

C8051F996 DEVELOPMENT KIT USER'S GUIDE

1. Relevant Devices

The C8051F996 Development Kit is intended as a development platform for the microcontrollers in the C8051F99x/98x MCU family.

Notes:

- The target board included in this kit is provided with a pre-soldered C8051F996 MCU (QSOP24 package).
- Code developed on the C8051F996 can be easily ported to the other members of this MCU family.
- Refer to the C8051F99x/98x data sheet for the differences between the members of this MCU family.

2. Kit Contents

The C8051F996 Development Kit contains the following items:

- C8051F996 Target Board
- C8051Fxxx Development Kit Quick-Start Guide
- Third Party Tools CD
- AC to DC Power Adapter
- USB Debug Adapter (USB to Debug Interface)
- 2 USB Cables
- 2 AAA Batteries
- CD-ROM

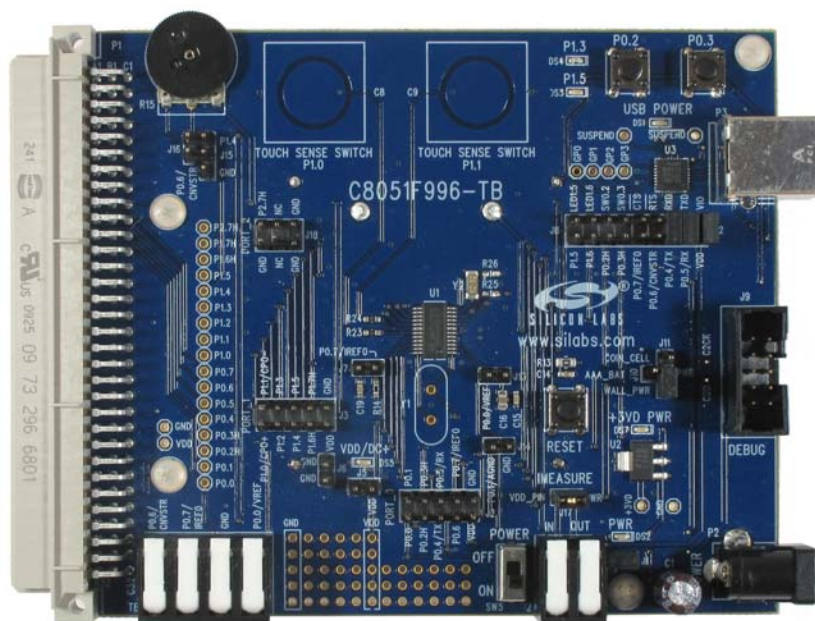


Figure 1. C8051F996 Target Board

3. Hardware Setup

Refer to Figure 2 for a diagram of the hardware configuration.

1. Connect the USB Debug Adapter to the **DEBUG** connector on the target board with the 10-pin ribbon cable.
2. Connect one end of the USB cable to the USB connector on the USB Debug Adapter.
3. Verify that a shorting block is installed on J17 and that SW5 is in the ON position.
4. Connect the other end of the USB cable to a USB Port on the PC.
5. Connect the ac/dc power adapter to power jack **P2** on the target board (Optional).

Notes:

- Use the Reset button in the IDE to reset the target when connected using a USB Debug Adapter.
- Remove power from the target board and the USB Debug Adapter before connecting or disconnecting the ribbon cable from the target board. Connecting or disconnecting the cable when the devices have power can damage the device and/or the USB Debug Adapter.

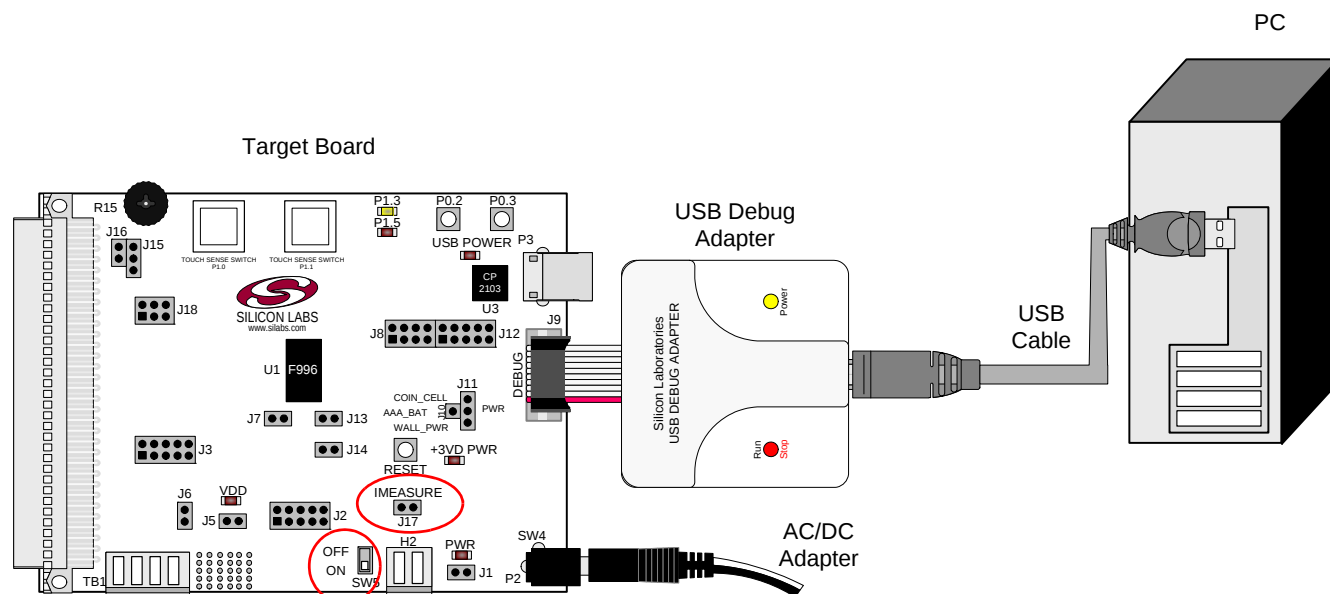


Figure 2. Hardware Setup Using a USB Debug Adapter

4. Software Setup

Simplicity Studio greatly reduces development time and complexity with Silicon Labs EFM32 and 8051 MCU products by providing a high-powered IDE, tools for hardware configuration, and links to helpful resources, all in one place.

Once Simplicity Studio is installed, the application itself can be used to install additional software and documentation components to aid in the development and evaluation process.

