RA6M2 Group

Renesas Solution Starter Kit Capacitive Touch Evaluation System Quick Start Guide

Renesas RA Family RA6 Series

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Precautions

This Evaluation Kit is only intended for use in a laboratory environment under ambient temperature and humidity conditions. A safe separation distance should be used between this and any sensitive equipment. Its use outside the laboratory, classroom, study area, or similar such area invalidates conformity with the protection requirements of the Electromagnetic Compatibility Directive and could lead to prosecution.

The product generates, uses, and can radiate radio frequency energy and may cause harmful interference to radio communications. There is no guarantee that interference will not occur in a particular installation. If this equipment causes harmful interference to radio or television reception, which can be determined by turning the equipment off or on, you are encouraged to try to correct the interference by one or more of the following measures:

· Ensure attached cables do not lie across the equipment.

- · Reorient the receiving antenna.
- · Increase the distance between the equipment and the receiver.
- · Connect the equipment into an outlet on a circuit different from that which the receiver is connected.
- · Power down the equipment when not in use.
- · Consult the dealer or an experienced radio/TV technician for help.

Note: It is recommended that wherever possible shielded interface cables are used.

The product is potentially susceptible to certain EMC phenomena. To mitigate against them it is recommended that the following measures be undertaken:

- The user is advised that mobile phones should not be used within 10 m of the product when in use.
- . The user is advised to take ESD precautions when handling the equipment.

The Evaluation Kit does not represent an ideal reference design for an end product and does not fulfill the regulatory standards for an end product.



Renesas RA Family

RA6M2 Group Capacitive Touch Evaluation System

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1. Introduction

- An overview of the Quick Start example project that the RA6M2 Capacitive Touch Evaluation System comes pre-programmed with.
- Instructions for running the Quick Start example project.
- Instructions for importing, modifying, and building the Quick Start example project using Flexible Software Package (FSP) and e2 studio Integrated Development Environment (IDE).

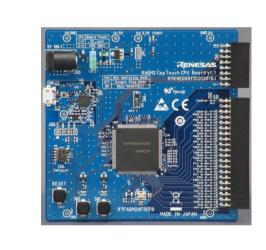
1.1 Assumptions and Advisory Notes

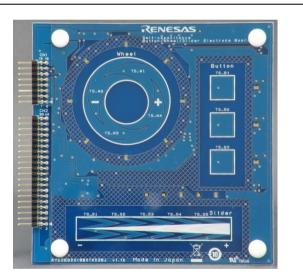
- 1. Tool experience: It is assumed that the user has prior experience working with IDEs such as e2 studio.
- 2. Subject knowledge: It is assumed that the user has basic knowledge about microcontrollers, embedded systems, FSP, and QE for Capacitive Touch to modify the example project described in this document.
- 3. The screen shots provided throughout this document are for reference. The actual screen content may differ depending on the version of software and development tools used.

2. Contents

The following components are included in the kit:

- 1. RA6M2 Cap Touch CPU board (RTK0EG0017C01001BJ)
- 2. Capacitive Touch Evaluation Application Board Self-Capacitance Buttons / Wheels / Slider Board (RTK0EG0019B01002BJ)







3. Overview of the Quick Start Example Project

The Quick Start example project detects touch positions from the touch electrodes on the Capacitive Touch Evaluation Application Board which is connected to the Touch CPU board, and lights up the LEDs for the corresponding electrode positions.

3.1 Quick Start Example Project Flow

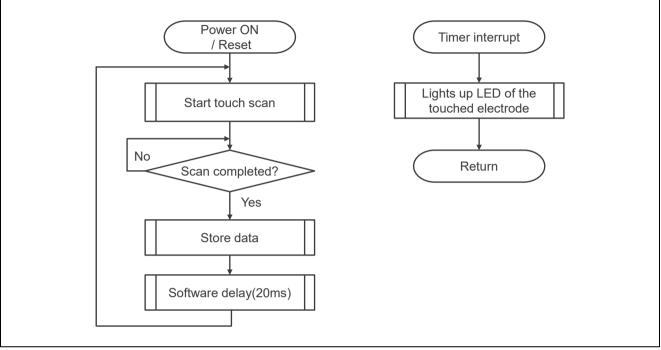


Figure 1. Quick Start Example Project Flow



4. Running the Quick Start Example Project

This section lists the requirements and instructions to power up the RA6M2 CPU board and run the Quick Start example project.

