

SuperTAP™ Advanced Development Tool for Intel Architectures

For Intel386™ EX Processor

Highlights

- Industry's most portable, and versatile in-circuit tool:
 - Software development and test
 - Hardware design and debug
 - Integration
 - Manufacturing Test
 - Field Service
- For software development, SuperTAP is better than a monitor or ROM Emulator:
 - Provides communications path between target and host debugger *without* using target resources
 - Provides run control over the execution of code
 - Provides fast code downloads
 - Provides read/write access to registers and memory
 - Provides both hardware and software breakpoints
 - Real-time view and control of code execution history
 - Visibility of events (bus cycle and code conditions)
 - Ability to map memory address space
 - Works on stable or unstable systems
 - Ability to revive system after software crash
 - Extensive macro language automates debugging
 - Null target mode allows code development without a target system
- For hardware design and integration, SuperTAP's advanced emulation features fit in a hand-held package:
 - Real-Time emulation to 33 MHz
 - Selectable 3- or 5-volt operation
 - Support for *all* i386EX modes and memory models
 - 64K frame trace buffer with timestamp
 - Trace pre-qualification, positioning and post-filtering
 - Advanced, GUI State-Machine Event System
 - Non-Stop Emulation (NSE™) Trace System
 - Non-Stop Emulation (NSE) Event System
 - Overlay Memory substitution for RAM and ROM
 - Versatile communications include 115KBaud RS232 and High-Speed RS422
 - ONCE™ mode support
 - Complete i386EX PQFP and TQFP adapter support

Compact and feature-rich, SuperTAP is the best development tool in the industry.



SuperTAP™—Price and Performance

In the tradition of CodeTAP®, SuperTAP was designed with advanced technology to give embedded engineers all the debugging functions they use most, such as software and hardware breakpoints and modification of memory and processor registers.

As Applied's third generation CodeTAP, SuperTAP sets a new standard in emulation, adding high-performance features such as a real-time 64K deep trace buffer (including address, data, processor status, and timestamp), target monitoring, selectable triggering, extended overlay memory and communications—all in an affordable, small-footprint device.

With support for popular compilers and hosts, SuperTAP fits easily into your environment. And thanks to its low cost, you can increase tool availability, boost the whole team's productivity, and reduce time to market.



Applied
Microsystems
Corporation

For More Information:
Call 1-800-426-3925; E-Mail info@amc.com;
Browse <http://www.amc.com>

Patented Emulation Technology

Applied invented CodeTAP emulation technology (U.S. Patent No. 5,228,039) to provide low-cost visibility and control for executing and debugging code.

In the CodeTAP tradition, SuperTAP fits in your pocket and is affordable. However, SuperTAP's extended features compare to traditional high-end ICEs and will appeal to software and hardware developers alike.

Behind the tool is a dual processor architecture that guarantees real-time operation, provides fast code downloads and trace uploads. You get the benefit of advanced technology you won't find in look-alike devices.

The bottom line? We think you'll agree—SuperTAP is the best tool in the industry for i386EX debugging.

More Than a Development Tool

SuperTAP offers value that goes beyond the development and debug phases. A complete C macro language lets you automate complex test scripts. SuperTAP's portable size and communications make it quick and easy to use in the field as well as around the office. Clip-on adapters make production line testing go more quickly. And Performance Analysis, using Applied's unique CodeTEST product, provides unsurpassed embedded software testing capabilities.

Non-Stop Emulation (NSE™)

SuperTAP was designed to support real-time critical applications. SuperTAP offers NSE trace and event subsystems that can be utilized with the target running or paused. SuperTAP also offers fast peek/poke to memory and registers.

NSE™ Trace Subsystem

A 64K deep x 80-bit wide real-time trace buffer helps you locate bugs by providing a history of microprocessor events. On each bus cycle, SuperTAP captures everything you need to track data movement and program execution flow. Captured information includes address, data, processor status, and timestamp.

SuperTAP's NSE (Non-Stop Emulation) feature means you can upload, view and trigger trace without stopping the target processor. Executed code is displayed in assembly and C-source with symbols or raw bus cycles. The trace buffer includes the capability to search for bus cycles containing any combination of address, data, and processor status information to speed analysis.

Triggering trace is easy: SuperTAP offers pre-, post- and center- triggering capabilities.

Trace information can be pre-qualified through SuperTAP's Event Subsystem, so you capture only the information you want to see. You can also use built-in Logic State Analysis, which tracks external signals, to qualify events. Timestamp provides accurate event timing, from 25 ns to 8 hours.

