

# RX Family

## RSCI Module Using Firmware Integration Technology

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### Introduction

This application note describes the enhanced serial communications interface (RSCI) module which uses Firmware Integration Technology (FIT). This module uses RSCI to provide Asynchronous, Synchronous, SPI (SSPI), and Manchester support for all channels of the RSCI peripheral. In this document, this module is referred to as the RSCI FIT module.

### Target Devices

- RX26T Group
- RX671 Group
- RX660 Group

When using this application note with other Renesas MCUs, careful evaluation is recommended after making modifications to comply with the alternate MCU.

### Target Compilers

Renesas Electronics C/C++ Compiler Package for RX Family

GCC for Renesas RX

IAR C/C++ Compiler for Renesas RX

For details of the confirmed operation contents of each compiler, refer to "6.1 Confirmed Operation Environment".

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## 1. Overview

### 1.1 RSCI FIT Module

The RSCI FIT module can be used by being implemented in a project as an API. See section 2.13, Adding the FIT Module to Your Project for details on methods to implement this FIT module into a project.

### 1.2 Overview of the RSCI FIT Module

RSCI can handle both asynchronous and clock synchronous serial communications. RSCI has FIFO buffer of 32 stages in transmission/reception blocks, and it can select the FIFO composition, and it can transmit/receive efficiently, and it can also communicate continuously.

Additionally, the driver supports the following features in Asynchronous mode:

- Noise cancellation
- Outputting baud clock on the SCK pin
- One-way flow control of either CTS or RTS

All basic UART, Master SPI, Master Synchronous, and Manchester mode functionality are supported by this driver.

Features not supported by this driver are:

- Extended
- Multiprocessor mode (all channels)
- Event linking
- DMAC/DTC data transfer
- RZI code

#### Handling of Channels

This is a multi-channel driver, and it supports all channels present on the peripheral. Specific channels can be excluded via compile-time defines to reduce driver RAM usage and code size if desired. These defines are specified in "r\_rsci\_rx\_config.h".

An individual channel is initialized in the application by calling `R_RSCI_Open()`. This function applies power to the peripheral and initializes settings particular to the specified mode. A handle is returned from this function to uniquely identify the channel. The handle references an internal driver structure that maintains pointers to the channel's register set, buffers, and other critical information. It is also used as an argument for the other API functions.

#### Interrupts, and Transmission and Reception

Interrupts supported by this driver are TXI, TEI, RXI, and ERI. For Asynchronous mode, circular buffers are used to queue incoming as well as outgoing data. The size of these buffers can also be set on compilation.

The TXI and TEI interrupts are used in Asynchronous or Manchester mode. The TXI interrupt occurs when transmit data in the TDR register has been shifted into the TSR register. During this interrupt, the next byte in the transmit circular buffer is placed into the TDR register to be ready for transmit. If a callback function is provided in the `R_RSCI_Open()` call, it is called here with a TEI event passed to it. Support for TEI interrupts may be removed from the driver via a setting in "r\_rsci\_rx\_config.h".

The RXI interrupt occurs each time the RDAT field of the RDR register has shifted in receive data. In Asynchronous or Manchester mode, this byte is loaded into the receive circular buffer during the interrupt for access later via an `R_RSCI_Receive()` call at the application level. If a callback function is provided, it is called with a receive event. If the receive queue is full, it is called with a queue full event while the last received byte is not stored. In SSPI and Synchronous modes, the shifted-in byte is loaded directly into the receive buffer specified from the last `R_RSCI_Receive()` or `R_RSCI_SendReceive()` call. The data received before `R_RSCI_Receive()` or `R_RSCI_SendReceive()` call is ignored. With SSPI and Synchronous modes, data is transmitted and received in the RXI interrupt handler. The number of data remaining to be transferred or received can be checked with the value of the transmit counter (`tx_cnt`) and received counter (`rx_cnt`) in the handle set for the fourth parameter of the `R_RSCI_Open` function. Refer to 2.10, Parameters for details.

Error Detection

The ERI interrupt occurs when a framing, overrun, or parity error is detected by the receive device. In Manchester mode, there are also Manchester code, preface, start bit, or receive Sync errors. If a callback function is provided, the interrupt determines which error occurred and notifies the application of the event. Refer to 2.12, Callback Function for details.

This FIT module clears the error flag in the ERI interrupt handler regardless of the callback function provided or not. If the FIFO function is enabled, the callback function is called before the error flag is cleared. So, the data where the error occurred can be determined by reading the RDR register for the number of data received. Refer to 2.12 Callback Function for details.

## 1.3 API Overview

Table 1.1 lists the API functions included in this module.

**Table 1.1 API Functions**

| Function Name        | Description  |
|----------------------|--|
| R_RSCI_Open()        | Applies power to the RSCI channel, initializes the associated registers, enables interrupts, and provides the channel handle for use with other API functions. Specifies the callback function which is called when a receive error or other interrupt events occur. |
| R_RSCI_Close()       | Removes power to the RSCI channel and disables the associated interrupts.  |
| R_RSCI_Send()        | Initiates transmit if transmitter is not in use.   |
| R_RSCI_Receive()     | For Asynchronous or Manchester mode, fetches data from a queue which is filled by RXI interrupts.<br>For Synchronous and SSPI modes, initiates dummy data transmission and reception if transceiver is not in use.   |
| R_RSCI_SendReceive() | For Synchronous and SSPI modes only. Transmits and receives data simultaneously if the transceiver is not in use.  |
| R_RSCI_Control()     | Handles special hardware or software operations for the RSCI channel.  |
| R_RSCI_GetVersion()  | Returns at runtime the driver version number.  |

## 1.4 Limitations

None.

## 1.5 Using the FIT RSCI module

### 1.5.1 Using FIT RSCI module in C++ project

For C++ project, add FIT RSCI module interface header file within extern "C":

```
Extern "C"
{
    #include "r_smc_entry.h"
    #include "r_rsci_rx_if.h"
}
```

## 2. API Information

This FIT module has been confirmed to operate under the following conditions.

### 2.1 Hardware Requirements

The MCU used must support the following functions:

- RSCI
- GPIO

## 2.2 Software Requirements

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This driver is dependent upon the following FIT module:

- Renesas Board Support Package (r\_bsp) v6.10 or higher
- r\_byteq (Asynchronous or Manchester mode)

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## 2.3 Limitations

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### 2.3.1 RAM Location Limitations

In FIT, if a value equivalent to NULL is set as the pointer argument of an API function, error might be returned due to parameter check. Therefore, do not pass a NULL equivalent value as pointer argument to an API function.

The NULL value is defined as 0 because of the library function specifications. Therefore, the above phenomenon would occur when the variable or function passed to the API function pointer argument is located at the start address of RAM (address 0x0). In this case, change the section settings or prepare a dummy variable at the top of the RAM so that the variable or function passed to the API function pointer argument is not located at address 0x0.

In the case of the CCRX project (e2 studio V21.7.0), the RAM start address is set as 0x4 to prevent the variable from being located at address 0x0. In the case of the GCC project (e2 studio V21.7.0) and IAR project (EWRX V4.20.1), the start address of RAM is 0x0, so the above measures are necessary.

The default settings of the section may be changed due to the IDE version upgrade. Please check the section settings when using the latest IDE.

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## 2.4 Supported Toolchain

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This driver has been confirmed to work with the toolchain listed in 6.1, Confirmed Operation Environment.

## 2.5 Interrupt Vector

The RXIn and ERIn interrupt is enabled by executing the R\_RSCI\_Open function.

For SSPI and synchronous modes, interrupts TXIn and TEIn are not used in these modes.

Table 2.1 lists the interrupt vector used in the RSCI FIT Module.

**Table 2.1 Interrupt Vector Used in the RSCI FIT Module**

| Device         | Interrupt Vector   |
|----------------|--|
| RX671<br>RX660 | RXI interrupt (vector no.: 32)   |
|                | TXI interrupt (vector no.: 33)   |
|                | RXI interrupt (vector no.: 42)   |
|                | TXI interrupt (vector no.: 43)   |
|                | GROUPAL0 interrupt (vector no.: 112)   |
|                | <ul style="list-style-type: none"> <li>• TEI interrupt (group interrupt source no.: 24)</li> <li>• ERI interrupt (group interrupt source no.: 25)</li> <li>• TEI interrupt (group interrupt source no.: 27)</li> <li>• ERI interrupt (group interrupt source no.: 28)</li> </ul> |
| RX26T          | RXI interrupt (vector no.: 100)  |
|                | TXI interrupt (vector no.: 101)  |
|                | RXI interrupt (vector no.: 102)  |
|                | TXI interrupt (vector no.: 103)  |
|                | RXI interrupt (vector no.: 114)  |
|                | TXI interrupt (vector no.: 115)  |
|                | GROUPBL1 interrupt (vector no.: 111)   |
|                | <ul style="list-style-type: none"> <li>• TEI interrupt (group interrupt source no.: 24)</li> <li>• ERI interrupt (group interrupt source no.: 25)</li> <li>• TEI interrupt (group interrupt source no.: 26)</li> <li>• ERI interrupt (group interrupt source no.: 27)</li> </ul> |
|                | GROUPAL0 interrupt (vector no.: 112)   |
|                | <ul style="list-style-type: none"> <li>• TEI interrupt (group interrupt source no.: 12)</li> <li>• ERI interrupt (group interrupt source no.: 13)</li> </ul>   |



## 2.6 Header Files

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All API calls and their supporting interface definitions are located in `r_rsci_rx_if.h`.

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## 2.7 Integer Types

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This project uses ANSI C99. These types are defined in `stdint.h`.

## 2.8 Configuration Overview

The configuration option settings of this module are located in `r_rsci_rx_config.h`. The option names and setting values are listed in the table below:

| Configuration options in <code>r_rsci_rx_config.h</code>   |   |
|--|---|
| <code>RSCI_CFG_PARAM_CHECKING_ENABLE</code> 1  | 1: Parameter checking is included in the build.<br>0: Parameter checking is omitted from the build.<br>Setting this #define to <code>BSP_CFG_PARAM_CHECKING_ENABLE</code> utilizes the system default setting.  |
| <code>RSCI_CFG_ASYNC_INCLUDED</code> 1<br><code>RSCI_CFG_SYNC_INCLUDED</code> 0<br><code>RSCI_CFG_SSPI_INCLUDED</code> 0<br><code>RSCI_CFG_MANC_INCLUDED</code> 0      | These #defines are used to include code specific to their mode of operation. A value of 1 means that the supporting code will be included. Use a value of 0 for unused modes to reduce overall code size.   |
| <code>RSCI_CFG_DUMMY_TX_BYTE</code> 0xFF   | This #define is used only with SSPI and Synchronous mode. It is the value of dummy data which is clocked out for each byte clocked in during the <code>R_RSCI_Receive()</code> function call.   |
| <code>RSCI_CFG_CH8_INCLUDED</code> 0<br><code>RSCI_CFG_CH9_INCLUDED</code> 0<br><code>RSCI_CFG_CH10_INCLUDED</code> 0<br><code>RSCI_CFG_CH11_INCLUDED</code> 0         | Each channel has associated with it transmit and receive buffers, counters, interrupts, and other program and RAM resources. Setting a #define to 1 allocates resources for that channel.<br>Be sure to enable the channels you will be using in the config file.   |
| <code>RSCI_CFG_CH8_TX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH9_TX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH10_TX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH11_TX_BUFSIZ</code> 80 | These #defines specify the size of the buffer to be used in Asynchronous or Manchester mode for the transmit queue on each channel. If the corresponding <code>RSCI_CFG_CHn_INCLUDED</code> is set to 0, <code>RSCI_CFG_ASYNC_INCLUDED</code> is set to 0, or <code>RSCI_CFG_MANC_INCLUDED</code> is set to 0, the buffer is not allocated.   |
| <code>RSCI_CFG_CH8_RX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH9_RX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH10_RX_BUFSIZ</code> 80<br><code>RSCI_CFG_CH11_RX_BUFSIZ</code> 80 | These #defines specify the size of the buffer to be used in Asynchronous or Manchester mode for the receive queue on each channel. If the corresponding <code>RSCI_CFG_CHn_INCLUDED</code> is set to 0, <code>RSCI_CFG_ASYNC_INCLUDED</code> is set to 0, or <code>RSCI_CFG_MANC_INCLUDED</code> is set to 0, the buffer is not allocated.  |
| <code>RSCI_CFG_TEI_INCLUDED</code> 0   | Setting this #define to 1 causes the Transmit Buffer Empty interrupt code to be included. This interrupt occurs when the last bit of the last byte of data has been sent. The interrupt calls the user's callback function (specified in <code>R_RSCI_Open()</code> ) and passes it an <code>RSCI_EVT_TEI</code> event.   |
| <code>RSCI_CFG_ERI_TEI_PRIORITY</code> 3   | This sets the receiver error interrupt (ERI) and transmit end interrupt (TEI) priority level. 1 is the lowest priority and 15 is the highest. The ERI interrupt handles overrun, framing, and parity errors for all channels. In Manchester mode, there are also Manchester code, preface, start bit, and receive Sync errors. The TEI interrupt indicates when the last bit has been transmitted and the transmitter is idle (Asynchronous/Manchester mode). |