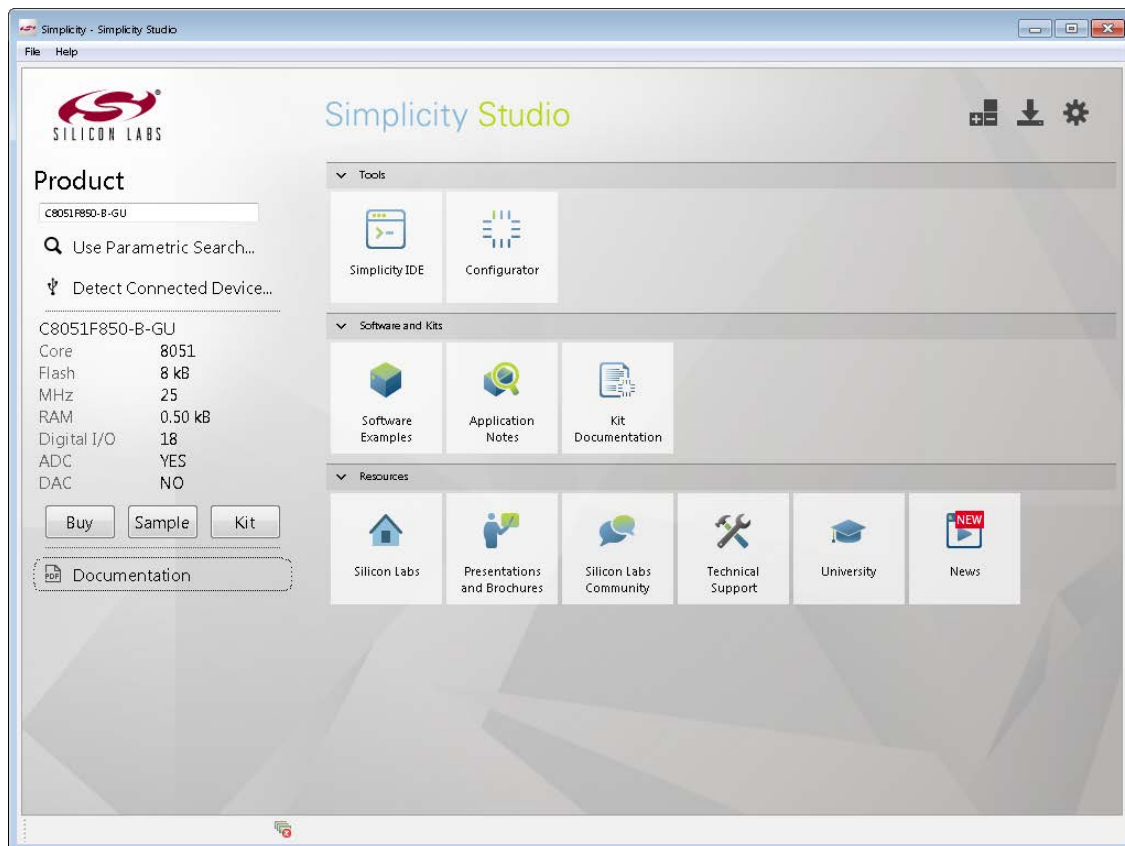


Figure 3. Simplicity Studio

The following Simplicity Studio components are required for the C8051F996 Development Kit:

- 8051 Products Part Support
- Simplicity Developer Platform

Download and install Simplicity Studio from www.silabs.com/8bit-software or www.silabs.com/simplicity-studio. Once installed, run Simplicity Studio by selecting **Start**→**Silicon Labs**→**Simplicity Studio**→**Simplicity Studio** from the start menu or clicking the **Simplicity Studio** shortcut on the desktop. Follow the instructions to install the software and click **Simplicity IDE** to launch the IDE.

The first time the project creation wizard runs, the **Setup Environment** wizard will guide the user through the process of configuring the build tools and SDK selection.

In the **Part Selection** step of the wizard, select from the list of installed parts only the parts to use during development. Choosing parts and families in this step affects the displayed or filtered parts in the later device selection menus. Choose the C8051F99x family by checking the **C8051F99x/98x** check box. Modify the part selection at any time by accessing the **Part Management** dialog from the **Window**→**Preferences**→**Simplicity Studio**→**Part Management** menu item.

Simplicity Studio can detect if certain toolchains are not activated. If the **Licensing Helper** is displayed after completing the **Setup Environment** wizard, follow the instructions to activate the toolchain.

4.1. Running Blinky

Each project has its own source files, target configuration, SDK configuration, and build configurations such as the **Debug** and **Release** build configurations. The IDE can be used to manage multiple projects in a collection called a workspace. Workspace settings are applied globally to all projects within the workspace. This can include settings such as key bindings, window preferences, and code style and formatting options. Project actions, such as build and debug are context sensitive. For example, the user must select a project in the **Project Explorer** view in order to build that project.

To create a project based on the Blinky example:

1. Click the **Simplicity IDE** tile from the Simplicity Studio home screen.
2. Click the **Create new project** link from the welcome screen or go to **File→New→Silicon Labs MCU Project**.
3. In the **Kit** drop-down, select **C8051F996 Development Kit**, in the **Part** drop-down, select **C8051F996**, and in the **SDK** drop-down, select the desired SDK. Click **Next**.
4. Select **Example** and click **Next**.
5. Under **C8051F996 Development Kit** in the **Blinky** folder, select **F99x-98x Blinky** and click **Finish**.
6. Click on the project in the **Project Explorer** and click **Build**, the hammer icon in the top bar. Alternatively, go to **Project→Build Project**.
7. Click **Debug** to download the project to the hardware and start a debug session.
8. Press the **Resume** button to start the code running. The LED should blink.



9. Press the **Suspend** button to stop the code.



10. Press the **Reset the device** button to reset the target MCU.



11. Press the **Disconnect** button to return to the development perspective.



4.2. Simplicity Studio Help

Simplicity Studio includes detailed help information and device documentation within the tool. The help contains descriptions for each dialog window. To view the documentation for a dialog, click the question mark icon in the window:



This will open a pane specific to the dialog with additional details.

The documentation within the tool can also be viewed by going to **Help→Help Contents** or **Help→Search**.

4.3. Simplicity Configurator

The Simplicity Configurator is a configuration and code generation tool. This utility helps accelerate development by automatically generating initialization source code to configure and enable the on-chip resources needed by most design projects. In just a few steps, the wizard creates complete startup code for a specific Silicon Labs MCU.

To create a new Simplicity Configurator project:

1. Click the **Create new project** link from the welcome screen or go to **File→New→Silicon Labs MCU Project**.
2. In the **Kit** drop-down, select **C8051F996 Development Kit** or **None**, in the **Part** drop-down, select **C8051F996**, and in the **SDK** drop-down, select the desired SDK. Click **Next**.
3. Select **Simplicity Configurator Program** and click **Next**.
4. Fill in the **Project name** and select the desired device. The **C8051F996-B-GU-QSOP** device is on the C8051F996 Target Board. Click **Finish**.

The Simplicity Configurator project displays properties for each peripheral. To configure a peripheral, click on the **DefaultMode Peripherals** tab at the bottom and click on a peripheral. Checking the box for a peripheral will add it to code generation. Once a peripheral is selected, configure the registers using the **Properties** view. Select a new value for a property with either an input box or a drop-down menu and press **Enter** to set it.

