO58, provides the reference voltage which requires an external integrator (resistor/capacitor circuit)
- Software interrupt provided when the ADC measurement is complete

3.6 Flash Memory Card/IDE Interface Module

The MCF5253 memory bus allows connection of an IDE hard disk drive or SmartMedia flash card with a minimum of external hardware. It can interface with both an IDE device and a SmartMedia device

connected, although both cannot be supported simultaneously, as the $\overline{\text{IDE-DIOR}}$ and $\overline{\text{IDE-DIOW}}$ signals can only be used to interface to one or the other.

3.7 ATA Interface Module

The MCF5253 processor's ATA interface module includes the following features:

- Programmable timing on the ATA bus. The interface works with wide range of bus frequencies.
- Compliance with ATA-6 specification
 - Support for PIO modes 0, 1, 2, 3, and 4
 - Support for multiword DMA modes 0, 1, and 2
 - Support for ultra DMA modes 0, 1, 2, 3, and 4 with bus clock of at least 50 MHz
 - Support for ultra DMA mode 5 with bus clock of at least 80 MHz
- 128-byte FIFO part of interface
- FIFO receive alarm and FIFO transmit alarm to DMA unit
- Zero-wait cycles transfer between DMA bus and FIFO, which allows fast FIFO reading and writing

3.8 Real-Time Clock (RTC) Module

The MCF5253 processor's RTC module is a mixed-signal circuit that provides an indicator of time (in seconds) for various purposes in the system. The MCF5253 processor's RTC module includes the following features:

- 32.768 kHz crystal
- Independent power supply pins to allow battery backup operation
- Circuitry to detect power supply tampering

3.9 Debug Connector J12

The MCF5253 processor has a Background Debug Mode (BDM) port, which supports real-time trace and real-time debug. The signals which are necessary for debug are available at connector (J12). [Figure 3-1](#) shows the (J12) connector pin assignment.

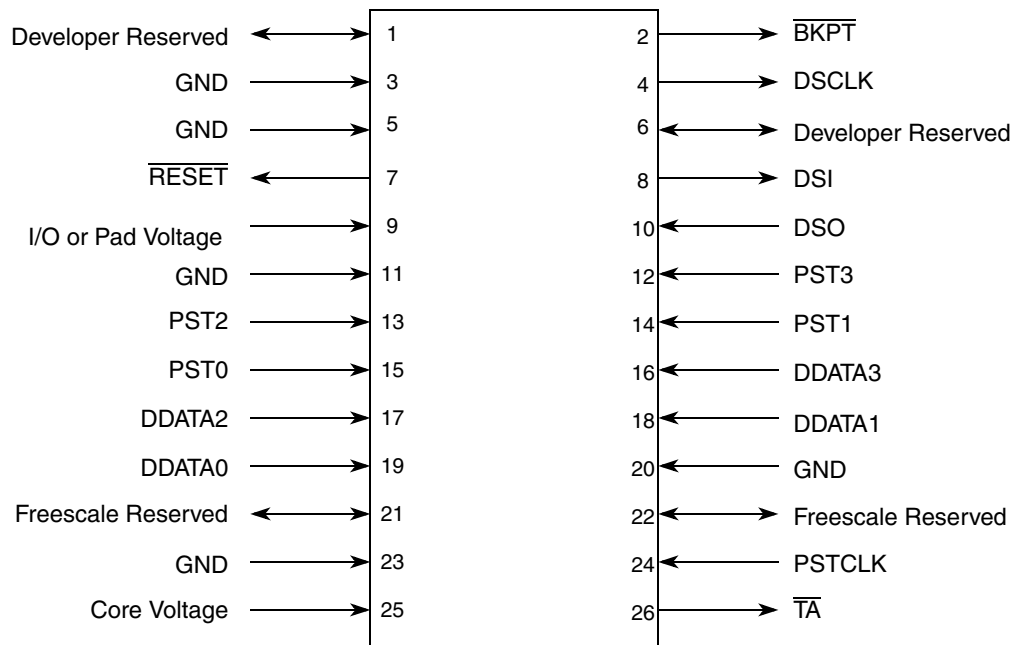


Figure 3-1 J12 Connector Pin Assignment

Appendix A

Evaluation Board BOM

Table A-1 lists the bill of materials.