| Configuration options in r_rsci_rx_config.h  |  |
|--|--|
| RSCI_CFG_CH10_FIFO_INCLUDED 0<br>RSCI_CFG_CH11_FIFO_INCLUDED 0   | 1: Processing regarding the FIFO function is included in the build<br>0: processing regarding the FIFO function is omitted from the build  |
| RSCI_CFG_CH10_TX_FIFO_THRESH 8<br>RSCI_CFG_CH11_TX_FIFO_THRESH 8   | When the RSCI operating mode is clock synchronous mode or simple SPI mode, set the values same as the receive FIFO threshold value.<br>0 to 31: Specifies the threshold value of the transmit FIFO.            |
| RSCI_CFG_CH10_RX_FIFO_THRESH 8<br>RSCI_CFG_CH11_RX_FIFO_THRESH 8   | 1 to 31: Specifies the threshold value of the receive FIFO.  |
| RSCI_CFG_CH8_DATA_MATCH_INCLUDED 0<br>RSCI_CFG_CH9_DATA_MATCH_INCLUDED 0<br>RSCI_CFG_CH10_DATA_MATCH_INCLUDED 0<br>RSCI_CFG_CH11_DATA_MATCH_INCLUDED 0   | 1: Processing regarding the data match function is included in the build<br>0: processing regarding the data match function is omitted from the build  |
| RSCI_CFG_CH8_TX_SIGNAL_TRANSITION_TIMING_INCLUDED 0<br>RSCI_CFG_CH9_TX_SIGNAL_TRANSITION_TIMING_INCLUDED 0<br>RSCI_CFG_CH10_TX_SIGNAL_TRANSITION_TIMING_INCLUDED 0<br>RSCI_CFG_CH11_TX_SIGNAL_TRANSITION_TIMING_INCLUDED 0 | Disable or enable Transmit signal transition timing adjustment feature<br>Enable =1 , Disable =0.  |
| RSCI_CFG_CH8_RX_SIGNAL_TRANSITION_TIMING_INCLUDED 0<br>RSCI_CFG_CH9_RX_SIGNAL_TRANSITION_TIMING_INCLUDED 0<br>RSCI_CFG_CH10_RX_DATA_SAMPLING_TIMING_INCLUDED 0<br>RSCI_CFG_CH11_RX_DATA_SAMPLING_TIMING_INCLUDED 0         | Disable or enable Receive data sampling timing adjust feature<br>Enable =1 , Disable =0.   |
| RSCI_CFG_CH9_TX_SEL_ENCODING_POL 0<br>RSCI_CFG_CH10_TX_SEL_ENCODING_POL 0<br>RSCI_CFG_CH11_TX_SEL_ENCODING_POL 0   | 0: Logic 0 is encoded as a low to high transition and logic 1 is encoded as a high to low transition.<br>1: Logic 0 is encoded as a high to low transition and logic 1 is encoded as a low to high transition. |
| RSCI_CFG_CH9_RX_SEL_DECODING_POL 0<br>RSCI_CFG_CH10_RX_SEL_DECODING_POL 0<br>RSCI_CFG_CH11_RX_SEL_DECODING_POL 0   | 0: Low to high transition is decoded to logic 0 and high to low transition is decoded to logic 1.<br>1: high to low transition is decoded to logic 0 and low to high transition is decoded to logic 1.         |
| RSCI_CFG_CH9_TX_PREFACE_LENGTH 8<br>RSCI_CFG_CH10_TX_PREFACE_LENGTH 8<br>RSCI_CFG_CH11_TX_PREFACE_LENGTH 8   | 0 to 15: Specifies the preface length value of the transmit.   |
| RSCI_CFG_CH9_RX_PREFACE_LENGTH 8<br>RSCI_CFG_CH10_RX_PREFACE_LENGTH 8<br>RSCI_CFG_CH11_RX_PREFACE_LENGTH 8   | 0 to 15: Specifies the preface length value of the receive.  |
| RSCI_CFG_CH9_TX_PREFACE_PATTERN 0<br>RSCI_CFG_CH10_TX_PREFACE_PATTERN 0<br>RSCI_CFG_CH11_TX_PREFACE_PATTERN 0  | 0 to 3: Specifies the preface pattern value of the transmit.   |
| RSCI_CFG_CH9_RX_PREFACE_PATTERN 0<br>RSCI_CFG_CH10_RX_PREFACE_PATTERN 0<br>RSCI_CFG_CH11_RX_PREFACE_PATTERN 0  | 0 to 3: Specifies the preface pattern value of the receive.  |

## 2.9 Code Size

Typical code sizes associated with this module are listed below.

The ROM (code and constants) and RAM (global data) sizes are determined by the build-time configuration options described in 2.8, Configuration Overview. The table lists reference values when the C compiler's compile options are set to their default values, as described in 2.4, Supported Toolchain. The compile option default values are optimization level: 2, optimization type: for size, and data endianness: little-endian. The code size varies depending on the C compiler version and compile options.

| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                       |
|-----------------------------------|--|-----|-------------------------|----------------------------|-----------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks               |
|                                   |  |     | Renesas Compiler        |                            |                       |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                       |
| RX671                             | Asynchronous mode  | ROM | 3472 bytes              | 3122 bytes                 | 1 channel used        |
|                                   |  | RAM | 192 bytes               | 192 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 2990 bytes              | 2596 bytes                 | 1 channel used        |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 3744 bytes              | 3368 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 4550 bytes              | 4070 bytes                 | Total 2 channels used |
|                                   |  | RAM | 392 bytes               | 392 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 68 bytes                |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 4372 bytes              | 3917 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 4024 bytes              | 3571 bytes                 | 1 channel used        |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 5902 bytes              | 5362 bytes                 | Total 2 channels used |
|                                   |  | RAM | 408 bytes               | 408 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 68 bytes                |                            |                       |
| RX660                             | Asynchronous mode  | ROM | 3497 bytes              | 3173 bytes                 | 1 channel used        |
|                                   |  | RAM | 192 bytes               | 192 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 3019 bytes              | 2646 bytes                 | 1 channel used        |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 3610 bytes              | 3242 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 4458 bytes              | 4002 bytes                 | Total 2 channels used |
|                                   |  | RAM | 392 bytes               | 392 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 72 bytes                |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 4454 bytes              | 4080 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 4100 bytes              | 3667 bytes                 | 1 channel used        |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 5868 bytes              | 5352 bytes                 | Total 2 channels used |
|                                   |  | RAM | 408 bytes               | 408 bytes                  | Total 2 channels used |

| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                       |
|-----------------------------------|--|-----|-------------------------|----------------------------|-----------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks               |
|                                   |  |     | Renesas Compiler        |                            |                       |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                       |
|                                   | Maximum stack usage  |     | 72 bytes                |                            |                       |
| RX26T                             | Asynchronous mode  | ROM | 3628 bytes              | 3303 bytes                 | 1 channel used        |
|                                   |  | RAM | 192 bytes               | 192 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 3128 bytes              | 2762 bytes                 | 1 channel used        |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 3740 bytes              | 3372 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 4621 bytes              | 4161 bytes                 | Total 2 channels used |
|                                   |  | RAM | 392 bytes               | 392 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 72 bytes                |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 4574 bytes              | 4199 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 4208 bytes              | 3771 bytes                 | 1 channel used        |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 6020 bytes              | 5500 bytes                 | Total 2 channels used |
|                                   |  | RAM | 408 bytes               | 408 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 72 bytes                |                            |                       |

| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                       |
|-----------------------------------|--|-----|-------------------------|----------------------------|-----------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks               |
|                                   |  |     | GCC Compiler            |                            |                       |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                       |
| RX671                             | Asynchronous mode  | ROM | 6704 bytes              | 6016 bytes                 | 1 channel used        |
|                                   |  | RAM | 192 bytes               | 192 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 5604 bytes              | 4883 bytes                 | 1 channel used        |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 7008 bytes              | 6264 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 8892 bytes              | 7916 bytes                 | Total 2 channels used |
|                                   |  | RAM | 392 bytes               | 392 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 8408 bytes              | 7624 bytes                 | 1 channel used        |
|                                   |  | RAM | 200 bytes               | 200 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 7636 bytes              | 6756 bytes                 | 1 channel used        |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 11516 bytes             | 10420 bytes                | Total 2 channels used |
|                                   |  | RAM | 408 bytes               | 408 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |
| RX660                             | Asynchronous mode  | ROM | 6604 bytes              | 5940 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 5760 bytes              | 5024 bytes                 | 1 channel used        |
|                                   |  | RAM | 0 bytes                 | 0 bytes                    | 1 channel used        |
|                                   | Manchester mode  | ROM | 6816 bytes              | 6072 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 8496 bytes              | 7544 bytes                 | Total 2 channels used |
|                                   |  | RAM | 384 bytes               | 384 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 8380 bytes              | 7604 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 7856 bytes              | 6968 bytes                 | 1 channel used        |
|                                   |  | RAM | 128 bytes               | 128 bytes                  | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 11184 bytes             | 10104 bytes                | Total 2 channels used |
|                                   |  | RAM | 384 bytes               | 384 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |

| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                       |
|-----------------------------------|--|-----|-------------------------|----------------------------|-----------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks               |
|                                   |  |     | GCC Compiler            |                            |                       |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                       |
| RX26T                             | Asynchronous mode  | ROM | 4336 bytes              | 3864 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 3676 bytes              | 3140 bytes                 | 1 channel used        |
|                                   |  | RAM | 128 bytes               | 128 bytes                  | 1 channel used        |
|                                   | Manchester mode  | ROM | 4552 bytes              | 3992 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 5476 bytes              | 4788 bytes                 | Total 2 channels used |
|                                   |  | RAM | 384 bytes               | 384 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 5560 bytes              | 4968 bytes                 | 1 channel used        |
|                                   |  | RAM | 256 bytes               | 256 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 5036 bytes              | 4372 bytes                 | 1 channel used        |
|                                   |  | RAM | 128 bytes               | 128 bytes                  | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 7228 bytes              | 6412 bytes                 | Total 2 channels used |
|                                   |  | RAM | 512 bytes               | 512 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | -                       |                            |                       |

| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                       |
|-----------------------------------|--|-----|-------------------------|----------------------------|-----------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks               |
|                                   |  |     | IAR Compiler            |                            |                       |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                       |
| RX671                             | Asynchronous mode  | ROM | 5494 bytes              | 4874 bytes                 | 1 channel used        |
|                                   |  | RAM | 581 bytes               | 581 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 4404 bytes              | 3793 bytes                 | 1 channel used        |
|                                   |  | RAM | 40 bytes                | 40 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 5805 bytes              | 5049 bytes                 | 1 channel used        |
|                                   |  | RAM | 589 bytes               | 589 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 7010 bytes              | 6154 bytes                 | Total 2 channels used |
|                                   |  | RAM | 781 bytes               | 781 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 152 bytes               |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 6751 bytes              | 6034 bytes                 | 1 channel used        |
|                                   |  | RAM | 589 bytes               | 589 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 5905 bytes              | 5173 bytes                 | 1 channel used        |
|                                   |  | RAM | 48 bytes                | 48 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 8897 bytes              | 7924 bytes                 | Total 2 channels used |
|                                   |  | RAM | 797 bytes               | 797 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 224 bytes               |                            |                       |
| RX660                             | Asynchronous mode  | ROM | 5398 bytes              | 4807 bytes                 | 1 channel used        |
|                                   |  | RAM | 577 bytes               | 577 bytes                  | 1 channel used        |
|                                   | Clock synchronous mode                                     | ROM | 4403 bytes              | 3871 bytes                 | 1 channel used        |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used        |
|                                   | Manchester mode  | ROM | 5676 bytes              | 4957 bytes                 | 1 channel used        |
|                                   |  | RAM | 585 bytes               | 585 bytes                  | 1 channel used        |
|                                   | Asynchronous mode + Clock synchronous mode (or simple SPI) | ROM | 6690 bytes              | 5879 bytes                 | Total 2 channels used |
|                                   |  | RAM | 777 bytes               | 777 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 152 bytes               |                            |                       |
|                                   | FIFO mode + Asynchronous mode                              | ROM | 6711 bytes              | 6018 bytes                 | 1 channel used        |
|                                   |  | RAM | 585 bytes               | 585 bytes                  | 1 channel used        |
|                                   | FIFO mode + Clock synchronous mode                         | ROM | 5936 bytes              | 5302 bytes                 | 1 channel used        |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used        |
|                                   | FIFO mode + Asynchronous mode + Clock synchronous mode     | ROM | 8632 bytes              | 7715 bytes                 | Total 2 channels used |
|                                   |  | RAM | 793 bytes               | 793 bytes                  | Total 2 channels used |
|                                   | Maximum stack usage  |     | 228 bytes               |                            |                       |



| ROM and RAM minimum sizes (bytes) |  |     |                         |                            |                          |
|-----------------------------------|--|-----|-------------------------|----------------------------|--------------------------|
| Device                            | Category   |     | Memory usage            |                            | Remarks                  |
|                                   |  |     | IAR Compiler            |                            |                          |
|                                   |  |     | With Parameter Checking | Without Parameter Checking |                          |
| RX26T                             | Asynchronous mode  | ROM | 5356 bytes              | 4760 bytes                 | 1 channel used           |
|                                   |  | RAM | 577 bytes               | 577 bytes                  | 1 channel used           |
|                                   | Clock synchronous mode   | ROM | 4453 bytes              | 3853 bytes                 | 1 channel used           |
|                                   |  | RAM | 36 bytes                | 36 bytes                   | 1 channel used           |
|                                   | Manchester mode  | ROM | 5579 bytes              | 4914 bytes                 | 1 channel used           |
|                                   |  | RAM | 585 bytes               | 585 bytes                  | 1 channel used           |
|                                   | Asynchronous mode +<br>Clock synchronous mode<br>(or simple SPI) | ROM | 6811 bytes              | 5991 bytes                 | Total 2<br>channels used |
|                                   |  | RAM | 777 bytes               | 777 bytes                  | Total 2<br>channels used |
|                                   | Maximum stack usage  |     | 152 bytes               |                            |                          |
|                                   | FIFO mode +<br>Asynchronous mode                                 | ROM | 6793 bytes              | 6104 bytes                 | 1 channel used           |
|                                   |  | RAM | 585 bytes               | 585 bytes                  | 1 channel used           |
|                                   | FIFO mode +<br>Clock synchronous mode                            | ROM | 6093 bytes              | 5386 bytes                 | 1 channel used           |
|                                   |  | RAM | 44 bytes                | 44 bytes                   | 1 channel used           |
|                                   | FIFO mode +<br>Asynchronous mode +<br>Clock synchronous mode     | ROM | 8755 bytes              | 7852 bytes                 | Total 2<br>channels used |
|                                   |  | RAM | 793 bytes               | 793 bytes                  | Total 2<br>channels used |
|                                   | Maximum stack usage  |     | 228 bytes               |                            |                          |

RAM requirements vary based on the number of channels configured. Each channel has associated data structures in RAM. In addition, for Asynchronous or Manchester mode, each Async or Manc channel will have a Transmit queue and a Receive queue. The buffers for these queues each have a minimum size of 2 bytes, or a total of 4 bytes per channel. Since the queue buffer sizes are user configurable, the RAM requirement will be increased or decreased directly by the amount allocated for buffers.

The formula for calculating Async or Manc mode RAM requirements is:

Number of channels used (1 to 2) × (Data structure per channel (32 bytes)  
+ Transmit queue buffer size (size specified by RSCI\_CFG\_CHn\_TX\_BUFSIZ)  
+ Receive queue buffer size (size specified by RSCI\_CFG\_CHn\_RX\_BUFSIZ))

\* For FIFO mode, the data structure per channel is 36 bytes.

The Sync and SPI mode RAM requirements are number of channels × data structure per channel (fixed at 36 bytes, for FIFO mode, fixed at 40 bytes).

The ROM requirements vary based on the number of channels configured for use. The exact amount varies depending on the combination of channels selected and the effects of compiler code optimization.

## 2.10 Parameters

This section describes the parameter structure used by the API functions in this module. The structure is located in `r_rsci_rx_if.h` as are the prototype declarations of API functions.

### Structure for Managing Channels

This structure is to store management information required to control RSCI channels. The contents of the structure vary depending on settings of the configuration option and the device used. Though the user does not need to care for the contents of the structure, if clock synchronous mode/SSPI mode is used, the number of data to be processed can be checked with `tx_cnt` or `rx_cnt`.

The following shows an example of the structure for RX671:

```
typedef struct st_rsci_ch_ctrl          // Channel management structure
{
    rsci_ch_rom_t const *rom;           // Start address of the RSCI register for the
    channel
    rsci_mode_t mode;                   // RSCI operating mode currently set for the channel
    uint32_t baud_rate;                 // Baud rate currently set for the channel
    void (*callback)(void *p_args);     // Address of the callback function
    union
    {
        #if (RSCI_CFG_ASYNC_INCLUDED || RSCI_CFG_MANC_INCLUDED)
        byteq_hdl_t que;               // Transmit byte queue (asynchronous/manchester mode)
        #endif
        uint8_t *buf;                  // Start address of the transmit buffer
        //(clock synchronous/SSPI mode)
    } u_tx_data;
    union
    {
        #if (RSCI_CFG_ASYNC_INCLUDED || RSCI_CFG_MANC_INCLUDED)
        byteq_hdl_t que;               // Receive byte queue (asynchronous/manchester mode)
        #endif
        uint8_t *buf;                  // Start address of the receive buffer
        //(synchronous/SSPI mode)
    } u_rx_data;
    bool tx_idle;                       // Transmission idle state (idle state/transmitting)
    #if (RSCI_CFG_SSPI_INCLUDED || RSCI_CFG_SYNC_INCLUDED)
    bool save_rx_data;                  // Receive data storage (enable/disable)
    uint16_t tx_cnt;                   // Transmit counter
    uint16_t rx_cnt;                   // Receive counter
    bool tx_dummy;                     // Transmit dummy data (enable/disable)
    #endif
    uint32_t pclk_speed;               // Operating frequency of the peripheral module clock
    #if RSCI_CFG_FIFO_INCLUDED
    uint8_t fifo_ctrl;                 // FIFO function (enable/disable)
    uint8_t rx_dflt_thresh;            // Recive FIFO threshold value (default)
    uint8_t rx_curr_thresh;            // Recive FIFO threshold value (current)
    uint8_t tx_dflt_thresh;            // Transmit FIFO threshold value (default)
    uint8_t tx_curr_thresh;            // Transmit FIFO threshold value (current)
    #endif
    #if RSCI_CFG_MANC_INCLUDED
    uint8_t rx_decoding_pol;           // Decoding conversion select
    uint8_t rx_preface_length;         // RX Preface length
    uint8_t rx_preface_pattern;        // RX Preface pattern
    uint8_t tx_encoding_pol;           // Encoding conversion select
    uint8_t tx_preface_length;         // TX Preface length
    uint8_t tx_preface_pattern;        // TX Preface pattern
    #endif
} rsci_ch_ctrl_t;
```

## 2.11 Return Values

This section describes return values of API functions. This enumeration is located in `r_rsci_rx_if.h` as are the prototype declarations of API functions.

```
typedef enum e_rsci_err          // RSCI API error codes
{
    RSCI_SUCCESS=0,
    RSCI_ERR_BAD_CHAN,           // Non-existent channel number
    RSCI_ERR_OMITTED_CHAN,       // RSCI_CHx_INCLUDED is 0 in config.h
    RSCI_ERR_CH_NOT_CLOSED,      // Channel still running in another mode
    RSCI_ERR_BAD_MODE,           // Unsupported or incorrect mode for channel
    RSCI_ERR_INVALID_ARG,        // Argument is not valid for parameter
    RSCI_ERR_NULL_PTR,           // Received null ptr; missing required argument
    RSCI_ERR_XCVR_BUSY,          // Cannot start data transfer; transceiver busy

    // Asynchronous or Manchester
    RSCI_ERR_QUEUE_UNAVAILABLE,  // Cannot open tx or rx queue or both
    RSCI_ERR_INSUFFICIENT_SPACE, // Not enough space in transmit queue
    RSCI_ERR_INSUFFICIENT_DATA,  // Not enough data in receive queue

    // Synchronous/SSPI modes only
    RSCI_ERR_XFER_NOT_DONE       // Data transfer still in progress
} rsci_err_t;
```

## 2.12 Callback Function

In this module, the callback function specified by the user is called when the RXIn, ERIn interrupt occurs.

The callback function is specified by storing the address of the user function in the “void (\* const p\_callback)(void \*p\_args)” structure member (see 2.10, Parameters). When the callback function is called, the variable which stores the constant is passed as the argument.

The argument is passed as void type. Thus the argument of the callback function is cast to a void pointer. See examples below as reference.

When using a value in the callback function, type cast the value.