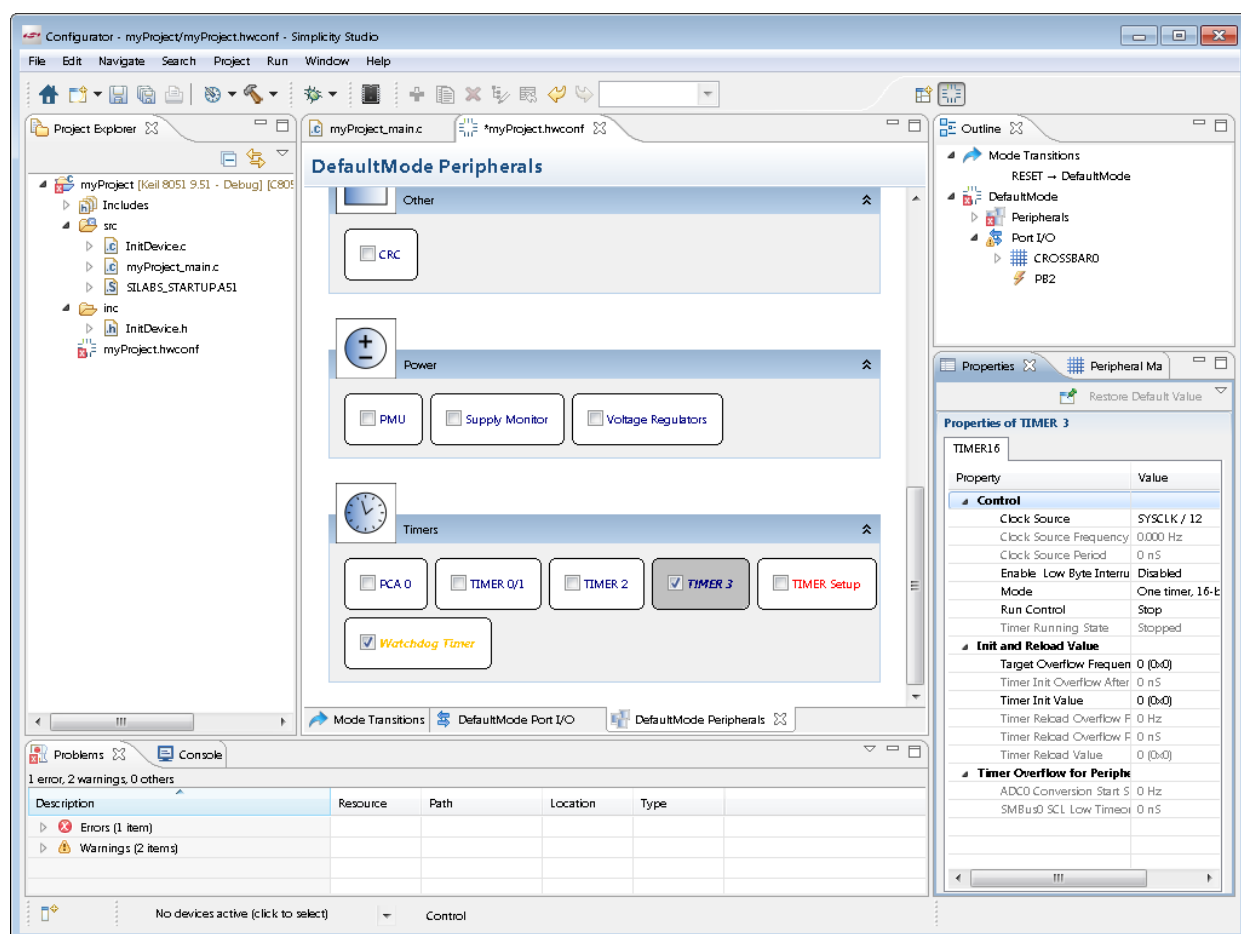


Figure 4. Simplicity Configurator – Configuring Peripheral Properties

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To configure pins, click on the **DefaultMode Port I/O** tab at the bottom of main window. Clicking on a pin brings up a property window for the pin. Clicking anywhere else in the main window opens a property window for the crossbar. Select multiple pins with **Ctrl + left click** or mouse dragging over the desired set of pins. The package diagram displays the configured peripherals on the pins, including non-crossbar signals (i.e. ADC inputs).

Code generation updates every time the configuration project saves. After configuring the device, add any non-initialization code, build, and debug the same as with any other project.

More information on Simplicity Configurator can be found in **AN0823: Simplicity Configurator User's Guide** and **AN0821: Simplicity Studio C8051F85x Walkthrough**. Application notes can be found on www.silabs.com/8bit-appnotes.

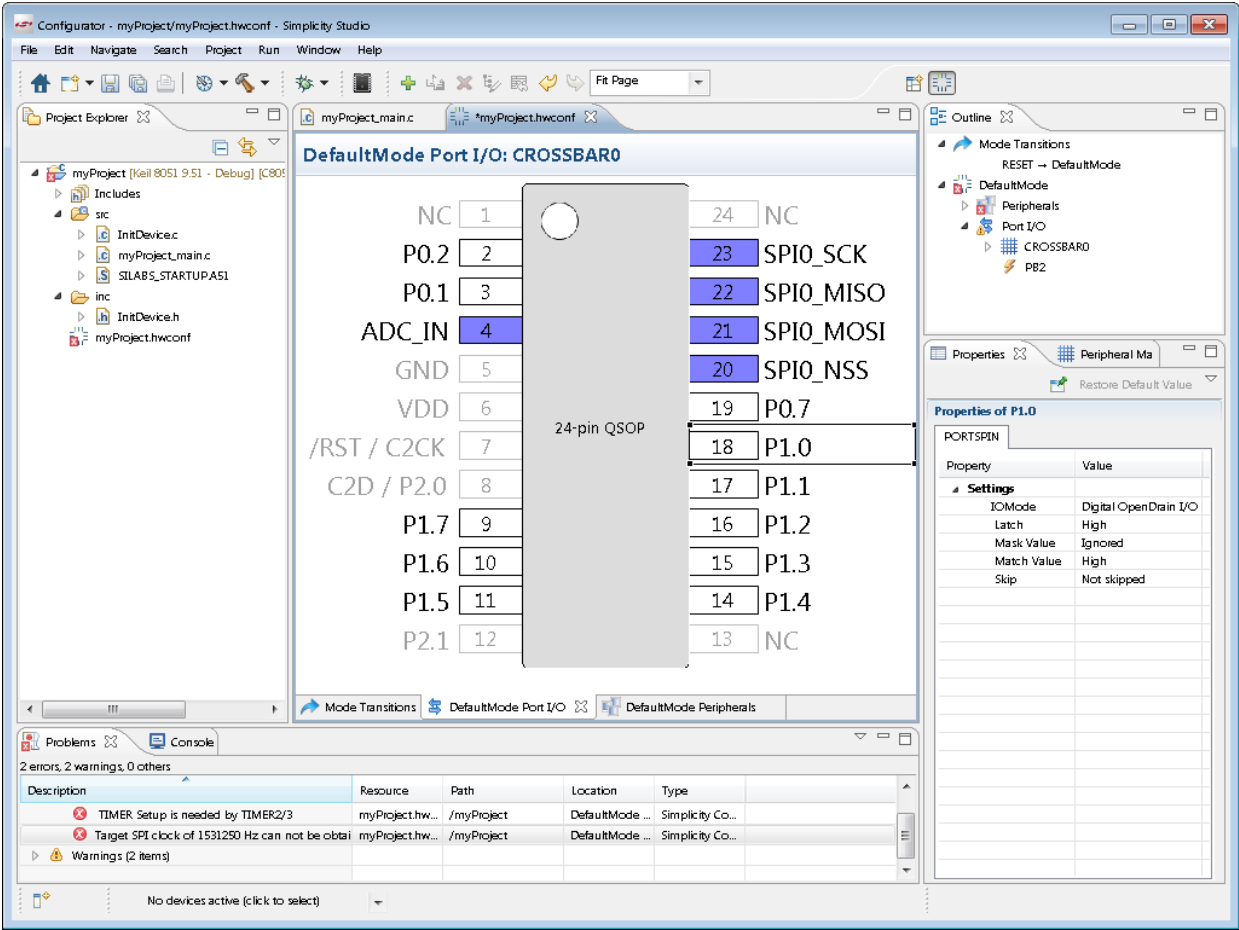


Figure 5. Simplicity Configurator – Configuring Port I/O

4.4. CP210x USB to UART VCP Driver Installation

The MCU Card includes a Silicon Labs CP210x USB-to-UART Bridge Controller. Device drivers for the CP210x need to be installed before the PC software can communicate with the MCU through the UART interface. Use the drivers included CD-ROM or download the latest drivers from the website (www.silabs.com/interface-software).

1. If using the CD-ROM, the **CP210x Drivers** option will launch the appropriate driver installer. If downloading the driver package from the website, unzip the files to a location and run the appropriate installer for the system (x86 or x64).
2. Accept the license agreement and follow the steps to install the driver on the system. The installer will let you know when your system is up to date. The driver files included in this installation have been certified by Microsoft.
3. To complete the installation process, connect the included USB cable between the host computer and the **COM PORT** USB connector (J5) on the MCU Card. Windows will automatically finish the driver installation. Information windows will pop up from the taskbar to show the installation progress.
4. If needed, the driver files can be uninstalled by selecting **Windows Driver Package—Silicon Laboratories...** option in the **Programs and Features** window.