Table A-1 M5253EVBE Bill of Materials

Item	Qty	Part Number	Manufacturer	Description & Package Type	Reference
2	16	PTH		NO PART	BA11 BA12 BA13 BA14 BA15 BA16 BT CP CPC ENA ENB FLGA FLGB OUTB SPARE WLAN
3	1	3/V15H VARTA	Varta	3.6V NiMH/15mAh	BT1
4	25	NPO0603HTTD102J	KOA	Cap, 1nF,NPO or COG, 25v, 0603,5%	C1 C36 C40 C57 C63 C65 C66 C67 C68 C74 C89 C92 C97 C100 C104 C106 C108 C112 C114 C117 C122 C124 C126 C129 C132
5	28	X7R0603CTTD104K	KOA	Cap, .1uF, 50V, X7R, 0603,10	C2 C14 C19 C31 C44 C51 C52 C58 C59 C60 C61 C62 C70 C87 C90 C96 C101 C103 C109 C111 C115 C118 C120 C123 C127 C130 C131 C134
6	3	293D337X9010E2TE3 or 593D337X9010E2TE3 or F931A337KNC	Sprague, AVX	Cap., 330uF, 10v, C case, tant.	C11 C22 C43
7	2	UWX1E4R7MCL2GB	Nichicon	Cap., 4.7uF, 25V, SMT, Electrolytics	C73 C88
9	4	C0603C224Z4VACTU	Kemet	Cap, 0.22uF, 0603, 16V	C91 C93 C94 C95
10	2	UWX1C100MCL1GB	Nichicon	10uF, 16v, SMT, Elect	C23 C69
11	9	UWX1H010MCL2GB	Nichicon	Cap, 1.0UF, 50V, alum, elect.	C49 C79 C80 C81 C82 C83 C84 C85 C86
	1	GRM319R71A105KC01D	Murata	CaP, 1.0UF, 10V, X7R, 10%, 1206	C50
12	1	UVR1V102MHD	Nichicon	Cap, 1000ouf, 35v, alum. Rad	C29
13	8	06035A220JAT2A	Kemet	Cap, 22PF, NPO, 0603	C32 C35 C46 C47 C53 C54 C55 C56
14	1	NPO0805HTTD470J	KOA	Cap, 47pf, 0805, 50V, NPO or COG	C76
15	1	06035C333KAT2A	AVX	CAP CER .033UF 10% 50V X7R 0603,	C39
16	2	X7R0603HTTD103K	KOA	Cap, 10nF,25v,X7R,0603,10%	C45 C125
17	5	NPO0603HTTD471J	KOA	Cap, 470pF,NPO or COG 0603, 10%	C98 C99 C102 C105 C107
18	7	NPO0603HTTD681J	KOA	Cap, 680pF,NPO or COG 0603, 10%	C110 C113 C116 C119 C121 C128 C133
	1	277E1002157MRD3-881	AVX	Cap, 150uf, 16v, 7343	C135

Table A-1 M5253EVBE Bill of Materials (Continued)

Item	Qty	Part Number	Manufacturer	Description & Package Type	Reference
19	3	MBRS340TRPBF	International Rectifier	Diode, SMT	D1 D2 D8
20	2	BB132	Phillips	Trans	D3 D4
21	3	AA3528SGC	Kingbright	LED, 1206, SMT. Green	D5 D6 D7
22	1	BAT754S	On Semi	Trans, sot-23	D9
23	4	AA3528EC(F)	Kingbright	need to reverse LED, 1206, SMT. Red	D10 D11 D14 D15
24	2	BAS70-05-7-F	On Semi	Trans, sot-23	D13 D16
25	1	4527K + 0216005.HXP	Keystone	Fuse Holder + 5a, 250v, 2 x 20 mm fuse	F1
26	8	Fiducial Mark		NO PART	FM1 FM2 FM3 FM4 FM5 FM6 FM7 FM8
27	1	MCF5253	Freescale	IC ,FBGA225	IC1
30	1	350211-1	Amp	PC power,	J4
31	1	PBC36DAAN	Sullins	NO PART	J5
32	1	CON15		NO PART	J6
33	1	USB-CONA		NO PART	J7
34	1	KMABX-SMT-5S-S30TR	Krycon	Conn, SMT	J8
35	1	CON10		NO PART	J9
36	2	TSS-120-01-G-D, alt. N2540-6002RB	Samtec or 3M	Conn, 2x20 0.1 pitch connector shrouded header	J10 J11
37	1	TSS-113-01-G-D, N2526-6002RB	Samtec or 3M	Conn, 2x13 0.1 pitch connector shrouded header	J12
38	1	CON10A 0.1 pitch 2x5 Header		NO PART	J13
39	2	RAPC722X	Switchcraft	Conn,Switchcraft, 2.1mm	J14, P2
40	1	TSW-115-07-G-S, alt. PBC36SAHN	Sullins	Conn, male 0.1 header 1 X 15	J15
41	1	FPS009-2203-10	Yamachi	Conn, SMTn	J16
41a	1	PBC36DAAN	Sullins	Conn, male 0.1 header 2 X 8	J17
42	19	MTMM-102-04-GS-148 or PRPN401PAEN-RC	Sullins	Conn, 1 x 2,, 2mm	JP8 JP9 JP10 JP11 JP12 JP13 JP16 JP17 JP19 JP21 JP23 JP27 JP28 JP36 JP37 JP40 JP41 JP42 JP43
43	11	MTMM-103-04-GS-148 or PRPN401PAEN-RC	Sullins	Conn, 1 x 3,, 2mm	JP6 JP7 JP14 JP15 JP18 JP20 JP22 JP25 JP26 JP30 JP42
44	3	MTMM-103-04-GD-148 or PRPN402PAEN-RC	Sullins	Conn, 3X2	JP24 JP29 JP34
45	4	MTMM-102-04-GD-148 or PRPN402PAEN-RC	Sullins	Conn, 2X2	JP31 JP33 JP38 JP39
46	2	B82111-B-C24	Siemens	Imductor, T.H.	L1 L3