The following shows an example template for the callback function in asynchronous mode.

```
void MyCallback(void *p_args)
{
    rsci_cb_args_t *args;
    args = (rsci_cb_args_t *)p_args;
    if (args->event == RSCI_EVT_RX_CHAR)
    {
        //from RXI interrupt; character placed in queue is in args->byte
        nop();
    }
    else if (args->event == RSCI_EVT_RX_CHAR_MATCH)
    {
        //from RXI interrupt, received data match comparison data
        //character placed in queue is in args->byte
        nop();
    }

    #if RSCI_CFG_TEI_INCLUDED
    else if (args->event == RSCI_EVT_TEI)
    {
        // from TEI interrupt; transmitter is idle
        // possibly disable external transceiver here
        nop();
    }
}
```

```
#endif
else if (args->event == RSCI_EVT_RXBUF_OVFL)
{
    // from RXI interrupt; receive queue is full
    // unsaved char is in args->byte
    // will need to increase buffer size or reduce baud rate
    nop();
}
else if (args->event == RSCI_EVT_OVFL_ERR)
{
    // from ERI interrupt; receiver overflow error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_FRAMING_ERR)
{
    // from ERI interrupt; receiver framing error occurred
    // error char is in args->byte; if = 0, received BREAK condition
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_PARITY_ERR)
{
    // from ERI interrupt; receiver parity error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
    nop();
}
}
```

The following shows an example template for the callback function in SSPI mode.

```
void sspiCallback(void *p_args)
{
    rsci_cb_args_t *args;
    args = (rsci_cb_args_t *)p_args;
    if (args->event == RSCI_EVT_XFER_DONE)
    {
        // data transfer completed
        nop();
    }
    else if (args->event == RSCI_EVT_XFER_ABORTED)
    {
        // data transfer aborted
        nop();
    }
    else if (args->event == RSCI_EVT_OVFL_ERR)
    {
        // from ERI interrupt; receiver overflow error occurred
        // error char is in args->byte
        // error condition is cleared in ERI interrupt routine
        nop();
    }
}
```

The following shows an example template for the callback function in manchester mode.

```
void MancCallback(void *p_args)
{
    rsci_cb_args_t *args;
```

```
args = (rsci_cb_args_t *)p_args;
if (args->event == RSCI_EVT_RX_CHAR)
{
    //from RXI interrupt; character placed in queue is in args->byte
    nop();
}
#ifdef RSCI_CFG_TEI_INCLUDED
else if (args->event == RSCI_EVT_TEI)
{
    // from TEI interrupt; transmitter is idle
    // possibly disable external transceiver here
    nop();
}
#endif
else if (args->event == RSCI_EVT_RXBUF_OVFL)
{
    // from RXI interrupt; receive queue is full
    // unsaved char is in args->byte
    // will need to increase buffer size or reduce baud rate
    nop();
}
else if (args->event == RSCI_EVT_OVFL_ERR)
{
    // from ERI interrupt; receiver overflow error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_FRAMING_ERR)
{
    // from ERI interrupt; receiver framing error occurred
    // error char is in args->byte; if = 0, received BREAK condition
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_PARITY_ERR)
{
    // from ERI interrupt; receiver parity error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_MANCHESTER_CODE_ERR)
{
    // from ERI interrupt; Manchester code error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_RECEIVE_SYNC_ERR)
{
    // from ERI interrupt; receive sync error occurred
    // error char is in args->byte;
    // error condition is cleared in ERI routine
    nop();
}
else if (args->event == RSCI_EVT_START_BIT_ERR)
{
    // from ERI interrupt; start bit error occurred
    // error char is in args->byte
    // error condition is cleared in ERI routine
```

```

nop();
}
else if (args->event == RSCI_EVT_PREFACE_ERR)
{
// from ERI interrupt; preface error occurred
// error char is in args->byte
// error condition is cleared in ERI routine
nop();
}
}
}

```

This FIT module calls the callback function specified by the user when a receive error interrupt occurs, when 1-byte data is received in asynchronous or manchester mode, when transmissions/receptions for the specified number of bytes have been completed in clock synchronous or SSPI mode, and when a transmit end interrupt occurs.

Note that if the FIFO function is enabled in asynchronous mode, the callback function is executed when receptions for the maximum number of times specified with `RSCI_CFG_CHn_RX_FIFO_THRESH` have been completed or 15 etu <sup>(1)</sup> has elapsed from the stop bit of the last received data.

The callback function is set by specifying the address of the callback function to the fourth parameter of `R_RSCI_Open()`. When the callback function is called, the following parameters are set.

```

typedef struct st_rsci_cb_args          // Arguments of the callback function
{
rsci_hdl_t hdl;           // Handle upon an event occurrence
rsci_cb_evt_t event;      // Event which triggered the event occurred
uint8_t byte;            // Receive data upon an event occurrence
uint8_t num;              // Receive data size (valid only when FIFO is
used)
} rsci_cb_args_t;

typedef enum e_rsci_cb_evt              // Event for the callback function
{
/* Async/Manc Events */
RSCI_EVT_TEI,           // TEI interrupt occurred; transmitter is idle
RSCI_EVT_RX_CHAR,       // received a character; already placed in queue
RSCI_EVT_RXBUF_OVFL,    // rx queue is full; can't save anymore data
RSCI_EVT_FRAMING_ERR,   // receiver hardware framing error
RSCI_EVT_PARITY_ERR,    // receiver hardware parity error

/* Async Events */
RSCI_EVT_RX_CHAR_MATCH, // received a matched character; already placed in
queue

/* SSPI/Sync Events */
RSCI_EVT_XFER_DONE,      // transfer completed
RSCI_EVT_XFER_ABORTED,   // transfer aborted

/* Manc Events */
RSCI_EVT_MANCHESTER_CODE_ERR, // receiver hardware manchester code error
RSCI_EVT_RECEIVE_SYNC_ERR,    // receiver hardware receive sync error
RSCI_EVT_START_BIT_ERR,       // receiver hardware start bit error
RSCI_EVT_PREFACE_ERR,         // receiver hardware preface error

/* Common Events */
RSCI_EVT_OVFL_ERR             // receiver hardware overrun error
} rsci_cb_evt_t;

```

Since the argument is passed as a void pointer, arguments of the callback function must be the pointer variable of type void, for example, when using the argument value within the callback function, it must be type-casted.

Note 1.    etu (Elementary Time Unit): 1-bit transfer period

When the following events occur, a received data stored in the argument of the callback function becomes undefined value:

- RSCI\_EVT\_TEI
- RSCI\_EVT\_XFER\_DONE
- RSCI\_EVT\_XFER\_ABORTED
- RSCI\_EVT\_OVFL\_ERR (when FIFO function enabled)
- RSCI\_EVT\_PARITY\_ERR (when FIFO function enabled)
- RSCI\_EVT\_FRAMING\_ERR (when FIFO function enabled)
- RSCI\_EVT\_MANCHESTER\_CODE\_ERR (when Manchester mode is used)
- RSCI\_EVT\_RECEIVE\_SYNC\_ERR (when Manchester mode is used)
- RSCI\_EVT\_START\_BIT\_ERR (when Manchester mode is used)
- RSCI\_EVT\_PREFACE\_ERR (when Manchester mode is used)



## 2.13 Adding the FIT Module to Your Project

---

This module must be added to each project in which it is used. Renesas recommends the method using the Smart Configurator described in (1) or (3) below. However, the Smart Configurator only supports some RX devices. Please use the methods of (2) or (4) for RX devices that are not supported by the Smart Configurator.

- (1) Adding the FIT module to your project using the Smart Configurator in e<sup>2</sup> studio  
By using the Smart Configurator in e<sup>2</sup> studio, the FIT module is automatically added to your project. Refer to “Renesas e<sup>2</sup> studio Smart Configurator User Guide (R20AN0451)” for details.
- (2) Adding the FIT module to your project using the FIT Configurator in e<sup>2</sup> studio  
By using the FIT Configurator in e<sup>2</sup> studio, the FIT module is automatically added to your project. Refer to “Adding Firmware Integration Technology Modules to Projects (R01AN1723)” for details.
- (3) Adding the FIT module to your project using the Smart Configurator in CS+  
By using the Smart Configurator Standalone version in CS+, the FIT module is automatically added to your project. Refer to “Renesas e<sup>2</sup> studio Smart Configurator User Guide (R20AN0451)” for details.
- (4) Adding the FIT module to your project in CS+  
In CS+, please manually add the FIT module to your project. Refer to “Adding Firmware Integration Technology Modules to CS+ Projects (R01AN1826)” for details.

---

## 2.14 “for”, “while” and “do while” statements

---

In this module, “for”, “while” and “do while” statements (loop processing) are used in processing to wait for register to be reflected and so on. For these loop processing, comments with “WAIT\_LOOP” as a keyword are described. Therefore, if user incorporates fail-safe processing into loop processing, user can search the corresponding processing with “WAIT\_LOOP”.

The following shows example of description.

while statement example :

```
/* WAIT_LOOP */
while(0 == SYSTEM.OSCOVFSR.BIT.PLOVF)
{
    /* The delay period needed is to make sure that the PLL has stabilized. */
}
```

for statement example :

```
/* Initialize reference counters to 0. */
/* WAIT_LOOP */
for (i = 0; i < BSP_REG_PROTECT_TOTAL_ITEMS; i++)
{
    g_protect_counters[i] = 0;
}
```

do while statement example :

```
/* Reset completion waiting */
do
{
    reg = phy_read(ether_channel, PHY_REG_CONTROL);
    count++;
} while ((reg & PHY_CONTROL_RESET) && (count < ETHER_CFG_PHY_DELAY_RESET)); /* WAIT_LOOP */
```

### 3. API Functions

#### R\_RSCI\_Open()

This function applies power to the RSCI channel, initializes the associated registers, enables interrupts, and provides the channel handle for use with other API functions. This function must be called before calling any other API functions.

##### Format

```
rsci_err_t      R_RSCI_Open (
                uint8_t const      chan,
                rsci_mode_t const  mode,
                rsci_cfg_t * const  p_cfg,
                void                (* const p_callback)(void *p_args),
                rsci_hdl_t * const  p_hdl
)
```

##### Parameters

*uint8\_t const chan*

Channel to initialize.

*rsci\_mode\_t const mode*

Operational mode (see enumeration below)

*rsci\_cfg\_t \* const p\_cfg*

Pointer to configuration union, structure elements (see below) are specific to mode

*p\_callback*

Pointer to function called from interrupt when an RXI or receiver error is detected or for transmit end (TEI) condition

Refer to 2.12, Callback Function for details.

*rsci\_hdl\_t \* const p\_hdl*

Pointer to a handle for channel (value set here)

Confirm the return value from R\_RSCI\_Open is "RSCI\_SUCCESS" and then set the first parameter for the other APIs except R\_RSCI\_GetVersion(). Refer to 2.10, Parameters.

The following RSCI modes are currently supported by this driver module. The mode specified determines the union structure element used for the p\_cfg parameter.

```
typedef enum e_rsci_mode      // RSCI operational modes
{
    RSCI_MODE_OFF=0,          // channel not in use
    RSCI_MODE_ASYNC,          // Asynchronous
    RSCI_MODE_SSPI,           // Simple SPI
    RSCI_MODE_SYNC,           // Synchronous
    RSCI_MODE_MANC,           // Manchester
    RSCI_MODE_MAX              // End of modes currently supported
} rsci_mode_t;
```

#defines shown on the next page indicate configurable options for Asynchronous mode used in its configuration structure. These values correspond to bit definitions in the SRC1 and SCR3 registers specify the data length, the parity function, and the STOP bit. The SCR3.CKE and the SCR2.BBR are set using the clock source (8x/16x of the internal/external clock) specified with clk\_src of the rsci\_uart\_t structure and the bit rate specified with baud\_rate of the rsci\_uart\_t structure. Please note this does not guarantee the

specified bit rate (there may be some errors depending on the setting). In addition, when using the channel 10 and 11 in the Synchronous mode or SSPI mode with the FIFO feature, you will not be able to set high-speed bit rate than PCLKA/8. (For example, if PCLKA is 120 MHz, it is possible to set the bit rate of equal to or less than 15 Mbps.)