4.5. Silicon Labs Battery Life Estimator

The Battery Life Estimator is a system design tool for battery operated devices. It allows the user to select the type of battery they are using in the system and enter the supply current profile of their application. Using this information, it performs a simulation and provides an estimated system operating time. The Battery Life Estimator is shown in Figure 6.

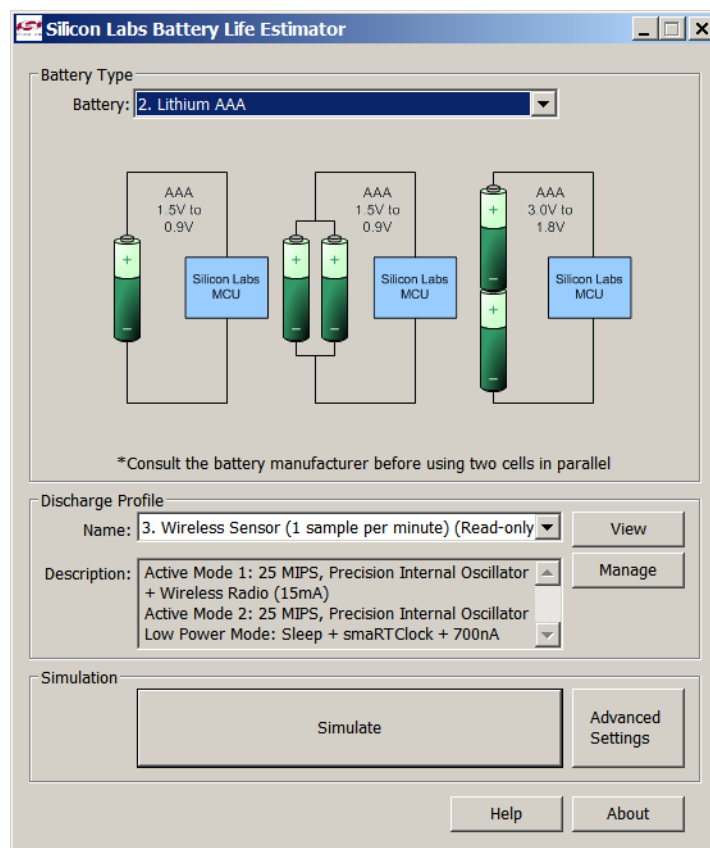


Figure 6. Battery Life Estimator Utility

From Figure 6, the two inputs to the Battery Life Estimator are battery type and discharge profile. The utility includes battery profiles for common battery types such as AAA, AA, A76 Button Cell, and CR2032 coin cell. The discharge profile is application-specific and describes the supply current requirements of the system under various supply voltages and battery configurations. The discharge profile is independent of the selected power source. Several read-only discharge profiles for common applications are included in the pulldown menu. The user may also create a new profile for their own applications.

To create a new profile:

1. Select the profile that most closely matches the target application or choose the "Custom Profile".
2. Click Manage.
3. Click Duplicate.
4. Click Edit.

Profiles may be edited with the easy-to-use GUI (shown in Figure 7).

Discharge Profile

Name: 9. Custom Profile

Description: Custom Application Profile

Minimum System Operating Voltage

☐ Minimum Voltage: 1.8 V

Voltage

V2: 2.2 V V1: 3 V

Active Mode 1

Time: 1000 us VDD/DC+ Supply Current @ V2: 10000 uA VDD/DC+ Supply Current @ V1: 10000 uA

Active Mode 2

Time: 0 us VDD/DC+ Supply Current @ V2: 0 uA VDD/DC+ Supply Current @ V1: 0 uA

Idle Mode

Time: 0 us VDD/DC+ Supply Current @ V2: 0 uA VDD/DC+ Supply Current @ V1: 0 uA

Sleep Mode

Time: 0 ms Calculate VBAT Supply Current @ V2: 0 uA VBAT Supply Current @ V1: 0 uA

Wake Up Frequency

Frequency: 1000 Wake Events / Second

OK Cancel

Figure 7. Battery Life Estimator Discharge Profile Editor

The Discharge Profile Editor allows the user to modify the profile name and description. The four text entry boxes on the left hand side of the form allow the user to specify the amount of time the system spends in each power mode. On the right hand side, the user may specify the supply current of the system in each power mode.

Since supply current is typically dependent on supply voltage, the discharge profile editor provides two columns for supply current. The V2 and V1 voltages at the top of the two columns specify the voltages at which the current measurements were taken. The Battery Life Estimator creates a linear approximation based on the input data and is able to feed the simulation engine with an approximate supply current demand for every input voltage.

The minimum system operating voltage input field allows the system operating time to stop increasing when the simulated battery voltage drops below a certain threshold. This is primarily to allow operating time estimates for systems that cannot operate down to 1.8 V, which is the voltage of two fully drained single-cell batteries placed in series.

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The wakeup frequency box calculates the period of a single iteration through the four power modes and displays the system wake up frequency. This is typically the "sample rate" in low power analog sensors.

Once the battery type and discharge profile is specified, the user can click the "Simulate" button to start a new simulation. The simulation engine calculates the estimated battery life when using one single-cell battery, two single-cell batteries in series, and two single-cell batteries in parallel. Figure 8 shows the simulation output window.