Table A-1 M5253EVBE Bill of Materials (Continued)

Item	Qty	Part Number	Manufacturer	Description & Package Type	Reference
47	9	BLM21A601S	Murata	BEAD (100MHz),	L2 L5 L6 L7 L8 L9 L10 L11 L12 L13
48	1	1210-331K, S1210R-331K	Murata	0.3uH or 0.33uH, 1210,	L4
49	1	MMS-120-01-L-SV	Samtec	Socket for LCD1, LDC1 is PSG7955AW-SGR-3	LCD1
50	1	9-215079-0	Amp	Socket for LCD2, LCD2 is MOBI3007	LCD2
51	41	LINK		NO PART	LK1 LK2 LK3 LK4 LK5 LK6 LK7 LK8 LK9 LK10 LK11 LK12 LK13 LK14 LK15 LK16 LK17 LK18 LK19 LK20 LK21 LK22 LK23 LK24 LK25 LK26 LK27 LK28 LK29 LK30 LK31 LK32 LK33 LK34 LK35 LK36 LK37 LK38 LK39 LK40 LK41
52	1	Wi-Fi Module APM6125		customer to install	M1
53	1	2SV-02	Amp	Conn, 2 pin, T.H.	P1
54	2	5748875-1 or 5747844-3	Amp	DB9 RS232 PORT THRU HOLE DB9	P3 P4
55	3	RK73B1JTDD105J	KOA	1.0M 200ppm SM RES-THICK FILM 0603 5% 1/10W	R9 R22 R30
55a	1	3214W-1-105E	Bourns	TRIMMER, SMD 5 TURN 1M; Resistance:100kR; Powerrating:0.25W;	POT1
57	1	RK73B1JTDD471J	KOA	470 200ppm SM RES-THICK FILM 0603 5% 1/10W	R12
58	1	RK73B1JTDD100J	KOA	10 200ppm SM RES-THICK FILM 0603 5% 1/10W	R13
59	5	RK73Z1JTDD	KOA	000 SM RES-THICK FILM 0603 5%	R7 R23 R29 R31 R78
60	1	RK73B1JTDD274J	KOA	270K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R8
61	1	RK73B1JTDD560J	KOA	56 200ppm SM RES-THICK FILM 0603 5% 1/10W	R14
62	12	RK73B1JTDD103J	KOA	10K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R15 R32 R40 R41 R42 R50 R53 R66 R75 R76 R80 R82
63	4	RK73B1JTDD271J	KOA	270 200ppm SM RES-THICK FILM 0603 5% 1/10W	R16 R49 R60 R63
64	1	RK73B1JTDD123J	KOA	12K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R17
65	6	RK73B1JTDD472J	KOA	4.7K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R18 R38 R46 R47 R48 R67
66	2	RK73B1JTDD102J	KOA	1.0K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R19 R20
67	1	RK73B1JTDD153J	KOA	15K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R21
69	9	RK73B1JTDD470J	KOA	Res, 0603, RK73B1JTDD series, 47 SM RES-THICK FILM 0603 5% 1/10W RoHS	R25 R33 R34 R35 R36 R37 R39 R43 R44
69a	29	RK73B1JTDD47R, CN1J4TTD470J	KOA	Res, 0603, RK73B1JTDD series, 47 200ppm SM RES ARRAY 4x0603 1/16W ISOL 5% Concave w/SQ Corners 100% TIN RoHS	RP10 RP13 RP14 RP15 RP17 RP18 RP19 RP20 RP21 RP23 RP24 RP25 RP27 RP2 RP30 RP31 RP32 RP33 RP34 RP35 RP37 RP38 RP39 RP3 RP40 RP4 RP7 RP8 RP9
70	1	RK73B1JTDD6.04K 1%	KOA	Res, 0603, RK73B1JTDD series	R26