The following shows the union for p\_cfg:

```
typedef union
{
    rsci_uart_t      async;
    rsci_sync_ssipi_t sync;
    rsci_sync_ssipi_t ssipi;
    rsci_manc_t      manc;
} rsci_cfg_t;
```

The following shows the structure used for settings in Asynchronous mode:

```
typedef struct st_rsci_uart
{
    uint32_t    baud_rate;        // ie 9600, 19200, 115200
    uint8_t     clk_src;          // use RSCI_CLK_INT/EXT8X/EXT16X
    uint8_t     data_size;        // use RSCI_DATA_nBIT
    uint8_t     parity_type;      // use RSCI_ODD/EVEN/NONE_PARITY
    uint8_t     stop_bits;        // use RSCI_STOPBITS_1/2
    bool        msb_first;
    bool        invert_data;
    uint8_t     int_priority;     // interrupt priority; 1=low, 15=high
} rsci_uart_t;
```

The following shows the definitions of the structure (rsci\_uart\_t) members used in Asynchronous mode:

```
/* Definitions for the scl_src member. */
#define RSCI_CLK_INT      0x00 // use internal clock for baud rate generation
#define RSCI_CLK_EXT_8X   0x03 // use external clock 8x baud rate
#define RSCI_CLK_EXT_16X  0x02 // use external clock 16x baud rate

/* Definitions for the data_size member. */
#define RSCI_DATA_7BIT    0x30 // 7-bit length (LSB is fixed)
#define RSCI_DATA_8BIT    0x20 // 8-bit length

/* Definitions for the parity_type member. */
#define RSCI_ODD_PARITY   0x01 // Odd parity
#define RSCI_EVEN_PARITY  0x00 // Even parity
#define RSCI_NONE_PARITY  0x02 // No parity

/* Definitions for the stop_bits member. */
#define RSCI_STOPBITS_2   0x01 // 2-stop bit
#define RSCI_STOPBITS_1   0x00 // 1-stop bit
```

The following shows the structure used for settings in SSPI and Synchronous modes:

```
typedef struct st_rsci_sync_ssipi
{
    rsci_spi_mode_t    spi_mode;        // clock polarity and phase; unused for sync
    uint32_t           bit_rate;        // ie 1000000 for 1Mbps
    bool               msb_first;
    bool               invert_data;
    uint8_t            int_priority;     // rxi,eri interrupt priority; 1=low,
15=high
```

```
} rsci_sync_ssapi_t;
```

The following shows the enumeration used for spi\_mode of the rsci\_sync\_ssapi\_t structure in SSPI or Synchronous mode:

```
typedef enum e_rsci_spi_mode
{
    RSCI_SPI_MODE_OFF = 4, /* channel is in synchronous mode */
    RSCI_SPI_MODE_0 = 0x00, /* SCR3 Register CPHA=0, CPOL=0; Mode 0: 00 */
    RSCI_SPI_MODE_1 = 0x01, /* SCR3 Register CPHA=1, CPOL=0; Mode 1: 01 */
    RSCI_SPI_MODE_2 = 0x02, /* SCR3 Register CPHA=0, CPOL=1; Mode 2: 10 */
    RSCI_SPI_MODE_3 = 0x03 /* SCR3 Register CPHA=1, CPOL=1; Mode 3: 11 */
} rsci_spi_mode_t;
```

The following shows the structure used for settings in Manchester mode:

```
typedef struct st_rsci_manc
{
    uint32_t    baud_rate; /* ie 9600, 19200, 115200 */
    uint8_t     data_size; /* use RSCI_DATA_nBIT */
    uint8_t     parity_type; /* use RSCI_ODD/EVEN/NONE_PARITY */
    uint8_t     start_bits; /* use RSCI_STARTBITS_1/3 */
    uint8_t     stop_bits; /* use RSCI_STOPBITS_1/2 */
    bool        msb_first;
    bool        invert_data;
    uint8_t     int_priority; /* interrupt priority; 1=low, 15=high */
} rsci_manc_t;
```

The following shows the definitions of the structure (rsci\_manc\_t) members used in Manchester mode:

```
/* Definitions for the data_size member. */
#define RSCI_DATA_7BIT    0x30 /* 7-bit length (LSB is fixed) */
#define RSCI_DATA_8BIT    0x20 /* 8-bit length */

/* Definitions for the parity_type member. */
#define RSCI_ODD_PARITY    0x01 /* Odd parity */
#define RSCI_EVEN_PARITY   0x00 /* Even parity */
#define RSCI_NONE_PARITY   0x02 /* No parity */

/* Definitions for the stop_bits member. */
#define RSCI_STOPBITS_2    0x01 /* 2-stop bit */
#define RSCI_STOPBITS_1    0x00 /* 1-stop bit */

/* Definitions for the start_bits member. */
#define RSCI_STARTBITS_3    0x01 /* 3-start bit */
#define RSCI_STARTBITS_1    0x00 /* 1-start bit */
```

## Return Values

|                              |  |
|------------------------------|--|
| [RSCI_SUCCESS]               | <i>/* Successful; channel initialized */</i>   |
| [RSCI_ERR_BAD_CHAN]          | <i>/* Channel number is invalid for part*/</i>   |
| [RSCI_ERR_OMITTED_CHAN]      | <i>/* Corresponding RSCI_CHx_INCLUDED is invalid (0) */</i>                                  |
| [RSCI_ERR_CH_NOT_CLOSED]     | <i>/* Channel currently in operation; Perform R_RSCI_Close() first*/</i>                     |
| [RSCI_ERR_BAD_MODE]          | <i>/* Mode specified not currently supported*/</i>   |
| [RSCI_ERR_NULL_PTR]          | <i>/* p_cfg pointer is NULL*/</i>  |
| [RSCI_ERR_INVALID_ARG]       | <i>/* An element of the p_cfg structure contains an invalid value. */</i>                    |
| [RSCI_ERR_QUEUE_UNAVAILABLE] | <i>/* Cannot open transmit or receive queue or both (Asynchronous or Manchester mode) */</i> |

## Properties

Prototyped in file "r\_rsci\_rx\_if.h"

### Description

Initializes an RSCI channel for a particular mode and provides a Handle in *\*p\_hdl* for use with other API functions. RXI and ERI interrupts are enabled in all modes. TXI is enabled in Asynchronous or Manchester mode.

### Example: Asynchronous Mode

```
rsci_cfg_t    config;
rsci_hdl_t    Console;
rsci_err_t    err;

config.async.baud_rate = 115200;
config.async.clk_src = RSCI_CLK_INT;
config.async.data_size = RSCI_DATA_8BIT;
config.async.parity_type = RSCI_NONE_PARITY;
config.async.stop_bits = RSCI_STOPBITS_1;
config.async.msb_first = false;
config.async.data_invert = false;
config.async.int_priority = 2;                // 1=lowest, 15=highest

err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_ASYNC, &config, MyCallback,
&Console);
```

### Example: SSPI Mode

```
rsci_cfg_t    config;
rsci_hdl_t    sspiHandle;
rsci_err_t    err;

config.sspi.spi_mode = RSCI_SPI_MODE_0;
config.sspi.bit_rate = 1000000;              // 1 Mbps
config.sspi.msb_first = true;
config.sspi.invert_data = false;
config.sspi.int_priority = 4;
err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_SSPI, &config, sspiCallback,
&sspiHandle);
```

### Example: Synchronous Mode

```
rsci_cfg_t    config;
rsci_hdl_t    syncHandle;
rsci_err_t    err;

config.sync.spi_mode = RSCI_SPI_MODE_OFF;
config.sync.bit_rate = 1000000;              // 1 Mbps
config.sync.msb_first = true;
config.sync.invert_data = false;
config.sync.int_priority = 4;
err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_SYNC, &config, syncCallback,
&syncHandle);
```

### Example: Manchester Mode

```
rsci_cfg_t    config;
rsci_hdl_t    Console;
rsci_err_t    err;

config.manc.baud_rate = 115200;
config.manc.data_size = RSCI_DATA_8BIT;
config.manc.parity_type = RSCI_NONE_PARITY;
config.manc.stop_bits = RSCI_STOPBITS_1;
```

```

config.manc.stop_bits = RSCI_STARTBITS_1;
config.manc.msb_first = false;
config.manc.data_invert = false;
config.manc.int_priority = 2;                                // 1=lowest, 15=highest

err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_MANC, &config, MancCallback,
&Console);

```

**Special Notes:**

The driver calculates the optimum values for SCR2.BRR, SCR2.ABCS, and SCR2.CKS using BSP\_PCLKA\_HZ and BSP\_PCLKB\_HZ as defined in mcu\_info.h of the board support package. This however does not guarantee a low bit error rate for all peripheral clock/baud rate combinations.

If an external clock is used in Asynchronous mode, the pin direction must be selected before calling the R\_RSCI\_Open() function, and the pin function and mode must be selected after calling the R\_RSCI\_Open() function. The following is an example initialization for RX671 channel 10:

Before the R\_RSCI\_Open() function call

```
PORT8.PDR.BIT.B0 = 0;          // set SCK010 pin direction to input (dflt)
```

After the R\_RSCI\_Open() function call

```

MPC.P80PFS.BYTE = 0x2C;        // Pin Func Select P80 SCK010
PORT8.PMR.BIT.B0 = 1;          // set SCK pin mode to peripheral

```

For settings of the pins used for communications, the pin directions and their outputs must be selected before calling the R\_RSCI\_Open() function, and the pin functions and modes must be selected after calling the R\_RSCI\_Open() function.

An example for initializing channel 10 for SSPI on the RX671 is as follows:

Before the R\_RSCI\_Open() function call

```

PORT8.PODR.BIT.B2 = 0;        // set line low
PORT8.PODR.BIT.B1 = 0;        // set line low
PORT8.PDR.BIT.B0 = 1;          // set clock pin direction to output
PORT8.PDR.BIT.B2 = 1;          // set MOSI pin direction to output
PORT8.PDR.BIT.B1 = 0;          // set MISO pin direction to input

```

After the R\_RSCI\_Open() function call

```

MPC.P82PFS.BYTE = 0x2C;        // Pin Func Select P82 MOSI
MPC.P81PFS.BYTE = 0x2C;        // Pin Func Select P81 MISO
MPC.P80PFS.BYTE = 0x2C;        // Pin Func Select P80 SCK010
PORT8.PMR.BIT.B2 = 1;          // set MOSI pin mode to peripheral
PORT8.PMR.BIT.B1 = 1;          // set MISO pin mode to peripheral
PORT8.PMR.BIT.B0 = 1;          // set clock pin mode to peripheral

```

When using Asynchronous or Manchester mode, two bytes queues are used for one channel. Adjust the number of byte queues as necessary. Refer to the application note "BYTEQ Module Using Firmware Integration Technology (R01AN1683)" for details.

---

**R\_RSCI\_Close()**

---

This function removes power from the RSCI channel and disables the associated interrupts.

**Format**

```
rsci_err_t    R_RSCI_Close (  
                rsci_hdl_t const hdl  
            )
```

**Parameters**

*rsci\_hdl\_t const hdl*  
Handle for channel  
Set *hdl* when R\_RSCI\_Open() is successfully processed.

**Return Values**

[RSCI\_SUCCESS]       /\* Successful; channel closed \*/  
[RSCI\_ERR\_NULL\_PTR]   /\* hdl is NULL \*/

**Properties**

Prototyped in file "r\_rsci\_rx\_if.h"

**Description**

Disables the RSCI channel designated by the handle and enters module-stop state.