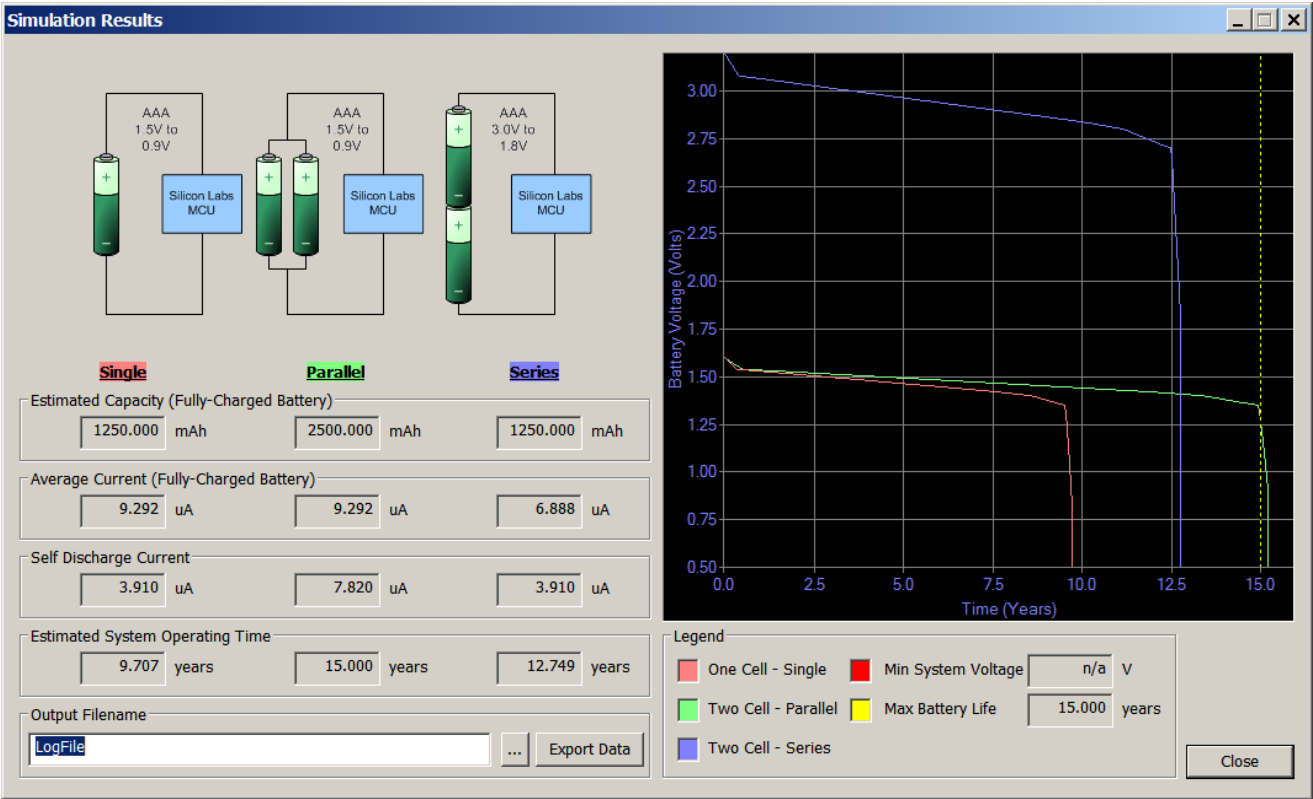


Figure 8. Battery Life Estimator Utility Simulation Results Form

The primary outputs of the Battery Life Estimator are an estimated system operating time and a simulated graph of battery voltage vs. time. Additional outputs include estimated battery capacity, average current, self-discharge current, and the ability to export graph data to a comma delimited text file for plotting in an external graphing application.

5. Target Board

The C8051F996 Development Kit includes a target board with a C8051F996 device pre-installed for evaluation and preliminary software development. Numerous input/output (I/O) connections are provided to facilitate prototyping using the target board. Refer to Figure 9 for the locations of the various I/O connectors. Figure 11 on page 13 shows the factory default shorting block positions.

P1	Expansion connector (96-pin)
P2	Power connector (accepts input from 7 to 15 VDC unregulated power adapter)
P3	USB connector (connects to PC for serial communication)
J1	Enable/Disable VBAT Power LED
J2, J3, J18	Port I/O headers (provide access to Port I/O pins)
J5	Enable/Disable VDD Power LED
J6	Provides an easily accessible ground clip
J7	Connects pin P0.7 (IREF0 Output) to resistor R14 and capacitor C19
J8	Connects P0.2 and P0.3 to switches and P1.5 and P1.3 to LEDs
J9	DEBUG connector for Debug Adapter interface
J10, J11	Selects the power supply source (Wall Power, AAA Battery, or Coin Cell)
J12	Connects Port I/O to UART0 interface
J13	Connects external VREF capacitor to the P0.0/VREF
J14	Connects the PCB ground plane to P0.1/AGND
J15	Connects negative potentiometer (R15) terminal to pin P1.4 or to GND
J16	Connects the potentiometer (R15) wiper to P0.6/CNVSTR
J17	Creates an open in the power supply path to allow supply current measurement
TB1	Analog I/O terminal block
H2	Provides terminal block access to the input and output nodes of J17
SW5	Turns power to the MCU on or off

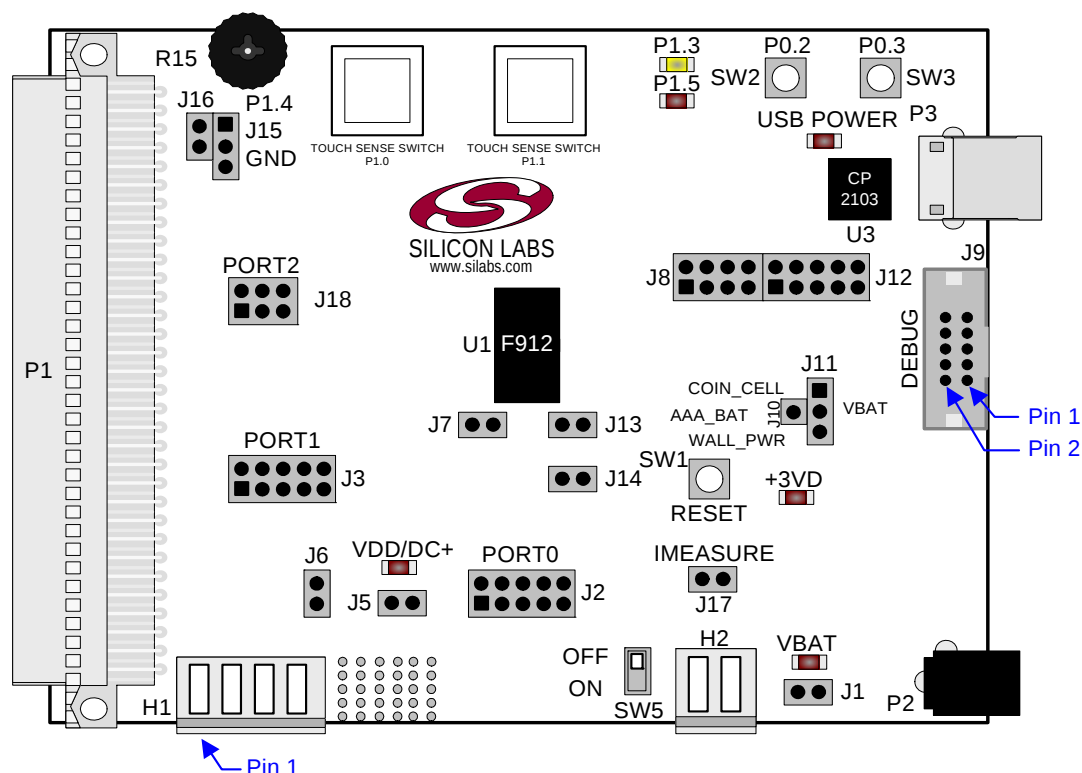


Figure 9. C8051F996 Target Board

C8051F99x

The following items are located on the bottom side of the board. See Figure 10.

- BH1 Battery Holder for 1.5 V AAA.
- BH2 Battery Holder for 1.5 V AAA.
- BH3 Battery Holder for 3 V Coin Cell (CR2032).

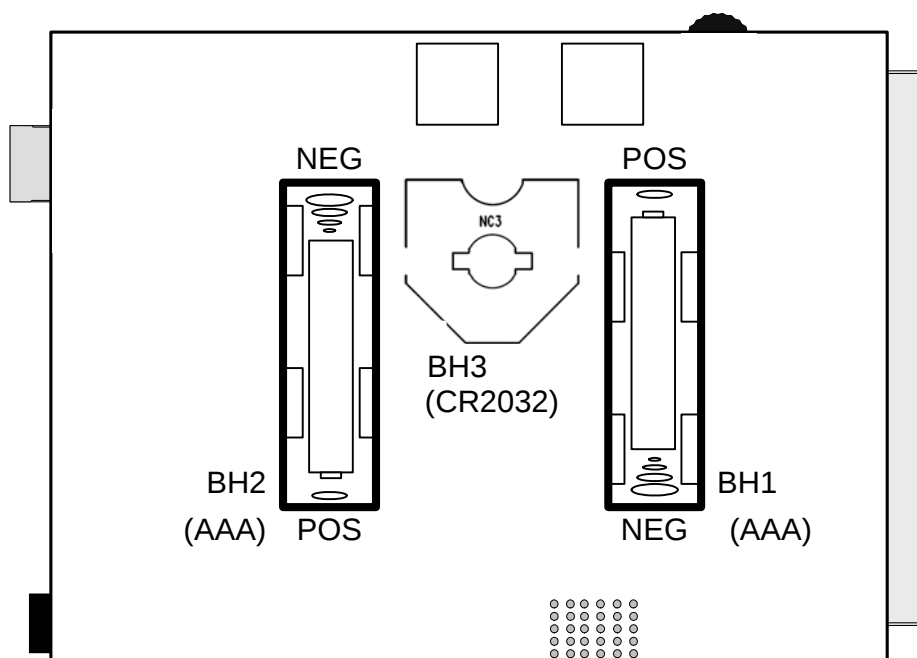


Figure 10. Bottom of C8051F996 Target Board

5.1. Target Board Shorting Blocks: Factory Defaults

The C8051F996 Target Board comes from the factory with pre-installed shorting blocks on many headers. Figure 11 shows the positions of the factory default shorting blocks.

