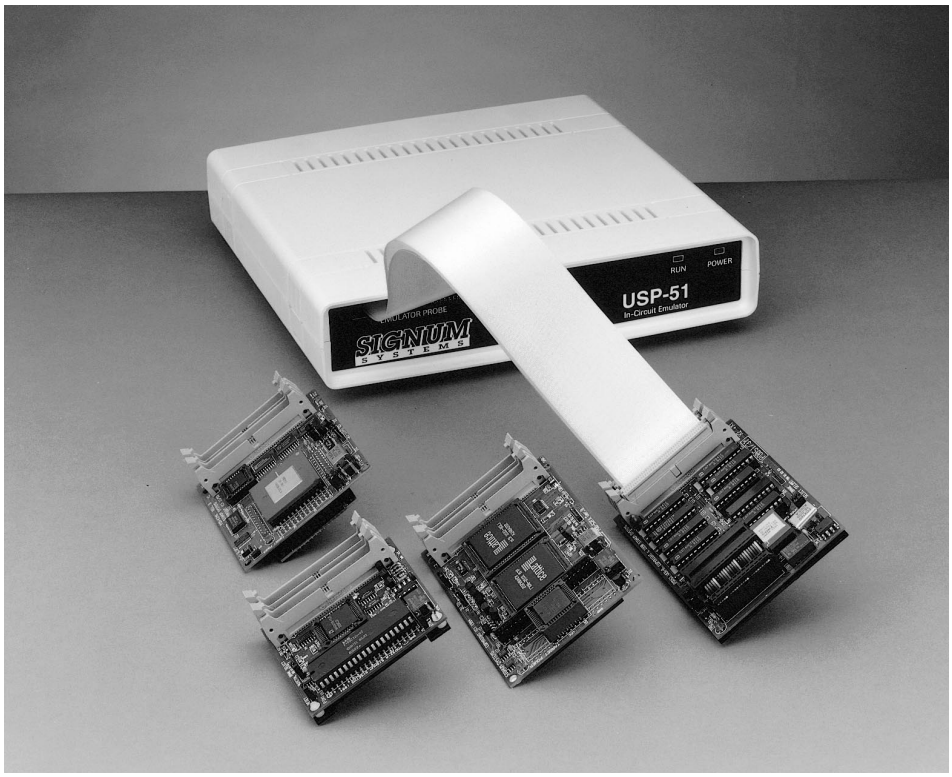
USP-96 In-Circuit Emulator

- Non-Intrusive Emulation Up to 20 MHz
- On-The-Fly Access to Overlay Memory
- Up to 256K Memory Overlay
- HLL Debug For C and PL/M
- 32K Trace Buffer With Time Stamp
- Complex Hardware Breakpoints
- Execution Coverage Monitor
- Foreground and Background Monitor
- Windows* and DOS User Interface
- PC Hosted Over a Serial Port



USP-96 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-96 comes complete with 64 KB of code memory (256 KB banking model optional), source debugger for C, PL/M and ASM, 32 K of 80-bit wide trace, and a sophisticated Event Triggering System that uses combinations of address and data comparators, sequencer, external probes, and pass counters to create almost any complex trigger condition.

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

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

Unique Foreground Monitor feature facilitates unimpeded user interrupt servicing during breakpoints (crucial in applications which must react to real-time events during debugging!).

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.

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

MICROCONTROLLERS SUPPORTED:
8xC196Kx, 8xC198

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

AVAILABILITY:
Now

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SIGNUM SYSTEMS