Table A-1 M5253EVBE Bill of Materials (Continued)

Item	Qty	Part Number	Manufacturer	Description & Package Type	Reference
	1	RK73B1JTDD6R8	KOA	6.8 SM res-thick film 0603 5% 1/10W Pb free	R57
71	1	RK73B1JTDD3M6	KOA	3.6M SM RES-THICK FILM 0603 5% 1/10W PB FREE	R28
73	6	RK73B1JTDD473J	KOA	47K SM RES-THICK FILM 0603 5% 1/10W PB FREE	R59 R61 R62 R68 R69 R77
74	2	RK73B1JTDD104J	KOA	100K SM RES-THICK FILM 0603 5% 1/10W	R64 R65
75	5	RK73B1JTDD683J	KOA	68K 200ppm SM RES-THICK FILM 0603 5% 1/10W	R70 R71 R72 R73 R74
76	2	RK73B1JTDD121J	KOA	Res, 0603, RK73B1JTDD series	R79 R81
77	3	CN1J4TTD472J	KOA	4.7K 200ppm SM RES ARRAY 4x0603 1/16W ISOL 5% Concave w/SQ Corners 100% TIN RoHS	RP28 RP29 RP36
78	1	CN1J4TTD103J	KOA	10K 100ppm SM RES ARRAY 4x0603 1/16W ISOL 5% Concave w/SQ Corners 100% TIN RoHS	RP6
79	1	KS11R23CQD or 320E1-1BLK	C and K	Switch, red reset button, t.h.	S1
80	1	KS11R22CQD or 320E1-1BLK	C and K	Swith, blk, reset button, t.h.	S2
82	8	SDTX-620K	Amp	Switch, reset button, t.h.	SW1 SW2 SW3 SW4 SW5 SW6 SW7 SW8
83	8	TEST POINT		NO PART	TP1 TP2 TP3 TP4 TP5 TP6
84	1	LM2596S-5.0/NOPB	National Semi	IC REG SIMPLE SWITCHER TO-263-5	U1
86	1	LT1086CM#PBF	Linear Tech	IC LDO REG ADJUSTABLE 1.5A 3-DD	U3
88	1	NC7SZU04M5X	On Semi	Trans, sot-23	U5
89	1	GP1FA550RZ	Sharp		U6
90	1	GP1FA550TZ	Sharp		U7
91	1	LM2596S-3.3/NOPB	National Semi	IC REG SIMPLE SWITCHER TO-263-5	U8
92	2	74LCX16245TT	On Semi	IC, TSSOP 48	U10 U13
93	1	AM29LV160DB90EC/T sub S29AL016D90TFI020	AMD	IC, TSSOP 48	U11
94	1	K4S281632F-UC75	Samsung	IC, TSOP	U12
95	1	M25P40-VMN6TP	Stmicroelectronics	IC SRL FLASH 4MBIT 3.6V 8SOIC	U14
96	1	MIC2026-2YM	Micrel	IC SW DISTRIBUTION 2CHAN 8SOIC	U15
99	1	MAX6361PUT29+	Maxim	IC	U18
100	1	TLC7733ID	TI	IC 2.93V SUPPLY MONITOR 8-SOIC	U19
101	1	MAX3225CAP+	Maxim	IC, SMT	U20
102	1	MAX3051ESA+	Maxim	IC, SMT	U21

Table A-1 M5253EVBE Bill of Materials (Continued)

Item	Qty	Part Number	Manufacturer	Description & Package Type	Reference
103	1	LM833DG	On Semi	IC, SMT	U9
104	2	ABL-11.2896MHZ	Abracon	Xtal, 11.2896 MHz, 2 PIN T.H., HC49US	X1 X2
105	1	CFS206-32.768KDZF-UB	Citizens	Xtal, 32.768 KHz, 2 dip T.H.cyl.	X3
106	1	HC49US24.000MABJ-UB	Citizens	Xtal, 24 MHz, HC49U	X4
109	50	382575-2	Amp	Shunt: Jumpers, 2mm	