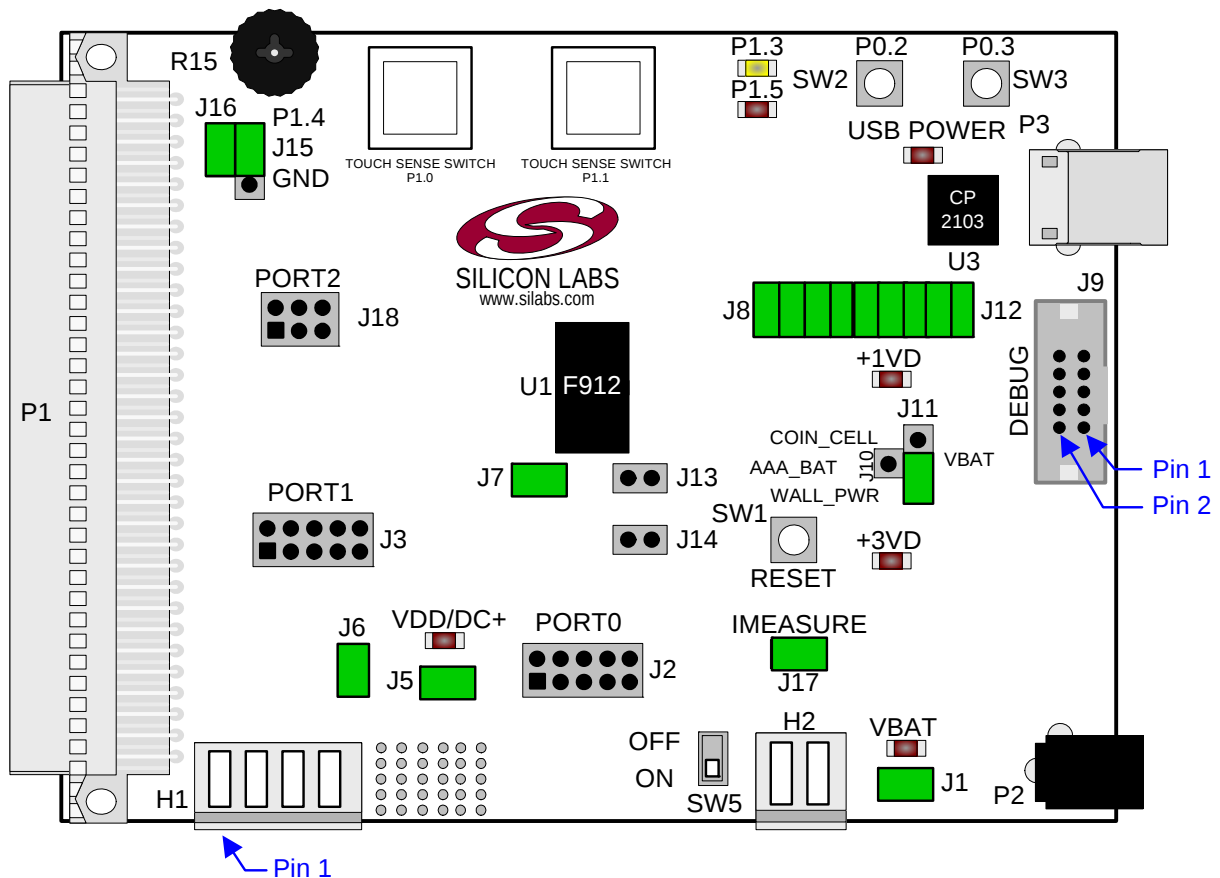


Figure 11. C8051F996 Target Board Shorting Blocks: Factory Defaults

5.2. Target Board Power Options and Current Measurement (J10, J11, J17, H2, P2, P3, SW5)

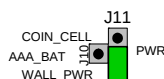
The C8051F996 Target Board supports three power options, selectable by the three-way header (J10/J11). Power to the MCU may be switched on/off using the power switch (SW5). The power options are described in the paragraphs below.

5.2.1. Wall Power

When the J10/J11 three-way header is set to WALL_PWR, the C8051F996 Target Board may be powered from the following power sources:

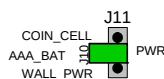
- 9 VDC power using the ac to dc power adapter (P2)
- 5 VDC USB VBUS power from PC via the USB Debug Adapter (J9)
- 5 VDC USB VBUS power from PC via the CP2103 USB connector (P3)

All the three power sources are ORed together using reverse-biased diodes (D1, D2, D3), eliminating the need for headers to choose between the sources. The target board will operate as long as any one of the power sources is present. The ORed power is regulated to a 3.3 V dc voltage using a LDO regulator (U2). The output of the regulator powers the +3 VD net on the target board. The VBAT supply net on the target board is powered directly from the +3 VD net.



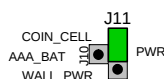
5.2.2. AAA Battery

When the J10/J11 three-way header is set to AAA_BAT, the C8051F996 Target Board is powered from the series combination of the AAA batteries inserted in BH1 and BH2.



5.2.3. Coin Cell Battery

When the J10/J11 three-way header is set to COIN_CELL, the C8051F996 Target Board may be powered from a 3 V Lithium (CR2032) coin cell inserted in BH3.



5.2.4. Measuring Current

The header (J17) and terminal block (H2) provide a way to measure the total supply current flowing from the power supply source to the MCU. The measured current does not include any current from the PWR LED (DS2) or the quiescent current from the power supply; however, it does include the current used by any LEDs powered from the VDD supply net or sourced through a GPIO pin. See the target board schematic in Figure 12 through Figure 14 for additional information.

5.3. System Clock Sources

5.3.1. Internal Oscillators

The C8051F996 device installed on the target board features a factory calibrated programmable high-frequency internal oscillator (24.5 MHz base frequency, $\pm 2\%$) and a low power internal oscillator (20 MHz $\pm 10\%$). After each reset, the low power oscillator divided by 8 results in a default system clock frequency of 2.5 MHz ($\pm 10\%$). The selected system clock and the system clock divider may be configured by software for operation at other frequencies. For low-frequency operation, the C8051F996 features a smaRTClock real time clock. A 32.768 kHz Watch crystal (Y2) is included on the target board. If you wish to operate the C8051F996 device at a frequency not available with the internal oscillators, an external crystal may be used. Refer to the C8051F99x/98x data sheet for more information on configuring the system clock source.

5.3.2. External Oscillator Options

The target board is designed to facilitate the installation of an external crystal (Y1). Install a 10 M Ω resistor at R17 and install capacitors at C20 and C21 using values appropriate for the crystal you select. If you wish to operate the external oscillator in capacitor or RC mode, options to install a capacitor or an RC network are also available on the target board. Populate C21 for capacitor mode, and populate R16 and C21 for RC mode. Refer to the C8051F99x/98x data sheet for more information on the use of external oscillators.

5.4. Port I/O Headers (J2, J3, J18, J6)

Access to all Port I/O on the C8051F996 is provided through the headers J2, J3, and J18. The header J6 provides access to the ground plane for easy clipping of oscilloscope probes.

5.5. Switches and LEDs (J1, J5, J8, J15, J16, SW1, SW2, SW3)

Three push-button switches are provided on the target board. Switch SW1 (RESET) is connected to the reset pin of the C8051F996. Pressing SW1 puts the device into its hardware-reset state. Switches SW2 (P0.2) and SW3 (P0.3) are connected to the C8051F996's general purpose I/O (GPIO) pins through headers. Pressing SW2 or SW3 generates a logic low signal on the port pin. Remove the shorting block from the header (J8) to disconnect the switches from the port pins. The port pin signal is also routed to pins on the J2 and P1 I/O connectors. See Table 1 for the port pins and headers corresponding to each switch.