**Example**

```
rsci_hdl_t    Console;  
...  
err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_ASYNC, &config, MyCallback, &Console);  
...  
err = R_RSCI_Close(Console);
```

**Special Notes:**

This function will abort any transmission or reception that may be in progress.



---

**R\_RSCI\_Send()**

---

Initiates transmit if transmitter is not in use. Queues data for later transmit when in Asynchronous or Manchester mode.

**Format**

```
rsci_err_t    R_RSCI_Send (
                rsci_hdl_t const  hdl,
                uint8_t           *p_src,
                uint16_t const    length
            )
```

**Parameters**

*rsci\_hdl\_t const hdl*  
Handle for channel  
Set *hdl* when R\_RSCI\_Open() is successfully processed.

*uint8\_t\* p\_src*  
Pointer to data to transmit

*uint16\_t const length*  
Number of bytes to send

**Return Values**

|                                      |   |
|--------------------------------------|---|
| <i>[RSCI_SUCCESS]</i>                | <i>/* Transmit initiated or loaded into queue<br/>(Asynchronous/Manchester) */</i>      |
| <i>[RSCI_ERR_NULL_PTR]</i>           | <i>/* hdl value is NULL */</i>  |
| <i>[RSCI_ERR_BAD_MODE]</i>           | <i>/* Mode specified not currently supported */</i>                                     |
| <i>[RSCI_ERR_INSUFFICIENT_SPACE]</i> | <i>/* Insufficient space in queue to load all data<br/>(Asynchronous/Manchester) */</i> |
| <i>[RSCI_ERR_XCVR_BUSY]</i>          | <i>/* Channel currently busy (SSPI/Synchronous) */</i>                                  |

**Properties**

Prototyped in file "r\_rsci\_rx\_if.h"

**Description**

In asynchronous or manchester mode, this function places data into a transmit queue if the transmitter for the RSCI channel referenced by the handle is not in use. In SSPI and Synchronous modes, no data is queued and transmission begins immediately if the transceiver is not already in use.

Note that the toggling of Slave Select lines when in SSPI mode is not handled by this driver. The Slave Select line for the target device must be enabled prior to calling this function.

Also, toggling of the CTS/RTS pin in Synchronous/Asynchronous/Manchester mode is not handled by this driver.

**Example: Asynchronous/Manchester Mode**

```
#define STR_CMD_PROMPT "Enter Command: "
rsci_hdl_t Console;
rsci_err_t err;

err = R_RSCI_Send(Console, STR_CMD_PROMPT, sizeof(STR_CMD_PROMPT));
```

```
// Cannot block for this transfer to complete. However, can use TEI
interrupt
// to determine when there is no more data in queue left to transmit.
```

**Example: SSPI Mode**

```
rsci_hdl_t  sspiHandle;
rsci_err_t  err;
uint8_t     flash_cmd,sspi_buf[10];

// SEND COMMAND TO FLASH DEVICE TO PROVIDE ID */
FLASH_SS = SS_ON;           // enable gpio flash slave select
flash_cmd = SF_CMD_READ_ID;

R_RSCI_Send(sspiHandle, &flash_cmd, 1);
while (RSCI_SUCCESS != R_RSCI_Control(sspiHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}

/* READ ID FROM FLASH DEVICE */
R_RSCI_Receive(sspiHandle, sspi_buf, 5);
while (RSCI_SUCCESS != R_RSCI_Control(sspiHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}

FLASH_SS = SS_OFF;          // disable gpio flash slave select
```

**Example: Synchronous Mode**

```
#define STRING1 "Test String"
rsci_hdl_t  lcdHandle;
rsci_err_t  err;

// SEND STRING TO LCD DISPLAY AND WAIT TO COMPLETE */
R_RSCI_Send(lcdHandle, STRING1, sizeof(STRING1));

while (RSCI_SUCCESS != R_RSCI_Control(lcdHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}
```

**Special Notes:**

None.

## R\_RSCI\_Receive()

In Asynchronous or Manchester mode, fetches data from a queue which is filled by RXI interrupts. In other modes, initiates reception if transceiver is not in use.

### Format

```
rsci_err_t      R_RSCI_Receive (
                rsci_hdl_t const  hdl,
                uint8_t          *p_dst,
                uint16_t const    length
                )
```

### Parameters

*rsci\_hdl\_t const hdl*  
Handle for channel  
Set *hdl* when R\_RSCI\_Open() is successfully processed.

*uint8\_t\* p\_dst*  
Pointer to buffer to load data into

*uint16\_t const length*  
Number of bytes to read

### Return Values

|                                     |   |
|-------------------------------------|---|
| <i>[RSCI_SUCCESS]</i>               | <i>/* Requested number of bytes were loaded into p_dst<br/>(Asynchronous/Manchester) Clocking in of data initiated<br/>(SSPI/Synchronous)</i> |
| <i>[RSCI_ERR_NULL_PTR]</i>          | <i>/* hdl value is NULL</i>   |
| <i>[RSCI_ERR_BAD_MODE]</i>          | <i>/* Mode specified not currently supported</i>  |
| <i>[RSCI_ERR_INSUFFICIENT_DATA]</i> | <i>/* Insufficient data in receive queue to fetch all data<br/>(Asynchronous/Manchester)</i>  |
| <i>[RSCI_ERR_XCVR_BUSY]</i>         | <i>/* Channel currently busy (SSPI/Synchronous)</i>   |

### Properties

Prototyped in file "r\_rsci\_rx\_if.h"

### Description

In Asynchronous or Manchester mode, this function gets data received on an RSCI channel referenced by the handle from its receive queue. This function will not block if the requested number of bytes is not available. In SSPI/Synchronous modes, the clocking in of data begins immediately if the transceiver is not already in use. The value assigned to RSCI\_CFG\_DUMMY\_TX\_BYTE in r\_rsci\_config.h is clocked out while the receive data is being clocked in.

If any errors occurred during reception, the callback function specified in R\_RSCI\_Open() is executed. Check an event passed with the argument of the callback function to see if the reception has been successfully completed. Refer to 2.12, Callback Function for details.

Note that the toggling of Slave Select lines when in SSPI mode is not handled by this driver. The Slave Select line for the target device must be enabled prior to calling this function.

### Example: Asynchronous/Manchester Mode

```
rsci_hdl_t Console;
rsci_err_t err;
```

```

uint8_t   byte;

/* echo characters */
while (1)
{
    while (RSCI_SUCCESS != R_RSCI_Receive(Console, &byte, 1))
    {
    }
    R_RSCI_Send(Console, &byte, 1);
}

```

**Example: SSPI Mode**

```

rsci_hdl_t  sspiHandle;
rsci_err_t  err;
uint8_t     flash_cmd,sspi_buf[10];

// SEND COMMAND TO FLASH DEVICE TO PROVIDE ID */

FLASH_SS = SS_ON;                // enable gpio flash slave select
flash_cmd = SF_CMD_READ_ID;

R_RSCI_Send(sspiHandle, &flash_cmd, 1);
while (RSCI_SUCCESS != R_RSCI_Control(sspiHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}

/* READ ID FROM FLASH DEVICE */
R_RSCI_Receive(sspiHandle, sspi_buf, 5);
while (RSCI_SUCCESS != R_RSCI_Control(sspiHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}

FLASH_SS = SS_OFF;                // disable gpio flash slave select

```

**Example: Synchronous Mode**

```

rsci_hdl_t  sensorHandle;
rsci_err_t  err;
uint8_t     sensor_cmd, sync_buf[10];

// SEND COMMAND TO SENSOR TO PROVIDE CURRENT READING */

sensor_cmd = SNS_CMD_READ_LEVEL;

R_RSCI_Send(sensorHandle, &sensor_cmd, 1);
while (RSCI_SUCCESS != R_RSCI_Control(sensorHandle,
RSCI_CMD_CHECK_XFER_DONE, NULL))
{
}

/* READ LEVEL FROM SENSOR */
R_RSCI_Receive(sensorHandle, sync_buf, 4);
while (RSCI_SUCCESS != R_RSCI_Control(sensorHandle,
RSCI_CMD_CHECK_XFER_DONE, NULL))
{
}

```

**Special Notes:**

See section 2.12 Callback Function for values passed to arguments of the callback function.

In Asynchronous mode, when data match detected, received data stored in a queue and notify to user by callback function with event RSCI\_EVT\_RX\_CHAR\_MATCH.

**R\_RSCI\_SendReceive()**

For Synchronous and SSPI modes only. Transmits and receives data simultaneously if the transceiver is not in use.

**Format**

```
rsci_err_t      R_RSCI_SendReceive (
                rsci_hdl_t const  hdl,
                uint8_t          *p_src,
                uint8_t          *p_dst,
                uint16_t const    length
                )
```

**Parameters**

*rsci\_hdl\_t const hdl*

Handle for channel

Set *hdl* when R\_RSCI\_Open() is successfully processed.

*uint8\_t\* p\_src*

Pointer to data to transmit

*uint8\_t\* p\_dst*

Pointer to buffer to load data into

*uint16\_t const length*

Number of bytes to send

**Return Values**

[RSCI\_SUCCESS]

*/\* Data transfer initiated \*/*

[RSCI\_ERR\_NULL\_PTR]

*/\* hdl value is NULL \*/*

[RSCI\_ERR\_BAD\_MODE]

*/\* Channel mode not SSPI or Synchronous \*/*

[RSCI\_ERR\_XCVR\_BUSY]

*/\* Channel currently busy \*/*

**Properties**

Prototyped in file "r\_rsci\_rx\_if.h"

**Description**

If the transceiver is not in use, this function clocks out data from the *p\_src* buffer while simultaneously clocking in data and placing it in the *p\_dst* buffer.

Note that the toggling of Slave Select lines for SSPI is not handled by this driver. The Slave Select line for the target device must be enabled prior to calling this function.

Also, toggling of the CTS/RTS pin in Synchronous/Asynchronous mode is not handled by this driver.

**Example: SSPI Mode**

```
rsci_hdl_t  sspiHandle;
rsci_err_t  err;
uint8_t in_buf[2] = {0x55, 0x55};    // init to illegal values

/* READ FLASH STATUS USING SINGLE API CALL */

// load array with command to send plus one dummy byte for clocking in
status reply
```

```
uint8_t out_buf[2] = {SF_CMD_READ_STATUS_REG, RSCI_CFG_DUMMY_TX_BYTE };

FLASH_SS = SS_ON;

err = R_RSCI_SendReceive(sspiHandle, out_buf, in_buf, 2);
while (RSCI_SUCCESS != R_RSCI_Control(sspiHandle, RSCI_CMD_CHECK_XFER_DONE,
NULL))
{
}

FLASH_SS = SS_OFF;

// in_buf[1] contains status
```

**Special Notes:**

See section 2.12 Callback Function for values passed to arguments of the callback function.

**R\_RSCI\_Control()**

This function configures and controls the operating mode for the RSCI channel.

**Format**

```
rsci_err_t    R_RSCI_Control (
                rsci_hdl_t const    hdl,
                rsci_cmd_t const    cmd,
                void                  *p_args
            )
```

**Parameters**

*rsci\_hdl\_t const hdl*

Handle for channel

Set *hdl* when R\_RSCI\_Open() is successfully processed.