Hardware Requirements:

- RA6M2 Touch CPU board
- Capacitive Touch Evaluation Application Board
 Self-Capacitance Buttons / Wheel / Slider Board
- One USB Type-A to USB Micro-B cable (Note 1)
- SEGGER J-Link® Series In-circuit Emulator (supports SWD interface) and J-Link® 9-pin Cortex-M Adapter (Note 2)
 Or, Renesas Electronics' E2 Emulator/E2 Emulator Lite and RTE0T00020KCAC1000J (20-10-pin cable)
- (Note 3)
- PC with two or more USB ports
- Note 1: The USB Type-A to USB Micro-B cable is not included in the RTK0EG0021S01001BJ kit, but is required for power supply from the USB port as well as communications between the CPU board and the PC.
- Note 2: The J-Link® Series In-circuit Emulator and J-Link® 9-pin Cortex-M Adapter are not included in the RTK0EG0021S01001BJ kit, but is required when customizing the Quick Start example project.
- Note 3: E2 Emulator/E2 Emulator Lite and RTE0T00020KCAC1000J are not included in the RTK0EG0021S01001BJ kit. E2 Emulator/E2 Emulator Lite is required when customizing the Quick Start example project.

Software Requirements:

- Microsoft® Windows® 10 operating system
- USB Serial Drivers (included in Windows 10)

4.1 Connecting and Powering Up the Board

- 1. Connect the CN1 and CN2 headers on the application board to the corresponding CN1 and CN2 connectors on the CPU board. Make sure both headers are inserted to match the direction and number of pins and the pins are fully inserted into the sockets.
- 2. Insert the MicroB plug end of the USB cable into the CN2 pin on the CPU board, and connect the opposite end of the cable to the USB port on your PC or to a 5V power supply. When the PC is connected, LED1 on the board will light up in red, indicating that the board is powered on.

Note: When connecting the USB cable to the PC, the USB serial port driver is automatically installed the first time it is connected (when using Windows10). Do not remove the USB cable during driver installation.

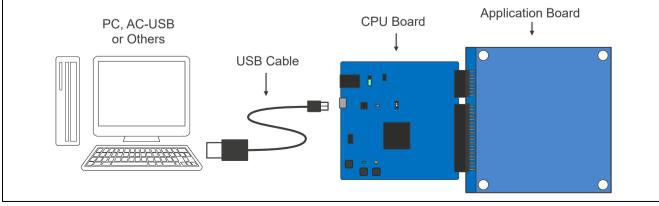


Figure 2. Connecting and Powering Up the Board



4.2 Running the Quick Start Example Project

To run the Quick Start Example Project, use the following instructions:

- 1. On power up or RESET, various LEDs on the application board will turn on. This is part of the touch sensor initial adjustment period-please do not touch the board at this time. When initial adjustments are complete, all LEDs will turn off.
- 2. Touching an electrode will illuminate the associated LED to indicate the touch position.

If the LEDs don't illuminate in response to touch panel operations, make sure the switch and jumpers on the CPU board are set as shown in the following figure. After confirming the correct settings, press the reset button (SW1) to restart operations and check the LEDs again.

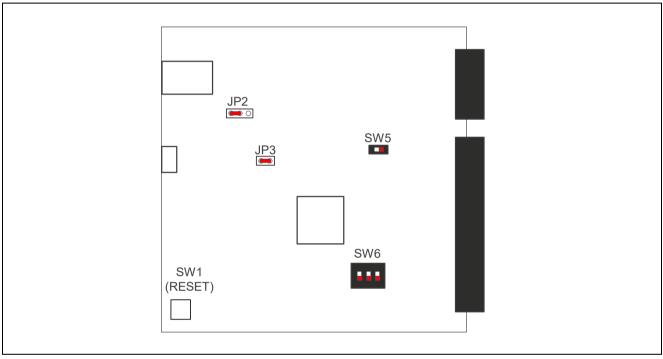


Figure 3. Board default settings



5. Customizing the Quick Start Example Project

This section provides instructions on customizing the Quick Start example project.

5.1 Downloading and Installing Software Development Tools

Before the Quick Start example project can be modified, it is necessary to download and install software and development tools on the host PC.

The FSP, J-Link® USB drivers, and e2 studio are bundled in a downloadable platform installer available on the FSP webpage at <u>renesas.com/ra/fsp</u>. New users are recommended to use the Quick Install option provided in the installation wizard, to minimize the amount of manual configuration needed.

The QE for Capacitive Touch [RA] tool is a capacitive touch sensor development assistance tool necessary for modifying capacitive touch sensor functions. Please download the tool from the following URL and install to the e2studio.

https://www.renesas.com/ge-capacitive-touch

5.2 Downloading and Importing the Quick Start Example Project

- 1. Download the Quick Start example project from <u>renesas.com/rssk-touch-ra6m2</u>.
- 2. Launch e2 studio.
- 3. Browse to the Workspace where the project file is to be imported. Enter the name in the Workspace dialog box to create a new workspace.

