

## USP-196NT In-Circuit Emulator

- Non-Intrusive Emulation Up to 50 MHz
- On-The-Fly Access to Overlay Memory
- 1 MB of 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\* User Interface
- PC Hosted Over a Serial Port

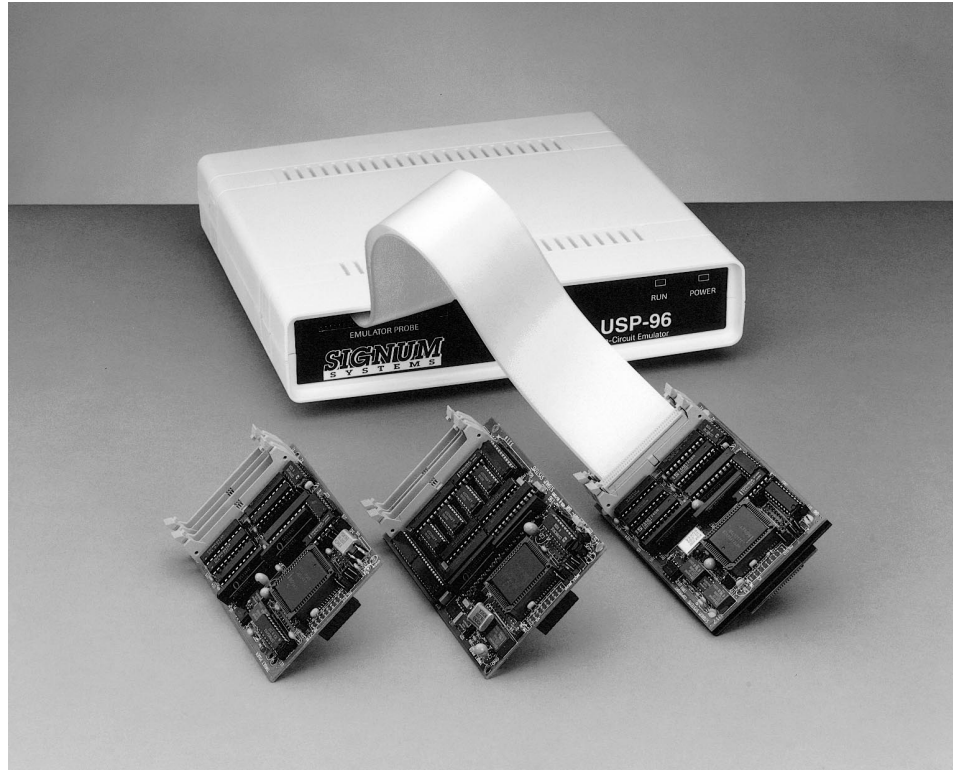
USP-196NT offers true real time in-circuit development and debugging in machine code, assembler source, and High Level Language (HLL) modes. It is supplied with Windows 3.1/95/NT user interfaces hosted on a PC over a standard serial port.

USP-196NT comes complete with 1 MB of code memory, source debugger for C, PL/M and ASM, 32 K of 112-bit wide trace, and a sophisticated Graphical 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 time stamp, capable of measuring weeks of execution time, displays exact time relationships between instructions and routines in absolute or relative modes with a 100 ns resolution.

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 and its 1 MB memory is surface mounted on a probe assembly as close as possible to the target system for best possible emulation.

MICROCONTROLLERS  
SUPPORTED:  
8xC196Kx, 8xC196NT

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

AVAILABILITY:  
Now

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**SIGNUM**  
SYSTEMS