



TRACE AND CODE COVERAGE

Exclusive Features:

- Real-time 100% non-intrusive trace
- Traces full target address range
- Filters and triggering
- Code coverage of emulated memory



MEMORY AND CODE EXECUTION ANALYSIS FEATURES

PromICE is the only memory emulator available with Trace and Code Coverage. Trace provides a real-time, 100% non-intrusive view of memory accesses through the entire target memory space. It is ideal for finding start-up or boot code problems, runaway code, or verifying that code executes as expected. Code Coverage detects memory leaks and confirms code execution.

With trace installed, PromICE becomes a revolutionary new tool for embedded development. No tool makes it easier to find problems in your code as it executes. Both universal features work with any microcontroller. They are indispensable if no ICE or other development tools are available (or if they're extremely expensive.) PromICE with Trace is an invaluable addition to any embedded development environment.

AI2 BOARD FEATURES

TRACE

- 21 bit wide trace (32 bit wide and user definable, traces full address range of target (RAM and ROM).
- 128K Byte or 512K Byte trace depth.
- Trace buffer can be uploaded to host and viewed or saved to a file.
- Start and stop addresses and counter can be used to skip over and record specific events.
- Filters and conditional statements allow over 60 trace variations without affecting PromICE emulation.
- Hardware interrupt available on specific address or range, or when entering or leaving a memory range.
- Host can read and write trace memory without disturbing emulation.
- Watch memory mapped or interrupt-driven peripherals and set hardware breakpoints.

CODE COVERAGE

- 512K Byte or 2M Byte provides full coverage of memory space emulated by PromICE.
- Can be mapped in four different segments to cover selected portions of emulated memory.
- When target accesses covered memory locations, a user specified pattern is recorded.
- Eliminates need to clear coverage memory before each test.
- All code coverage map features operate in real time without disturbing emulation.

ENHANCED AI (AI2)

- Allows monitor based debugging via memory socket, frees serial port for application.
- Eliminates need for extra RAM during development.
- Faster access time and data throughput.
- Completely compatible with existing AI.
- Allows direct writes.
- Supports processor burst mode accesses up to 32 bytes.



AI2 DEBUGGING, TRACE AND CODE COVERAGE OPTIONS

Part number	Description
-AI2	Analysis Interface – virtual UART for source level debugging
-AI21E	128K Byte Memory Trace, 512K Byte Code Coverage For 1Mbit – 4 Mbit PromICES (Single or Dual)
-AI2DE	512K Byte Memory Trace, 2M Byte Code Coverage Deep trace buffer for all PromICES (Single or Dual)

NOTE: THIS PRODUCT PROVIDES HEX ADDRESSES OF MEMORY LOCATIONS ACCESSED BY EXECUTING CODE. IT DOES NOT PROVIDE "SOURCE-LEVEL" TRACE INFORMATION.

FOR MORE INFORMATION AND TO ORDER

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