Breakpoint Subsystem

Extensive breakpoints work together with the Event System to facilitate code and hardware testing and analysis. You can set breakpoints in your source code symbolically, by specifying function or variable names, or you can just point and click.

You can detect a variety of events using software breakpoints, hardware access breakpoints, and hardware execution breakpoints. Hardware execution breakpoints break immediately before an instruction executes. They prevent false triggering due to pre-fetching. Unlike software breakpoints, hardware execution breakpoints work in ROM as well as RAM.

Hardware access breakpoints can trigger on address, data value, and cycle type. Cycle types include read, write, I/O, DMA, interrupt-acknowledge, and pre-fetch.

NSE™ Event Subsystem

The Event system dramatically simplifies debugging of obscure or intermittent problems. Sixteen comparators and four trigger levels let you define complex, nested conditions to qualify breakpoints or trace. Forward and backward branching among trigger levels allows repetitive capture of isolated events in trace. SuperTAP's Event System provides you the ability to define up to eight active bus events at the same time to troubleshoot a complex condition. Two 32-bit event counters provide passcount information for triggers.

Furthermore, SuperTAP's NSE capability allows you to modify your triggers without stopping the target processor. Triggers include address match, address range, data match, data range, and bus cycle (read/write, halt, I/O, interrupt, DMA). Event actions include break emulation, change trigger level, count, assert trigger out, and Trace control.

Overlay Memory Subsystem

For convenient debugging of target PROM and RAM, you can map up to 1 MB of overlay memory to target addresses with an unlimited number of 4K blocks. 4 MB and 8 MB options are available. At full processor speed, overlay requires no wait states. And because overlay memory is based on addresses, it doesn't require chip selects.

Map address space is automatically generated by a .MAP file. Attributes include target read/write, read-only or neither, and overlay read/write or guarded. Guarded memory instantly detects corrupted pointers.

High-Speed Communications

In addition to high-speed RS-232 serial communications, SuperTAP supports high-speed RS-422 serial communications with actual transfer rates up to 7 MByte/min. For example, a 256K file downloads in just two seconds. These significantly shortened download times mean substantial productivity gains.

Hardware Diagnostics

Testing hardware integrity is simplified with stand-alone mode. In this mode, SuperTAP behaves just like a bare processor, eliminating the need to remove and replace chips for testing.

SuperTAP also lets you continue to communicate with and troubleshoot your target under conditions that

cause other tools to crash. A second processor continuously monitors the emulation processor for RESET, HOLD, READY, Vcc, clock, and hung bus cycles. If anything goes wrong, SuperTAP not only will help you recover from the condition, but tell you why it happened.

Performance Analysis

For the most powerful software measurements, team SuperTAP with CodeTEST software verification tools. Combined, SuperTAP and CodeTEST become the ultimate embedded development platform, and are a must for industries requiring proof of compliance to specification such as in aerospace or medical fields. For commercial high volume product

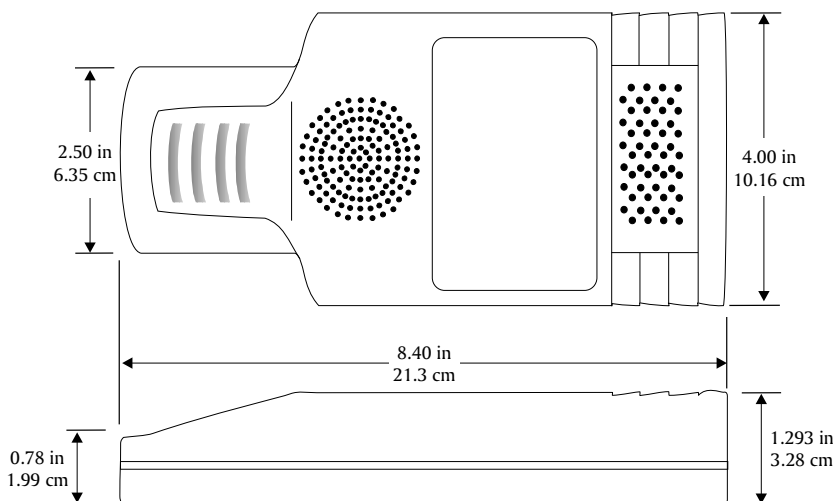
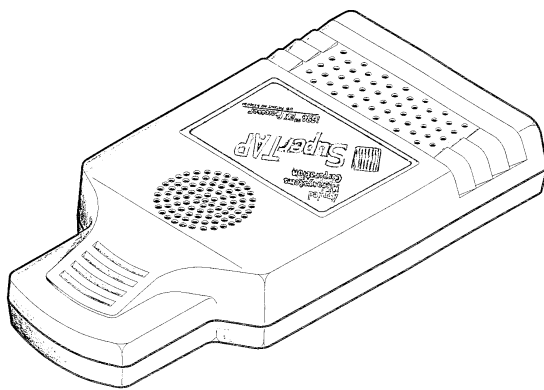


CodeTEST Software Verification Tools bring a new dimension to software test and verification.

development, SuperTAP and CodeTEST can reduce the chance and expense of product recalls.

