

Notes on Using External Flash Definition Editor (EFE) V.1.00 Release 00

When using External Flash Definition Editor (EFE) V.1.00 Release 00, take note of the following problems:

- With using devices not supporting the JEDEC lock function
- With using bi-endian architecture MCUs

1. Note on Using Devices Not Supporting the JEDEC Lock Function

1.1 Products Concerned

The following emulator debuggers are concerned if any of them is used in combination with EFE V.1.00 Release 00:

- RX E1/E20 Emulator Debugger V.1.00.00 through V.1.02.00
- RX E100 Emulator Debugger V.1.00.00
- R32C E30A Emulator Debugger V.1.02.00

1.2 Description

If you write to any device conforming to the JEDEC standards, but not supporting the lock function, you must unlock this function virtually by using EFE.

To check whether your device supports the lock function or not, see the device manual. If the function is supported, the lock commands sequences are described in the manual as follows:

Command sequences:

1st cycle	2nd cycle	3rd cycle	4th cycle	
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Address	555H	2AAH	555H	Block address
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To unlock the lock function virtually by using EFE, and use EFE together with an emulator debugger, follow these steps:

- (1) Select the Clear lock bit check box in the USD file creation tab of EFE to generate the USD file, and register the file to the emulator debugger.
- (2) Do not select the Write after all sectors are erased check box in the dialog box that appears after the debugger is started. For detailed information about this check box, see the user's manual of each emulator debugger.

To write to the device after erasing all the sectors, issue the chip-erase command for flash memory in the command-line interface, and then transfer the program or data to write to external flash memory.

2. Problem with Using Bi-endian Architecture MCUs

2.1 Products Concerned

The following emulator debuggers are concerned if either of them is used in combination with EFE V.1.00 Release 00:

- RX E1/E20 Emulator Debugger V.1.00.00 through V.1.02.00
- RX E100 Emulator Debugger V.1.00.00

2.2 Description

If you operate the bi-endian architecture MCU in the big-endian mode, you cannot use custom programs.

2.3 Workaround

When using custom programs, operate the MCU in the little-endian mode. If you need to operate it in big-endian, please contact us at:
<http://www.renesas.com/contact/>

2.4 Schedule of Fixing the problem

We are now studying this problem and will inform you of the schedule of fixing it later in our tool news.

(Updated on Nov. 1, 2012)

This problem has been fixed in RX E1/E20 Emulator Debugger V.1.03.00. For details, see [HERE](#).

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