



Dragonchip

DC6688F62SX

Application

Note

035

System immigration from DC6688FSA to DC6688F62SX

Document Revision 1.0

Apr, 2008

Revision History

The following table shows the revision history for this document.

Date	Document Revision	Revision
Apr, 2008	1.0	Preliminary

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1 Introduction

The Objective of this document is to provide the DC6688FSA user on how to immigrate to DC6688F62SX.

2 Notes on firmware immigration

Item		Description
A	Timer 0 and Timer 1 setting	the following condition at the same time happened is invalid: i) Timer 1 set to mode 1, and ii) Timer 0 set to mode 2

3 Further Notes on Firmware

This section applies to DC6688FSA/DC6688F62SX.

Item	Description
a	Initialization Data for Data Flash memory
b	Add 100ms delay at the beginning of the program
c	Initialization for SRAM
d	Counter A should be reset after exit from stop mode

For item a, to avoid using firmware to initialize Data Flash memory during in production line, it is recommended to also download the image to data flash memory by SL or SPI programming.

For item b, this applies to case where factory do initialization on data flash memory in production line by firmware itself. In view of the unstable power supply in production line found at the instant of insertion, add this delay at the beginning of the program to let the power stable before starting to run the firmware in production line.

An example on item b is shown below inside the red rectangle:

```

; Main Program
;-----
STARTUP:
;-----
; define option here
; user is prohibited to modify it
#ifndef CHIP
    MOV     0A0H,#0
#endif
;-----
; if immigrate from DC6688FL32A to DC6688FL16B-E, the following should be added
MOV     R0,#0FH
MOV     A,#00111111B
MOVX    @R0,A

MOV     R0,#PCCONL
MOVX    A,@R0
ORI     A,#11000000B
MOVX    @R0,A

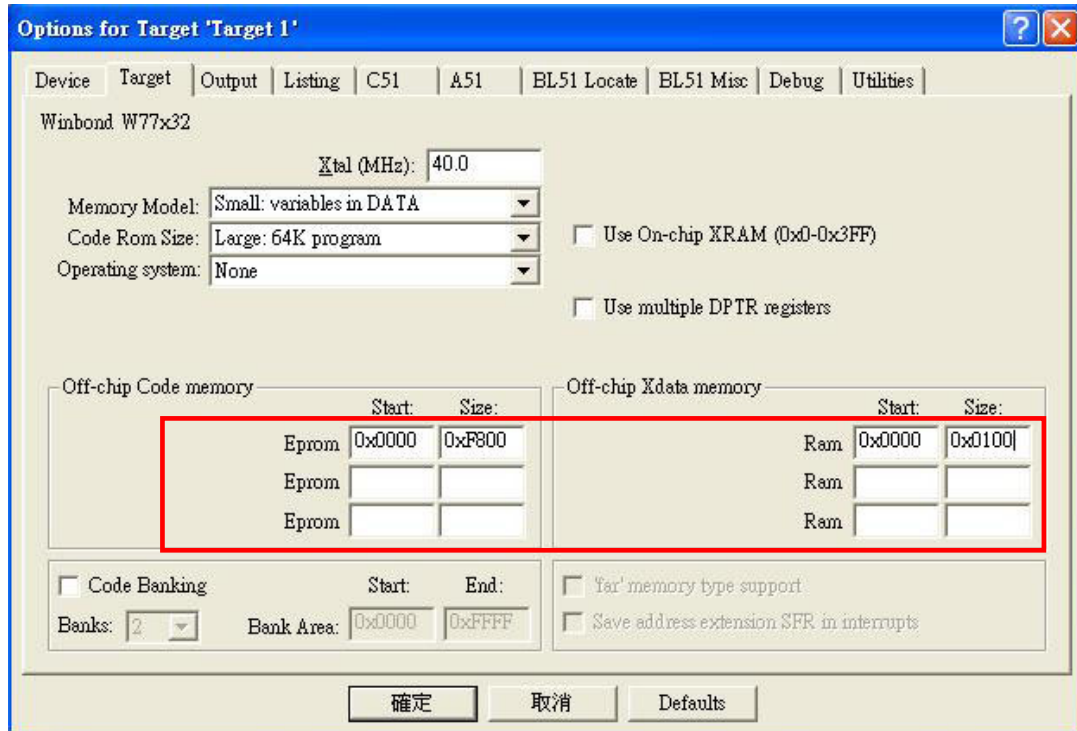
;-----
; delay 100ms to let power stable
; in case the firmware write data flash at the beginning
CALL    DELAY
;-----

```

For item c, this is a must as on power up, the contents in the SRAM are undetermined.

4 Keil Compiler's environment

When migrating the firmware from DC6688FSA to DC6688F62SX, some settings in Keil compiler have to modify as shown below highlighted in red box.



5 DEEMAX emulator

Section 5.1 and 5.2 describe the limitation on using DEEMAX emulator with “Developer III board ver4.0” for DC6688FSA and DC6688F62SX.

5.1 Limitation on DC6688FSA

Before listing the limitation on DC6688F62SX, we go through on DC6688FSA.

When using emulator, there are some instructions, listed below, that the machine cycle is not identical to that used in our chip.