CodeTEST provides Performance Analysis—including function and task execution times as well as call-pair views—Coverage Analysis, Memory Allocation Analysis and Extended Trace Analysis—all non-sampled, all while the target runs in real time.

For more information about CodeTEST, refer to the CodeTEST data sheet.



Dimensions of the SuperTAP Advanced Development Tool.

Industry Leading Debugger

Applied has partnered with leaders in the industry to ensure your SuperTAP is part of a complete, integrated environment.

SuperTAP comes complete with debugger as well as cross-linker/locator tools to support the outputs of most leading X86 compilers.

For more information about SuperTAP's debugger, supported host operating systems, and user interface, see the SuperTAP debugger specification sheets.

Applied Microsystems Corporation

Direct Sales Offices

Headquarters

Applied Microsystems Corporation
5020 148th Avenue N.E.
P.O. Box 97002
Redmond, WA 98073-9702
Tel: 206-882-2000
Toll-Free: 1-800-426-3925
TRT Telex 185196
Fax: 206-883-3049

Eastern Region

Applied Microsystems
Corporation of Washington
57 Bedford Street, Suite 203
Lexington, MA 02173

Applied Microsystems Corporation
919H N. Plum Grove Rd.
Schaumburg, IL 60173

Western Region

Applied Microsystems Corporation
5020 148th Ave. N.E.
Redmond, WA 98052

Applied Microsystems
Corporation of Washington
19700 Fairchild, #380
Irvine, CA 92715

Applied Microsystems
Corporation of Washington
3375 Scott Blvd., Suite 100
Santa Clara, CA 95054

Applied Microsystems Corporation
15851 Dallas Pkwy, Suite 165
LB-169
Dallas, TX 75248

Europe

Applied Microsystems
Corporation Ltd.
AMC House, South Street
Wendover, Buckinghamshire,
HP22 6EF
United Kingdom
Tel: +44 (0)1296-625462
Fax: +44 (0)1296-623460

France

Applied Microsystems SARL
ZA1 de Courtaboeuf
7, Avenue des Andes
F-91952 Les Ulis Cedex
France
Tel: +33-1-64-463000
Fax: +33-1-64-460760

Germany

Applied Microsystems GmbH
Stahlgruberring 11a, 81829 Muenchen
Germany
Tel: +49 (0)89-427-4030
Fax: +49 (0)89-427-40333

Japan

Applied Microsystems Japan, Ltd.
Arco Tower 13 F
1-8-1 Shimomeguro, Meguro-ku
Tokyo 153
Japan
Tel: +81-3-3493-0770
Fax: +81-3-3493-7270

Applied Microsystems Japan, Ltd.
Fuchigami Tokyu Bldg.
4-8-6, Minamisemba, Chuo-ku
Osaka-shi, Osaka
Japan 542
Tel: +81-6-252-5105
Fax: +81-6-252-5132

Distributors and Representatives located worldwide.

For the nearest location, call 1-800-426-3925 or (206) 882-2000



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CAD-UL[®] XDB High Level Language Debugger

For the SuperTAP[™] Advanced Development Tool

A Complete, Integrated Toolchain Environment

XDB from CAD-UL offers full support of 16-bit and 32-bit Intel architectures on PC and Sun hosts. Support of CPU protection mechanisms are provided by supplying flat and segmented memory models and subsystems.

Asynchronous memory access during emulation provides dynamic control that makes it much easier to debug real-time critical software.

XDB debugger is packaged with the LINK386 linker/locator system which supports allocation of descriptor tables, multitasking models, GATE definitions, absolute linkable and relocatable (loadable) code, and supports standard object formats.

Customized for SuperTAP

All of SuperTAP's features have graphical window displays and easy point-and-click access through the interface including Trace, Event and Breakpoint system and Overlay. XDB is available for 16-bit and 32-bit development and comes complete with locator that provides interoperability for a variety of compilers including

CAD-UL, Borland, Intel, Microsoft, Metaware, Watcom and other compilers that generate OMF symbolic format.

