

UniLab 8620

- Real-Time, Zero-Wait-State Operation
- Symbolic Debug With C Source References
- Supports All Major Compilers & Assemblers
- Multilevel Triggering & Event System
- Non-Intrusive Trace Capture & Display
- Fast Download With Parallel Interface
- Program Performance Analysis
- Extensive Macro Capabilities
- Built-In EPROM Programmer

Orion's UniLab 8620 is a PC-based development system supporting Intel's 8051 family. The 8620 features zero-wait-state execution and non-intrusive real-time trace. This makes the 8620 particularly well-suited for debugging real-time embedded control systems where the invasiveness of breakpoints disrupt critical system timing.

The 8620 features a multilevel, real-time triggering and event system. Trigger events can be defined and refined while the target runs uninterrupted at full-speed. This event system can be used to capture real-time traces or to initiate hardware breakpoints. A smart disassembler together with real-time trace filtering makes trace analysis fast and easy.

Symbolic debug and high level language support comes standard with the 8620. High level source lines can be interspersed in real-time trace displays, and a special source tracking window tracks and displays your high level source text file according to the active source line in the trace or breakpoint display. High level source lines or symbols (global variable names) can be used in emulator commands and appear in all trace, breakpoint, and memory displays. Both "step-into" and "step-over" single stepping are supported for efficient program check-out.



The 8620 also features a real-time Program Performance Analyzer. The PPA can track up to 15 separate areas for program activity and update the display while the target is running. A time histogram display allows you to analyze the varying amounts of time your program spends in a particular sub-routine or function.

The 8620 also features an extensive macro capability. This enables you to define or automate emulator functions, including the automation of the recompile, link and load cycle. A built-in EPROM programmer provides a convenient method of burning your code into ROM.

MICROCONTROLLERS
SUPPORTED:

803x, 80C3x, 8x5x, 8xC5x, 80C152Jx

DEVELOPMENT PLATFORMS:
PC

AVAILABILITY:
Now

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ORION

USP-51 In-Circuit Emulator

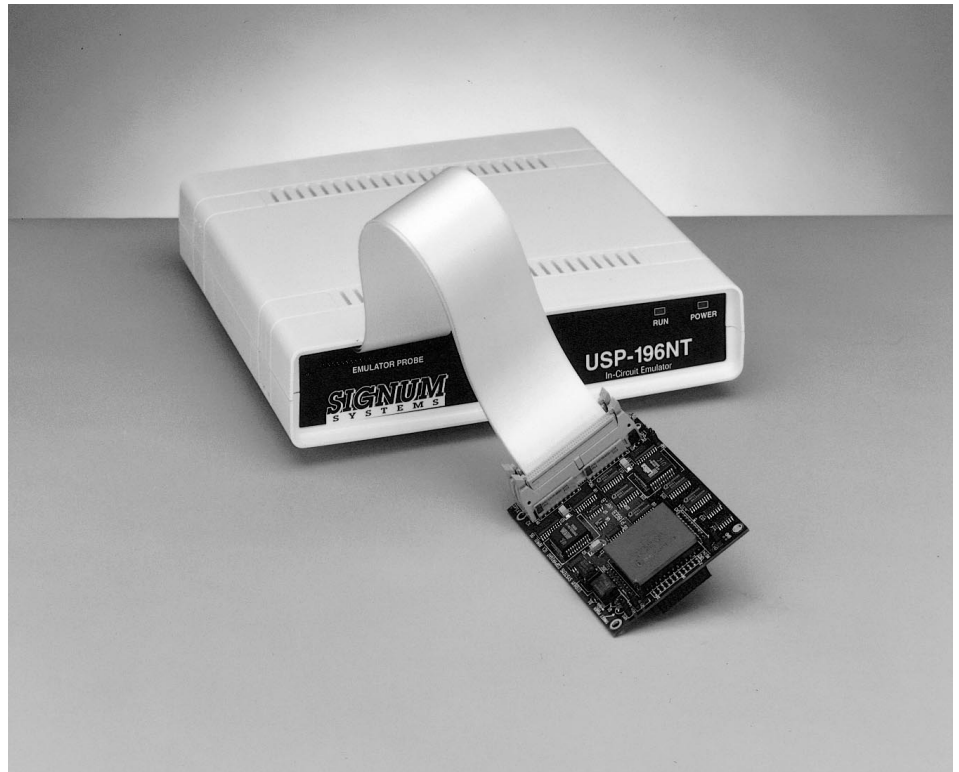
- Non-Intrusive Emulation Up to 42 MHz
- On-The-Fly Access to Overlay Memory
- Support For 3V Devices
- HLL Debug For C and PL/M
- 32K Trace Buffer With Time Stamp
- Complex Hardware Breakpoints
- Performance Analysis Graphs
- Execution Coverage Monitor
- Windows* and DOS User Interface
- PC Hosted Over a Serial Port

USP-51 offers true real time in-circuit development and debugging in machine code, assembler source, and High Level Language (HLL) modes. It is supplied with both DOS and Windows 3.1/95/NT user interfaces hosted on a PC over a standard serial port.

USP-51 comes with 64 KB of code memory (256 KB banking model is optional), 64 KB of Xdata memory, source level debugger for C, PL/M and ASM, 80 bit wide by 32 K deep trace, and a sophisticated Graphical Event Triggering System (GETS). GETS uses a combination of address and data comparators, 8-level sequencer, external probes, and two pass counters to create almost any complex trigger condition by selecting objects with a mouse on the graphical screen.

The zero-wait-state, dual-ported emulation memory allows the user full read/write access to program and Xdata memory without slowing down the running microcontroller. Watching and modifying the variables and parameters may be done without stopping the processor and causing target system to lose control or synchronization.

Selective tracing of only the meaningful data is easily achieved with the aid of our Graphical Event Triggering System. A 32-bit time stamp displays exact time relationships between instructions and routines in absolute, relative, and delta modes.



The HLL debugger provides support for all of the popular C and PL/M compilers. Unlimited number of breakpoints and pass-points may be set or cleared with a mouse, by simply clicking on the desired instruction in the Source window. You can watch variables change on-the-fly, and zoom in on any member of a complex structure with a click of a mouse.

Emulation CPU is mounted on a probe assembly as close as possible to target system for the best possible emulation.

MICROCONTROLLERS SUPPORTED:

80C3x, 8751, 8xC5x, 8xC5xFx, 8xL51, 80C51GB, 8xL51Fx, 80C152Jx

DEVELOPMENT PLATFORMS:

PC (Intel486™ Microprocessor or Pentium® Processor), Windows 3.1, Windows 95, Windows NT, or DOS

AVAILABILITY:

Now

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For international contacts, see Appendix B.

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SYSTEMS