*rsci\_cmd\_t const cmd*

Command to run (see enumeration below)

*void \*p\_args*

Pointer to arguments (see below) specific to command, casted to void \*

The valid *cmd* values are as follows:

```
typedef enum e_rsci_cmd          // RSCI_Control() commands
{
    /* All modes */
    RSCI_CMD_CHANGE_BAUD,        /* change baud/bit rate */
    #if ((RSCI_CFG_CH10_FIFO_INCLUDED) || (RSCI_CFG_CH11_FIFO_INCLUDED))
    RSCI_CMD_CHANGE_TX_FIFO_THRESH, /* change TX FIFO threshold */
    RSCI_CMD_CHANGE_RX_FIFO_THRESH, /* change RX FIFO threshold */
    #endif
    #if defined(BSP_MCU_RX671)
    RSCI_CMD_SET_RXI_PRIORITY,    /* change RXI priority level */
    RSCI_CMD_SET_TXI_PRIORITY,    /* change TXI priority level */
    #endif
    RSCI_CMD_XFER_LSB_FIRST,      /* start from LSB bit when sending */
    RSCI_CMD_XFER_MSB_FIRST,      /* start from MSB bit when sending */
    RSCI_CMD_INVERT_DATA,         /* logic level of send/receive data is
invert */

    /* Async commands */
    RSCI_CMD_EN_NOISE_CANCEL,     /* enable noise cancellation */
    RSCI_CMD_EN_TEI,              /* RSCI_CMD_EN_TEI is obsolete command,
                                but it exists only for compatibility
with older version. */
    RSCI_CMD_OUTPUT_BAUD_CLK,     /* output baud clock on the SCK pin */
    RSCI_CMD_START_BIT_EDGE,      /* detect start bit as falling edge of
RXDn pin                                (default detect as low level on RXDn
pin) */
    RSCI_CMD_GENERATE_BREAK,       /* generate break condition */
    RSCI_CMD_COMPARE_RECEIVED_DATA, /* Compare received data with comparison
data */

    /* Async/Manc commands */
    RSCI_CMD_TX_Q_FLUSH,          /* flush transmit queue */
    RSCI_CMD_RX_Q_FLUSH,          /* flush receive queue */
}
```



```

    RSCI_CMD_TX_Q_BYTES_FREE,          /* get count of unused transmit queue
bytes */
    RSCI_CMD_RX_Q_BYTES_AVAIL_TO_READ, /* get num bytes ready for reading */

    /* Async/Sync/Manc commands*/
    RSCI_CMD_EN_CTS_IN,                /* enable CTS input (default RTS output)
*/

    /* SSPI/Sync commands */
    RSCI_CMD_CHECK_XFER_DONE,          /* see if send, rcv, or both are done;
RSCI_SUCCESS if yes */
    RSCI_CMD_ABORT_XFER,

    /* SSPI commands */
    RSCI_CMD_CHANGE_SPI_MODE,          /* change clock polarity and phase in
SSPI mode */
    RSCI_CMD_CHECK_TX_DONE,            /* see if tx requests complete;
RSCI_SUCCESS if yes */
    RSCI_CMD_CHECK_RX_DONE,            /* see if rx request complete in sync
mode; RSCI_SUCCESS if yes */
    RSCI_CMD_CHECK_RX_SYNC_DONE,

    /*Sampling/transition timing adjust commands*/
    RSCI_CMD_RX_SAMPLING_ENABLE,
    RSCI_CMD_RX_SAMPLING_DISABLE,
    RSCI_CMD_TX_TRANSITION_TIMING_ENABLE,
    RSCI_CMD_TX_TRANSITION_TIMING_DISABLE,
    RSCI_CMD_SAMPLING_TIMING_ADJUST,
    RSCI_CMD_TRANSITION_TIMING_ADJUST,

    /* Manchester commands */
    RSCI_CMD_START_BIT_PATTERN_LOW_TO_HIGH, /* start bit is a low to high */
    RSCI_CMD_START_BIT_PATTERN_HIGH_TO_LOW, /* start bit is a high to low */
    RSCI_CMD_EN_SYNC,                    /* enable sync, start bit pattern
set with SYNC bit in TDR */
    RSCI_CMD_SET_TRANSMIT_PREFACE_LENGTH, /* set preface length in transmit
data */
    RSCI_CMD_SET_RECEIVE_PREFACE_LENGTH /* set preface length in received
frames */
} rsci_cmd_t;

```

Commands other than the following command do not require arguments and take FIT\_NO\_PTR for p\_args.

The argument for RSCI\_CMD\_CHANGE\_BAUD is a pointer to the rsci\_baud\_t variable containing the new bit rate desired. The rsci\_baud\_t structure is shown below.

```

typedef struct st_rsci_baud
{
    uint32_t    pclk;        // peripheral clock speed; e.g. 24000000 is 24 MHz
    uint32_t    rate;        // e.g. 9600, 19200, 115200
} rsci_baud_t;

```

The argument for RSCI\_CMD\_TX\_Q\_BYTES\_FREE and RSCI\_CMD\_RX\_Q\_BYTES\_AVAIL\_TO\_READ is a pointer to a uint16\_t variable to hold a count value.

The argument for RSCI\_CMD\_CHANGE\_SPI\_MODE is a pointer to the enumeration (rsci\_sync\_ssipi\_t) variable containing the new mode desired.

The argument for RSCI\_CMD\_SET\_TXI\_PRIORITY and RSCI\_CMD\_SET\_RXI\_PRIORITY (for MCU which can specify different priority levels for TXI and RXI) is a pointer to a uint8\_t variable to hold the priority level.

**Return Values**

```

[RSCI_SUCCESS]           /* Successful; channel initialized */
[RSCI_ERR_NULL_PTR]      /* hdl or p_args pointer is NULL (when required) */
[RSCI_ERR_BAD_MODE]      /* Mode specified not currently supported */
[RSCI_ERR_INVALID_ARG]   /* The cmd value or an element of p_args contains an invalid value. */

```

**Properties**

Prototyped in file "r\_rsci\_rx\_if.h"

**Description**

This function is used for configuring special hardware features such as changing driver configuration and obtaining driver status.

The CTS/ RTS pin functions as RTS by default hardware control. By issuing an RSCI\_CMD\_EN\_CTS\_IN, the pin functions as CTS.

**Example: Asynchronous Mode**

```

rsci_hdl_t    Console;
rsci_cfg_t    config;
rsci_baud_t   baud;
rsci_err_t    err;
uint16_t      cnt;

R_RSCI_Open(RSCI_CH10, RSCI_MODE_ASYNC, &config, MyCallback, &Console);
R_RSCI_Control(Console, RSCI_CMD_EN_NOISE_CANCEL, NULL);
R_RSCI_Control(Console, RSCI_CMD_EN_TEI, NULL);
...
/* reset baud rate due to low power mode clock switching */
baud.pclk = 8000000;      // 8 MHz
baud.rate = 19200;
R_RSCI_Control(Console, RSCI_CMD_CHANGE_BAUD, (void *)&baud);
...
/* after sending several messages, determine how much space is left in tx
queue */
R_RSCI_Control(Console, RSCI_CMD_TX_Q_BYTES_FREE, (void *)&cnt);
...
/* check to see if there is data sitting in the receive queue */
R_RSCI_Control(Console, RSCI_CMD_RX_Q_BYTES_AVAIL_TO_READ, (void *)&cnt);

```

**Example: SSPI Mode**

```

rsci_cfg_t    config;
rsci_spi_mode_t mode;
rsci_hdl_t    sspiHandle;
rsci_err_t    err;

config.sspi.spi_mode      = RSCI_SPI_MODE_0;
config.sspi.bit_rate      = 1000000;          // 1 Mbps
config.sspi.msb_first     = true;
config.sspi.invert_data   = false;
config.sspi.int_priority  = 4;
err = R_RSCI_Open(RSCI_CH10, RSCI_MODE_SSPI, &config, sspiCallback,
&sspiHandle);
...
...
// for changing to slave device which operates in a different mode
mode = RSCI_SPI_MODE_3;
R_RSCI_Control(sspiHandle, RSCI_CMD_CHANGE_SPI_MODE, (void *)&mode);

```

**Example: Manchester Mode**

```

rsci_hdl_t    Console;
rsci_cfg_t    config;
rsci_baud_t   baud;
rsci_err_t    err;
uint16_t      cnt;

R_RSCI_Open(RSCI_CH10, RSCI_MODE_MANC, &config, MancCallback, &Console);
R_RSCI_Control(Console, RSCI_CMD_START_BIT_PATTERN_HIGH_TO_LOW, NULL);
...
/* reset baud rate due to low power mode clock switching */
baud.pclk = 8000000;      // 8 MHz
baud.rate = 19200;
R_RSCI_Control(Console, RSCI_CMD_CHANGE_BAUD, (void *)&baud);
...
/* after sending several messages, determine how much space is left in tx
queue */
R_RSCI_Control(Console, RSCI_CMD_TX_Q_BYTES_FREE, (void *)&cnt);
...
/* check to see if there is data sitting in the receive queue */
R_RSCI_Control(Console, RSCI_CMD_RX_Q_BYTES_AVAIL_TO_READ, (void *)&cnt);

```

**Special Notes:**

When RSCI\_CMD\_CHANGE\_BAUD is used, the optimum values for SCR2.BRR, SCR2.ABCS, and SCR2.CKS is calculated based on the bit rate specified. This however does not guarantee a low bit error rate for all peripheral clock/baud rate combinations.

If the command RSCI\_CMD\_EN\_CTS\_IN is to be used, the pin direction must be selected before calling the R\_RSCI\_Open() function, and the pin function and mode must be selected after calling the R\_RSCI\_Open() function. The following is an example initialization for RX671 channel 10:

Before the R\_RSCI\_Open() function call

```
PORTC.PDR.BIT.B4 = 0;      // set CTS/RTS pin direction to input (dflt)
```

After the R\_RSCI\_Open() function call

```
MPC.PC4PFS.BYTE = 0x2C;    // Pin Func Select PC4 CTS
PORTC.PMR.BIT.B4 = 1;      // set CTS/RTS pin mode to peripheral
```

If the command RSCI\_CMD\_OUTPUT\_BAUD\_CLK is to be used, the pin direction must be selected before calling the R\_RSCI\_Open() function, and the pin function and mode must be selected after calling the R\_RSCI\_Open() function.

The following is an example initialization for RX671 channel 10:

Before the R\_RSCI\_Open() function call

```
PORT8.PDR.BIT.B0 = 1;      // set SCK010 pin direction to output
```

After the R\_RSCI\_Open() function call

```
MPC.P80PFS.BYTE = 0x2C;    // Pin Func Select P80 SCK010
PORT8.PMR.BIT.B0 = 1;      // set SCK010 pin mode to peripheral
```

If the command RSCI\_CMD\_EN\_SYNC is to be used, enable it using SYNC(Sync Pulse Select) bit in TDR. If the Start Bit pattern is set with SYNC bit (Data or Command Sync), the value setting of Start Bit Length is automatically changed to 3 bits length.

The commands listed below can be executed during transmission. Do not execute the other commands during transmission.

- RSCI\_CMD\_TX\_Q\_BYTES\_FREE
- RSCI\_CMD\_RX\_Q\_BYTES\_AVAIL\_TO\_READ
- RSCI\_CMD\_CHECK\_XFER\_DONE
- RSCI\_CMD\_ABORT\_XFER

When this function is executed, the TXD pin temporarily becomes Hi-Z. Use any of the following methods to prevent the TXD pin from becoming Hi-Z.

When the RSCI\_CMD\_GENERATE\_BREAK command is used:

- Connect the TXD pin to Vcc via a resistor (pull-up).

When a command other than above is used:

Perform one of the following methods:

- Connect the TXD pin to Vcc via a resistor (pull-up).
- Switch the pin function of the TXD pin to general I/O port before the RSCI\_Control function is executed. Then switch it back to peripheral function after the RSCI\_Control function has been executed.