SuperTAP facilitates debugging by providing complete i386EX register information. Field definitions and online help are provided for all registers. Bit modifications are enabled with convenient point and click access.

The screenshot displays the Organon XDB debugger interface with several windows open:

- GDT Descriptor Table [1,8]:** A table listing segment descriptors.

Index	Type	Description
GDT [1]	DATA SEG	base=\$00000000 limit=\$00000047 bytes G=1b AVL=0 P=1 DPL=0 attr=UWX
GDT [2]	DATA SEG	base=\$00000048 limit=\$00000107 bytes G=1b AVL=0 P=1 DPL=0 attr=UWX
GDT [3]	CODE SEG	base=\$FFFFFFF0 limit=\$00000005 bytes G=1b AVL=0 P=1 DPL=0 USE16 attr=NRX
GDT [4]	CODE SEG	base=\$FFFFFF00 limit=\$00000059 bytes G=1b AVL=0 P=1 DPL=0 USE16 attr=NRA
GDT [5]	BU386TSS	base=\$00000150
GDT [6]	CODE SEG	base=\$03F80000
GDT [7]	DATA SEG	base=\$00002414
GDT [8]	DATA SEG	base=\$000001B8
- Modify Descriptor GDT[1]:** A dialog box for editing descriptor fields.

Field	New Values	Old Values
Descriptor Type	Data Segment	Data Segment
Segment Base	\$00000000	\$00000000
Segment Limit	\$00000047	\$00000047
- Source: [CDEMON] CDEMON.C:** Shows C code for a main function.


```

      63 ** Function: main()
      64 **
      65 ** Description:
      66 **     CDEMON main procedure.
      67 **
      68 ** Entry:
      69 **     None.
      70 **
      71 ** Exit:
      72 **     None.
      73 **
      74 ** Constraints/Side Effects:
      75 **     None.
      76 **
      77 int main(void)
      78 {
      79
      80     initial(); /* Initialize Variables
      81     step();    /* Single Step LED Loop
      82     data();   /* Data Manipulation
      83     run();    /* Run Blinking LEDs continuousl
      84
      85     return(0);
      
```
- Execution Trace [all] total count: 82:** Shows a list of instructions and their execution status.


```

      CDEMON: 80 initial(); /* Initialize Variables
      03f800d8 000012e8 CALL NEAR PTR CS:18
      03f800d8 12e8 ----LvN code fetch
      03f800d8 e8-- ----b-Lv- branch
      03f800da 0000 ----Lv- code fetch
      03f800dc e800 ----Lv- code prefetch
      03f800de 0040 ----Lv- code prefetch
      03f800e0 0000 ----Lv- code prefetch
      00002410 0000 ----Lv- data write
      0000240e 00dd ----Lv- data write
      03f800ef 0e05c7 MOV DWORD PTR
      03f800ee c7c3 ----Lv- code prefetch
      03f800ef --c7 ----b-Lv- branch
      03f800f0 0e05 ----Lv- code prefetch
      CDEMON: 113 pattern = ONE_ON; /* *---
      03f800ef 000e05c7 MOV DWORD PTR DS:[$0000000e],$000000
      03f800ee c7c3 ----LvN code fetch
      03f800ef --c7 ----b-Lv- branch
      03f800f0 0e05 ----Lv- code fetch
      03f800f2 0000 ----Lv- code fetch
      03f800f4 0100 ----Lv- code fetch
      03f800f6 0000 ----Lv- code fetch
      03f800f9 001a05c7 MOV DWORD PTR
      03f800f8 c700 ----Lv- code prefetch
      03f800fa 1a05 ----Lv- code prefetch
      
```
- Assembler: \$0030:\$000000DD:** Shows the assembly code corresponding to the source.


```

      CDEMON 80 initial(); /* Initialize Variables
      0030:000000D8: E8 12 00 00 CALL NEAR PTR CS:in
      00
      CDEMON 81 step(); /* Single Step LED Loop
      0030:000000DD: E8 40 00 00 CALL NEAR PTR CS:st
      00
      CDEMON 82 data(); /* Data Manipulation
      0030:000000E2: E8 69 03 00 CALL NEAR PTR CS:da
      00
      CDEMON 83 run(); /* Run Blinking LEDs continuousl
      0030:000000E7: E8 90 00 00 CALL NEAR PTR CS:ru
      00
      CDEMON 85 return(0);
      0030:000000EC: 31 C0 XOR EAX,EAX
      CDEMON 87 } /* end main() /*
      
```

SuperTAP offers complete C/C++ debugging with high-level, assembly, and bus cycle display options. Trace is 64K deep, recording data values, execution, and timestamp.