🕑 e ² studio Launcher	×
Select a directory as workspace e ² studio uses the workspace directory to store its preferences	and development artifacts.
Workspace: C:\Users\Renesas\e2_studio\workspace Recent Workspaces Copy Settings	✓ <u>B</u> rowse
?	Launch Cancel

Figure 4. Creating a New Workspace

4. Click Launch.

Select a directory as workspace e² studio uses the workspace directory to store its preferences and development artifacts. Workspace: C:\Users\Renesas\e2_studio\workspace Browse Recent Workspaces Copy Settings	💽 e ² studio Launcher	×
 <u>R</u>ecent Workspaces <u>C</u>opy Settings 		
		owse
(?) Launch Cancel		

Figure 5. Launching the Workspace



5. Click **Import** from the **File** drop-down menu.

<u>F</u> ile	Edit	<u>S</u> our	rce	Refact	or	<u>N</u> a	ivigate	Se <u>a</u> rcl	h	<u>P</u> roject
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	Rena	a <u>m</u> e								F2
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Figure 6. Importing the Project

6. In the Import dialog box, select General, and then select Existing Projects into Workspace.

Figure 7. Importing Existing Projects into the Workspace



7. Click Next.

Select Create new projects from an archive file or directory. Select an import wizard: type filter text Select an import wizard: type filter text CMSIS Pack CMSIS Pack Select an import wizard: File System Preferences Projects from Folder or Archive	Import – □ ×
type filter text Image: space state	
	type filter text General Archive File CMSIS Pack Existing Projects into Workspace File System Preferences

Figure 8. Clicking Next to Import Existing Projects into the Workspace

8. Click **Select root directory** and click **Browse** to go to the location of the Quick Start example project folder.

Import			
Import Projects Select a directory to sear	h for existing Eclipse projects.		
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O Select <u>a</u> rchive file:		~	Browse
<u>P</u> rojects:			
			Select All Deselect All R <u>e</u> fresh
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Add projec <u>t</u> to work	ing sets		Ne <u>w</u> elect
W <u>o</u> rking sets:	< <u>B</u> ack <u>N</u> ext >		

Figure 9. Selecting the Root Directory



9. Select the Quick Start example project and click **Finish**.

Projects:	
Options Search for nested projects Gopy projects into workspace Close newly imported projects upon completion Hide projects that already exist in the workspace	> Kerresh
Working sets Add project to working sets Working sets:	
? < <u>B</u> ack <u>N</u> ext >	<u>Finish</u> Cancel

Figure 10. Finishing Importing the Quick Start Example Project

5.3 Modifying, Generating, and Building the Quick Start Example Project

This section provides instructions to modify the Quick Start example project. The Quick Start example project can be modified by editing the source code and reconfiguring the properties of the MCU peripherals, pins, clocks, interrupts, and so forth.

- Note: The specific modifications that can be performed to the Quick Start example project are not prescribed in this QSG. User discretion is advised while modifying the Quick Start example project.
- 1. Once the Quick Start example project is imported, click the **configuration.xml** file to open the configurator. The configurator provides an easy to use interface to configure the properties of MCU peripherals, pins, clocks, and so forth.

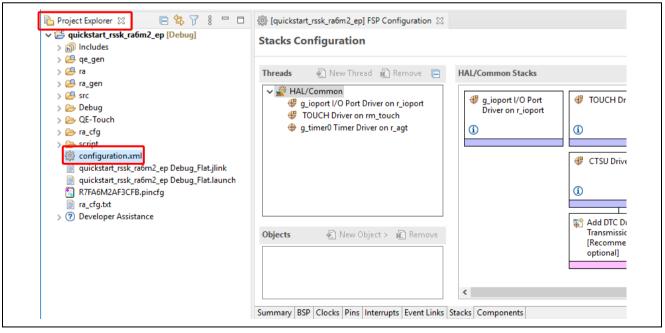


Figure 11. Opening the Configurator



2. For example, in the **Stacks** tab of the configurator, the user can click to select modules to modify the configuration settings, as required. The following screen shot illustrates modifying the timer driver configuration.