---

**R\_RSCI\_GetVersion()**

---

This function returns the driver version number at runtime.

**Format**

uint32\_t R\_RSCI\_GetVersion (void)

**Parameters**

*None*

**Return Values**

*Version number.*

**Properties**

Prototyped in file "r\_rsci\_rx\_if.h"

**Description**

Returns the version of this module. The version number is encoded such that the top 2 bytes are the major version number and the bottom 2 bytes are the minor version number.

**Example**

```
uint32_t    version;  
...  
version = R_RSCI_GetVersion();
```

**Special Notes:**

None.

#### 4. Pin Setting

To use the RSCI FIT module, assign input/output signals of the peripheral function to pins with the multi-function pin controller (MPC). The pin assignment is referred to as the “Pin Setting” in this document.

Please perform the pin setting after calling the R\_RSCI\_Open function.

When performing the pin setting in the e<sup>2</sup> studio, the Pin Setting feature of the FIT Configurator or the Smart Configurator can be used. When using the Pin Setting feature, a source file is generated according to the option selected in the Pin Setting window in the FIT Configurator or the Smart Configurator. Then pins are configured by calling the function defined in the source file. Refer to Table 4.1 Function Output by the FIT Configurator for details.

**Table 4.1 Function Output by the FIT Configurator**

| MCU Used | Function to be Output | Remarks           |
|----------|-----------------------|-------------------|
| All MCUs | R_RSCI_PinSet_RSCIx   | x: Channel number |

## 5. Demo Projects

Demo projects include function main() that utilizes the FIT module and its dependent modules (e.g. r\_bsp). This FIT module includes the following demo projects.

---

### 5.1 rsci\_demo\_rskrx671, rsci\_demo\_rskrx671\_gcc

---

This is a simple demo of the RX671 Serial Communications Interface (RSCI) for the RSKRX671 starter kit (FIT module "r\_rsci\_rx"). In the demo project, the MCU communicates with the terminal through the RSCI channel configured as the UART. The RS232 interface is not on the RSKRX671 in the demo, thus the USB virtual COM interface is used as serial interface for RSKRX671. A PC running the terminal emulation application is required for communicating with the user.

#### Setup and Execution

1. Build this sample application, download it to the RSK board, and execute the application using a debugger.
2. Connect the serial port on the RSK board to the serial port on the PC.  
This demo program uses the USB virtual COM interface. In this case, connect the serial port to the USB port on the PC where the Renesas USB serial device driver is installed.
3. Open the terminal emulation program on the PC and select the serial COM port allocated to the USB serial virtual COM interface on the RSK.
4. Configure the terminal serial settings so that they correspond to the settings in this sample application listed below:  
115200 bps, 8-bit data, no parity, 1 stop bit, no flow control
5. The software waits for receiving characters from the terminal.  
When the terminal program on the PC is ready, press a key on the keyboard in the PC's terminal window and check the version number of the FIT module output on the terminal.
6. This application is in echo mode. A given key input to the terminal is received by the RSCI driver and then the application returns the characters to the terminal.

#### Boards Supported

RSKRX671

## 6. Appendices

### 6.1 Confirmed Operation Environment

This section describes confirmed operation environment for the RSCI FIT module.

**Table 6.1 Confirmed Operation Environment (Rev.1.00)**

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 21.7.0<br>IAR Embedded Workbench for Renesas RX 4.20.3   |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.03.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202004<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.1.00   |
| Board used                         | Renesas Starter Kit+ for RX671 (product No.: RTK55671xxxxxxxxxx)   |

**Table 6.2 Confirmed Operation Environment (Rev.1.10)**

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 21.7.0<br>IAR Embedded Workbench for Renesas RX 4.20.3   |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.03.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202004<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.1.10   |
| Board used                         | Renesas Starter Kit+ for RX671 (product No.: RTK55671xxxxxxxxxx)   |



Table 6.3 Confirmed Operation Environment (Rev.2.00)

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 21.10.0<br>IAR Embedded Workbench for Renesas RX 4.20.3  |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.03.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202102<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.2.00   |
| Board used                         | Renesas Starter Kit+ for RX671 (product No.: RTK55671xxxxxxxxxx)   |

Table 6.4 Confirmed Operation Environment (Rev.2.10)

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 22.4.0<br>IAR Embedded Workbench for Renesas RX 4.20.3   |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.04.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202104<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.2.10   |
| Board used                         | Renesas Starter Kit+ for RX660 (product No.: RTK556609HCxxxxxBJ)   |

Table 6.5 Confirmed Operation Environment (Rev.2.20)

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 22.7.0<br>IAR Embedded Workbench for Renesas RX 4.20.3   |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.04.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202202<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.2.20   |
| Board used                         | Renesas Starter Kit+ for RX671 (product No.: RTK55671EDCxxxxBJ)  |

Table 6.6 Confirmed Operation Environment (Rev.2.30)

| Item                               | Contents   |
|------------------------------------|--|
| Integrated development environment | Renesas Electronics e <sup>2</sup> studio Version 2022-10<br>IAR Embedded Workbench for Renesas RX 4.20.3  |
| C compiler                         | Renesas Electronics C/C++ Compiler Package for RX Family V3.05.00<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-lang = c99<br>GCC for Renesas RX 8.3.0.202204<br>Compiler option: The following option is added to the default settings of the integrated development environment.<br>-std=gnu99<br>Linker option: The following user defined option should be added to the default settings of the integrated development environment, if "Optimize size (-Os)" is used:<br>-Wl,--no-gc-sections<br>This is to work around a GCC linker issue whereby the linker erroneously discard interrupt functions declared in FIT peripheral module<br>IAR C/C++ Compiler for Renesas RX version 4.20.3<br>Compiler option: The default settings of the integrated development environment. |
| Endian                             | Big endian/little endian   |
| Revision of the module             | Rev.2.30   |
| Board used                         | Renesas Flexible Motor Control Kit for RX26T (Part Number: RTK0EMXE70S00020BJ)   |

## 6.2 Troubleshooting

(1) Q: I have added the FIT module to the project and built it. Then I got the error: Could not open source file "platform.h".

A: The FIT module may not be added to the project properly. Check if the method for adding FIT modules is correct with the following documents:

- Using CS+:

Application note "Adding Firmware Integration Technology Modules to CS+ Projects (R01AN1826)"

- Using e<sup>2</sup> studio:

Application note "Adding Firmware Integration Technology Modules to Projects (R01AN1723)"

When using this FIT module, the board support package FIT module (BSP module) must also be added to the project. Refer to the application note "Board Support Package Module Using Firmware Integration Technology (R01AN1685)".

(2) Q: I have added the FIT module to the project and built it. Then I got the error: This MCU is not supported by the current r\_rsci\_rx module.

A: The FIT module you added may not support the target device chosen in your project. Check the supported devices of added FIT modules.

(3) Q: I have added the FIT module to the project and built it. Then I got an error: ERROR - Unsupported channel chosen in r\_rsci\_config.h.

A: The setting in the file "r\_rsci\_rx\_config.h" may be wrong. Check the file "r\_rsci\_rx\_config.h". If there is a wrong setting, set the correct value for that. Refer to 2.8, Configuration Overview for details.

(4) Q: Transmit data is not output from the TXD pin.

A: The pin setting may not be performed correctly. When using this FIT module, the pin setting must be performed. Refer to 4. "Pin Setting" for details.

## 7. Reference Documents

User's Manual: Hardware

The latest versions can be downloaded from the Renesas Electronics website.

Technical Update/Technical News

The latest information can be downloaded from the Renesas Electronics website.

User's Manual: Development Tools

RX Family C/C++ Compiler CC-RX User's Manual (R20UT3248)

The latest version can be downloaded from the Renesas Electronics website.

## Related Technical Updates

Not applicable technical update for this module.

## Revision History

| Rev. | Date      | Description  |  |
|------|-----------|--------------|--|
|      |           | Page         | Summary  |
| 1.00 | Mar.31.21 | —            | First release.   |
| 1.10 | Sep.13.21 | 39           | Updated and added new demo project   |
|      |           |              | Added RSKRX671 to “5. Demo Projects”   |
|      |           | 40           | 6.1 Confirmed Operation Environment:<br>Added Table for Rev.1.10.  |
|      |           | Program      | Fixed setting of transfer data direction in async mode.  |
| 2.00 | Dec.03.21 | 1-40         | Added support for Manchester mode.   |
|      |           | 25, 27, 37   | Added support for transfer data direction and data invert in Async mode.                                       |
|      |           | 46           | 6.1 Confirmed Operation Environment:<br>Added Table for Rev.2.00.  |
|      |           | Program      | Added support for transfer data direction and data invert in Async mode.<br>Added support for Manchester mode. |
| 2.10 | Mar.31.22 | 1, 8         | Added support for RX660.   |
|      |           | 13-15        | Added code size corresponding to RX660.  |
|      |           | 47           | 6.1 Confirmed Operation Environment:<br>Added Table for Rev.2.10.  |
|      |           | Program      | Added support for RX660.   |
| 2.20 | Jul.29.22 | 48           | 6.1 Confirmed Operation Environment:<br>Added Table for Rev.2.20.  |
|      |           | Program      | Updated demo projects  |
|      |           |              |  |
| 2.30 | Aug.15.22 | 1, 8, 10, 11 | Added support for RX26T.   |
|      |           | 13, 15, 17   | Added code size corresponding to RX26T.  |
|      |           | 50           | 6.1 Confirmed Operation Environment:<br>Added Table for Rev.2.30.  |
|      |           | Program      | Added support for RX26T.   |

# General Precautions in the Handling of Microprocessing Unit and Microcontroller Unit Products

The following usage notes are applicable to all Microprocessing unit and Microcontroller unit products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

## 1. Precaution against Electrostatic Discharge (ESD)

A strong electrical field, when exposed to a CMOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop the generation of static electricity as much as possible, and quickly dissipate it when it occurs. Environmental control must be adequate. When it is dry, a humidifier should be used. This is recommended to avoid using insulators that can easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors must be grounded. The operator must also be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions must be taken for printed circuit boards with mounted semiconductor devices.

## 2. Processing at power-on

The state of the product is undefined at the time when power is supplied. The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the time when power is supplied. In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the time when power is supplied until the reset process is completed. In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the time when power is supplied until the power reaches the level at which resetting is specified.

## 3. Input of signal during power-off state

Do not input signals or an I/O pull-up power supply while the device is powered off. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Follow the guideline for input signal during power-off state as described in your product documentation.

## 4. Handling of unused pins

Handle unused pins in accordance with the directions given under handling of unused pins in the manual. The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of the LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible.

## 5. Clock signals

After applying a reset, only release the reset line after the operating clock signal becomes stable. When switching the clock signal during program execution, wait until the target clock signal is stabilized. When the clock signal is generated with an external resonator or from an external oscillator during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Additionally, when switching to a clock signal produced with an external resonator or by an external oscillator while program execution is in progress, wait until the target clock signal is stable.

## 6. Voltage application waveform at input pin

Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between  $V_{IL}$  (Max.) and  $V_{IH}$  (Min.) due to noise, for example, the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between  $V_{IL}$  (Max.) and  $V_{IH}$  (Min.).

## 7. Prohibition of access to reserved addresses

Access to reserved addresses is prohibited. The reserved addresses are provided for possible future expansion of functions. Do not access these addresses as the correct operation of the LSI is not guaranteed.

## 8. Differences between products

Before changing from one product to another, for example to a product with a different part number, confirm that the change will not lead to problems. The characteristics of a microprocessing unit or microcontroller unit products in the same group but having a different part number might differ in terms of internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.

## Notice

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