Two touch sensitive (contactless) switches are provided on the target board. The operation of these switches require appropriate firmware running on the C8051F996 MCU that can sense the state of the switch.

Four power LEDs are provided on the target board to serve as indicators. The 3.3 V regulator has a red LED used to indicate the presence of power at the output of the regulator. A red USB Power LED turns on when a USB cable is plugged into the USB connector P3. One power LED is also added to each of the two primary supply nets powering the MCU (VDD and PWR). The PWR net is before the power measurement header and the VDD net is after the power measurement header. The LEDs connected to the supply nets may be disabled by removing the shorting blocks from J1 and J5.

Two LEDs are connected to GPIO pins P1.5 and P1.3 for use by application software. See Table 1 for the port pins and headers corresponding to each LED.

A potentiometer (R15) is also provided on the target board for generating analog signals. Place a shorting block on J16 to connect the wiper to P0.6/CNVSTR. The header J15 allows the negative terminal of the potentiometer to be tied to GND or to P1.4. When tied to GND, the potentiometer is always enabled and will draw a measurable amount of supply current. When tied to P1.4, it only draws current when P1.4 is driving a logic 0 and draws no current when P1.4 is driving a logic 1.

Table 1. Target Board I/O Descriptions

Description	I/O	Header(s)
SW1	Reset	none
SW2	P0.2	J8[5–6]
SW3	P0.3	J8[7–8]
P1.0 (Touch Sense Switch)	P1.0	none
P1.1 (Touch Sense Switch)	P1.1	none
Red LED (P1.5)	P1.5	J8[1–2]
Yellow LED (P1.3)	P1.3	J8[3–4]
Red LED (VDD)	VDD Supply Net	J5
Red LED (PWR)	PWR Supply Net	J1
Red LED (USB Power)	USB VBUS	none
Red LED (+3 VD Power)	+3 VD Regulator Output	none
Potentiometer (R15)	P0.6/P1.4	J15, J16

5.6. Expansion I/O Connector (P1)

The 96-pin Expansion I/O connector P1 provides access to all signal pins of the C8051F996 device (except the C2 debug interface signals). In addition, power supply and ground pins are included. A small through-hole prototyping area is also provided. See Table 2 for a list of pin descriptions for P1.

Table 2. P1 Pin Descriptions

Row A Pin #	Description	Row B Pin #	Description	Row C Pin #	Description
1	+3 VD	1	GND	1	nc
2	nc	2	nc	2	nc
3	nc	3	nc	3	nc
4	nc	4	nc	4	nc
5	nc	5	nc	5	nc
6	nc	6	nc	6	nc
7	nc	7	nc	7	nc
8	nc	8	nc	8	nc
9	nc	9	nc	9	nc
10	nc	10	P0.7/IREF0	10	P0.6/CNVSTR
11	P0.5/RX	11	P0.4/TX	11	P0.3H
12	P0.2H	12	P0.1/AGND	12	P0.0/VREF
13	P2.7H	13	P1.6H	13	P1.5
14	P1.4	14	P1.3	14	P1.2
15	P1.1/CP0-	15	P1.0/CP0+	15	nc
16	nc	16	nc	16	nc
17	nc	17	nc	17	nc
18	nc	18	nc	18	nc
19	nc	19	nc	19	nc
20	nc	20	nc	20	P1.7H
21	nc	21	nc	21	nc
22	nc	22	nc	22	nc
23	nc	23	nc	23	nc
24	nc	24	nc	24	nc
25	nc	25	GND	25	nc
26	GND	26	nc	26	nc
27	nc	27	nc	27	nc
28	nc	28	VDD	28	nc
29	nc	29	nc	29	nc
30	nc	30	nc	30	nc
31	nc	31	nc	31	nc
32	nc	32	GND	32	nc

5.7. Target Board DEBUG Interface (J9)

The DEBUG connector J9 provides access to the DEBUG (C2) pins of the C8051F996. It is used to connect the USB Debug Adapter to the target board for in-circuit debugging and Flash programming. Table 3 shows the DEBUG pin definitions.

Table 3. DEBUG Connector Pin Descriptions

Pin #	Description
1	+3 VD (+3.3 VDC)
2, 3, 9	GND (Ground)
4	P2.7/C2D
5	$\overline{\text{RST}}$ (Reset)
6	P2.7
7	$\overline{\text{RST}}$ /C2CK
8	Not Connected
10	USB Power (+5 VDC from J9)

5.8. Serial Interface (J12)

A USB-to-UART bridge circuit (U3) and USB connector (P3) are provided on the target board to facilitate serial connections to UART0 of the C8051F996. The Silicon Labs CP2103 (U3) USB-to-UART bridge provides data connectivity between the C8051F996 and the PC via a USB port. The VIO power supply and TX, RX, RTS and CTS signals of UART0 may be connected to the CP2103 by installing shorting blocks on header J12. The shorting block positions for connecting each of these signals to the CP2103 are listed in Table 4. To use this interface, the USB-to-UART device drivers should be installed as described in 4.4. "CP210x USB to UART VCP Driver Installation," on page 7.

Table 4. Serial Interface Header (J12) Description

Header Pins	UART0 Pin Description
J12[9–10]	CP2103_VIO (VDD)
J12[7–8]	TX_MCU (P0.5)
J12[5–6]	RX_MCU (P0.4)
J12[3–4]	RTS (P0.6)
J12[1–2]	CTS (P0.7)

5.9. Analog I/O (H1)

Several of the C8051F996 target device's port pins are connected to the H1 terminal block. Refer to Table 5 for the H1 terminal block connections.

Table 5. H1 Terminal Block Pin Descriptions

Pin #	Description
1	P0.6/CNVSTR
2	P0.7/IREF0
3	GND (Ground)
4	P0.0/V _{REF} (Voltage Reference)

5.10. IREF Connector (J7)

The C8051F996 Target Board also features a current-to-voltage 1 k Ω load resistor that may be connected to the current reference (IREF0) output that can be enabled on port pin (P0.7). Install a shorting block on J7 to connect port pin P0.7 of the target device to the load resistor. If enabled by software, the IREF0 signal is then routed to the J2[8] and TB1[2] connectors.

5.11. VREF and AGND Connector (J13, J14)

The C8051F996 Target Board also features a 4.7 μ F capacitor in parallel with a 0.1 μ F that can be connected to P0.0/VREF when using an external reference. The capacitors are connected to P0.0/VREF when a shorting block is installed on J13. Using an external reference is optional since C8051F99x/98x devices have an on-chip High-Speed Voltage Reference.

A shorting block on J14 allows P0.1/AGND to be connected to ground. This provides a noise-free ground reference to the analog-to-digital Converter. The use of this dedicated analog ground is optional.

5.12. C2 Pin Sharing

On the C8051F996, the debug pins C2CK and C2D are shared with the pins $\overline{\text{RST}}$ and P2.7, respectively. The target board includes the resistors necessary to enable pin sharing which allow the $\overline{\text{RST}}$ and P2.7 pins to be used normally while simultaneously debugging the device. See Application Note “AN124: Pin Sharing Techniques for the C2 Interface” at www.silabs.com for more information regarding pin sharing.