	Dragonchip	DEEMAX emulator
Mnemonic	Machine cycle	Machine cycle
RET	4	2
RETI	4	2
JMP @A+DPTR	3	2
MOVC A,@A+DPTR	3	2
MOVC A,@A+PC	3	2
INC DPTR	3	2

Additional limitation:

1. Power down mode is not implemented in ICE, don't use it, otherwise, undetermined result occurs.
2. No ISP select pin on CON4 in the ICE
3. No XOUT pin on CON4 in the ICE
4. No watchdog (basic timer)
5. No backup mode
6. No ISP programming
7. Only operated at 3.3V power
8. No access to 'T1_PCNTA' register
9. No T2 output on PC2 by setting bit 'T2OE' in 'T2MOD' register

Remark: For customers who are using “developer III board ver3.0”, no need to add pull-up resistors on target board since “developer III board ver4.0” has built-in pull-up resistors.

5.2 Limitation on DC6688F62SX

Basically, the limitation on DC6688F62SX is identical to DC6688FSA. Therefore, section 5.1 also applies here.

Those who migrate DC6688SA to DC6688F62SX are suggested to follow the steps below:

- 1) Develop using emulator for DC6688FSA
- 2) Download the firmware to IC(DC6688FSA), and check the prototype.
- 3) Develop using emulator for DC6688F62SX
- 4) Download the firmware to IC(DC6688F62SX), and check the prototype.

Item 2 above make sure that the major functions work properly

The major function includes:

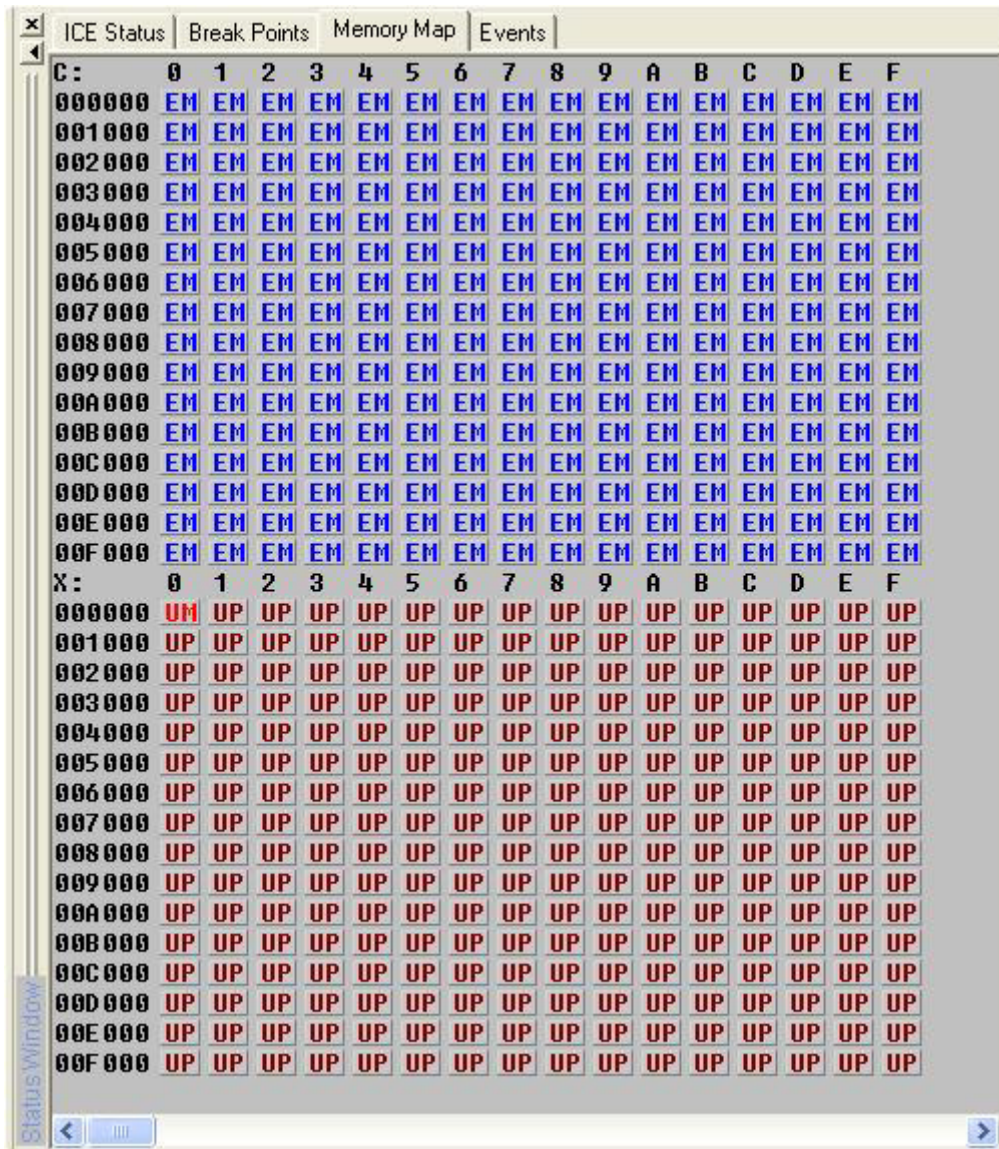
- 1) CPU
- 2) 256B-SRAM
- 3) Data flash memory

The difference between DC6688FSA and DC6688F62SX is only on:

- 1) The ratio of program flash/data flash size.
DC6688F24SA: program flash/data flash = 24KB/64B
DC6688F62SX: program flash/data flash = 62KB/64B

5.3 Environment setting

In the DEEMAX emulator's software environment, the 'Memory map' in 'Status window' have to modify as shown below:



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Dragonchip Ltd.

TEL: (852) 2776-0111

FAX: (852) 2776-0996

<http://www.dragonchip.com>