SuperTAP™ Advanced Development Tool for the Intel386™ EX CPU with CAD-UL® XDB

Microprocessors Supported

Intel i386EX CPU (all modes)

Speed

To 33 MHz

3–5 volt operation at any speed

Packages Supported

PQFP (132-pin) clip-on

TQFP 144-pin solder-down

PQFP 132-pin solder-down

Communications

RS-232C host serial port (115K baud)

RS-422 serial interface (7 MByte/min)

(Both included in standard configuration)

SuperTAP Debugger and Hosts

CAD-UL XDB

Windows 3.11 / Windows 95/ Windows

NT / OS/2 compatible

OSF-Motif, Sun-OS

(All X86 modes & models supported)

Included With Debugger

CAD-UL LINK386 linker/locator

Complete Integrated Toolchain

Add CAD-UL IDE Compiler, Assembler,

Linker and Libraries for a complete,
integrated toolchain

Compatible with SSI linker and locator
and Phar Lap linc/loc (C support only;
sold separately)

Memory Model Support

Flat, Small, Small ROM, Compact, Large

Macro Language

Full C-like expression language

Compilers Supported

CAD-UL C/C++ Compiler

CO386

Intel ASM-286/386

Intel PL/M-286/386

Intel iC-286/386

Microsoft C/C++

Borland C/C++

MetaWare High C

Watcom C/C++

Other compilers that generate OMF386
symbolic format

Language Support

Assembler

C

C++

PLM

Performance Analysis

Timestamp with scalable resolution

Overlay Memory

1 MB zero wait state to 33 MHz

4 MB, 8 MB optional

Unlimited number of 4K blocks

Attributes: target or overlay,
read/write, read-only or guarded.

Trace Subsystem

Featuring NSE™

64K deep X 80-bit wide real-time trace

history including 20 address bits, 16
data bits, 4 execution bits, and
timestamp

Display executed code in assembly and
C-source with symbols or raw
bus cycles

Trigger trace upon events

View dynamic trace display without
stopping emulation

Record DMA cycles

Timestamp with from 25 ns to 8 hours

Event and Breakpoint Subsystem

Featuring NSE™ dynamic triggering

Unlimited software execution breakpoints

Hardware resources include:

8 hardware execution breakpoints

8 address access breakpoints

7 data access breakpoints

Two 32-bit counters

Four trigger levels

Up to 8 inputs in one level

Up to 8 active bus events at one time

Triggering:

Address match

Address range

Data match

Data range

Bus cycle (read, write, halt, I/O,
interrupt, DMA)

PINSTATE (INT 0–6, TIMERIN,
TIMEROUT)

Event actions

Break emulation

Change trigger level

Count

Assert trigger out

Trace one cycle/trace on/trace off

Target Diagnostics

Monitor target Vcc, RESET, HOLD, and
READY

Monitor target clock

Monitor bus timeout

Power Requirements

Powered from external supply

Input power 115 VAC, 47 Hz–63 Hz or
230 VAC, 47 Hz–63 Hz

Physical Specifications

Dimensions (LHW): 8.4 x 1.24 x 4.0"
(21.43 x 3.17 x 10.16 cm)

Ambient humidity: 0–90% non-
condensing

Operating temperature: 32–104° F
(0–40° C)



Applied
Microsystems
Corporation

U.S. and Canada

Applied Microsystems Corporation

5020 148th Avenue N.E.

P.O. Box 97002

Redmond, WA 98073-9702

Tel: 206-882-2000

Toll-Free: 1-800-426-3925

TRT Telex 185196

Fax: 206-883-3049

Europe

Applied Microsystems Corporation Ltd.

AMC House, South Street

Wendover, Buckinghamshire, HP22 6EF

United Kingdom

Tel: +44 (0)1296-625462

Fax: +44 (0)1296-623460

France

Applied Microsystems SARL

ZA1 de Courtaboeuf

7, Avenue des Andes

F-91952 Les Ulis Cedex

France

Tel: +33-1-64-463000

Fax: +33-1-64-460760

Germany

Applied Microsystems GmbH

Stahlgruberring 11a, 81829 Muenchen

Germany

Tel: +49 (0)89-427-4030

Fax: +49 (0)89-427-40333

Japan

Applied Microsystems Japan, Ltd.

Arco Tower 13 F

1-8-1 Shimomeguro, Meguro-ku

Tokyo 153

Japan

Tel: +81-3-3493-0770

Fax: +81-3-3493-7270

For more information, call 1-800-426-3925,
e-mail info@amc.com, or browse <http://www.amc.com>

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