Rev. 0.3

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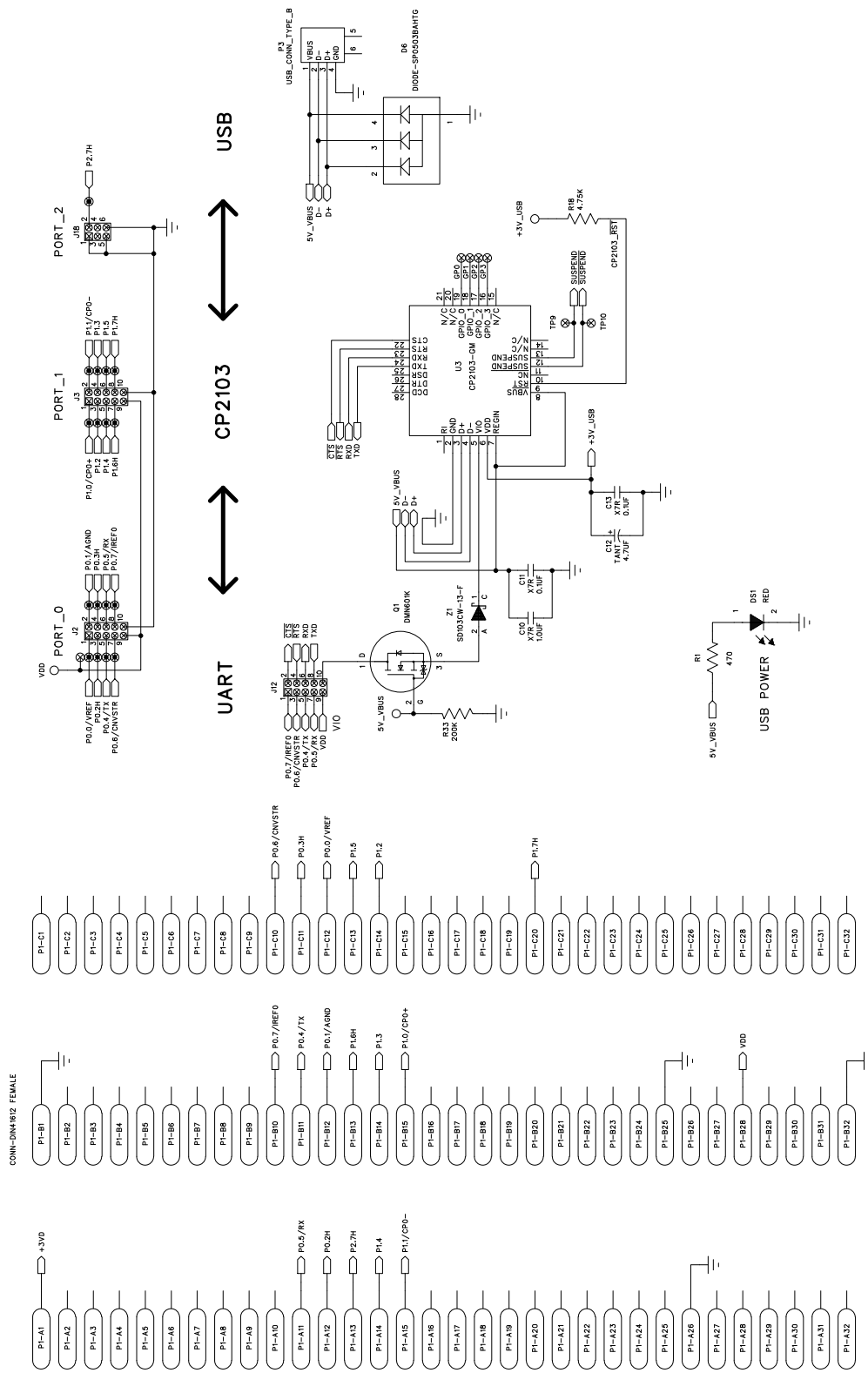


Figure 13. C8051F996 Target Board Schematic (2 of 3)

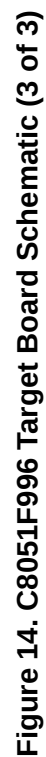
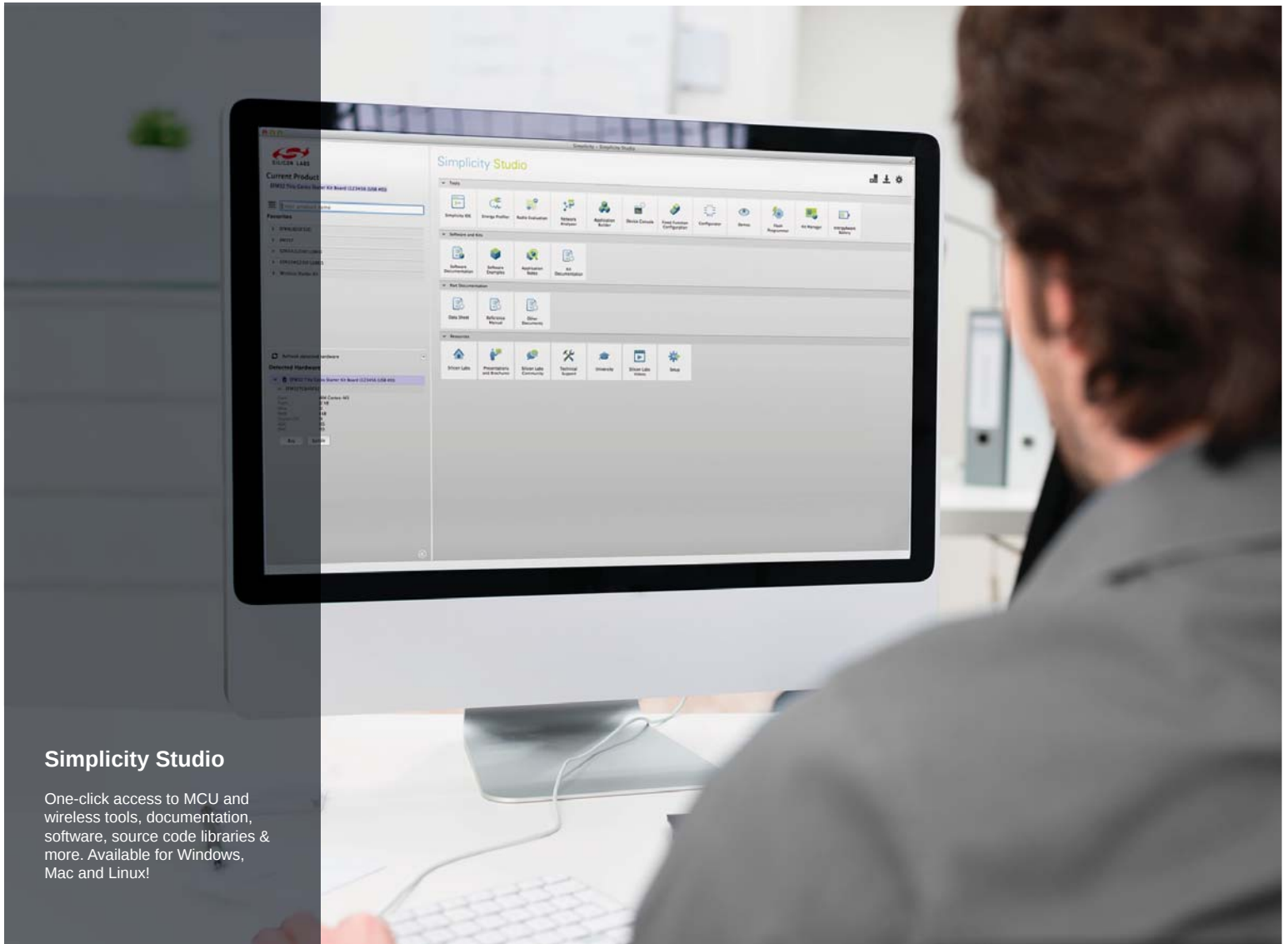


Figure 14. C8051F996 Target Board Schematic (3 of 3)



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