Stacks (Configuration			Generate Project Conten
Threads	🗐 New Thread 📓 Remove 📄	HAL/Common	i Stacks 📲 New Stack	> 🚔 Extend Stack > 📓 Remove
 	AL/Common g_ioport I/O Port Driver on r_ioport TOUCH Driver on rm_touch g_timer0 Timer Driver on r_agt	rt ort	TOUCH Driver on rm_touch	g_timer0 Timer Driver on r_agt
Objects	🐑 New Object > 😰 Remove	(i)	CTSU Driver on r_ctsu Standard SCI UART Drive for monitor of QE	r
		<		
ummary	BSP Clocks Pins Interrupts Event Link Stack	sComponents		
	BSP Clocks Pins Interrupts Event Link Stack		ug 🔗 Search	1 8 🗖
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Problem	ns 📮 Console 🔲 Properties 🛛 🖗 Smart B D Timer Driver on r_agt			1 8 1
Problen	ns 📮 Console 🔲 Properties 🖄 🖗 Smart B) Timer Driver on r_agt Property		oug 🔗 Search Value	1 8 1
Problem	ns Console Properties S & Smart B D Timer Driver on r_agt Property V Common		Value	8 - E
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Problen	Console Properties ☆ Smart B Timer Driver on r_agt Property ✓ Common Parameter Checking Pin loutput Support ✓ Module g_timer0 Timer Driver on r_agt ✓ General Name Channel Mode Period		Value Default (BSP) Disabled Disabled g_timer0 0 Periodic 4	
Problen	Console Properties Smart B Timer Driver on r_agt Property Common Parameter Checking Pin Output Support Pin Input Support V Module g_timer0 Timer Driver on r_agt Channel Mode Period Period Period Unit		Value Default (BSP) Disabled Disabled g_timer0 0 Periodic 4 Milliseconds	

Figure 12. Modifying the Configuration Settings

3. After the desired modifications are made, click **Generate Project**. A dialog box may appear with an option of saving the configuration changes. Click **Proceed**.

Stacks (Configuration					Generate Project Content
Threads	🐔 New Thread 🔊 Remove	HAL/Cor	mmon Stack	s 😜 New	v Stack > 📲	Extend Stack > 👔 Remove
	AL/Common g_ioport I/O Port Driver on r_ioport TOUCH Driver on rm_touch g_timer0 Timer Driver on r_agt	rt prt	(i)	H Driver on rm_touch		g_timer0 Timer Driver on r_agt
	_	Generate Project		Driver on r_ctsu	T Driver of QE	
Objects	د الله New Object > الله الله الله الله الله الله الله ال		tion must be ith save and g	saved before generating project content. generate?		>
Summary	BSP Clocks Pins Interrupts Event L	-				
🕂 Problem	ns 📮 Console 🔲 Properties 🛛 🕴	Always save and	d generate wi	hout asking		📑 🕴 🗖
g_timer0	Timer Driver on r_agt			Proceed Cancel		
Settings	Property			Value		1
API Info	✓ Common					
Arrillo	Parameter Checking			Default (BSP)		
	Pin Output Support			Disabled		
	Pin Input Support			Disabled		

Figure 13. Saving the Configuration Changes



- 4. Modify the source files in the **/src** folder as needed and save the changes.
- 5. Build the project by clicking the build icon.

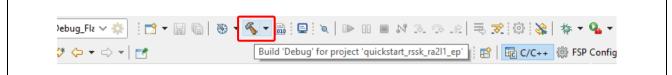


Figure 14. Building the Project

6. A successful build produces an output as follows.

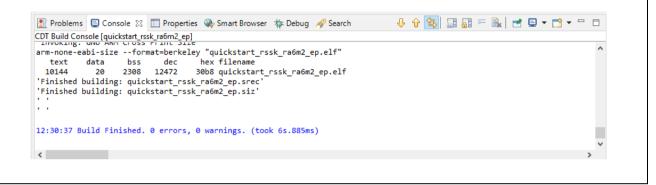


Figure 15. Successful Build Output



5.4 Downloading and Running the Modified Quick Start Example Project

Note: To download the project to the RA6M2 Cap Touch CPU board, you will need to connect either the J-Link® Series In-Circuit Emulator or the E2 Emulator/E2 Emulator Lite to the USB port of the host PC and the J1 on the RA6M2 Cap Touch CPU board.

If using the J-Link® Series In-Circuit Emulator, proceed to Step 1.

If using the E2 Emulator/E2 Emulator Lite, click the drop-down menu for debug icon, and select **Debug Configurations**.

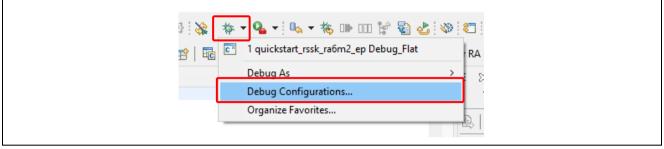


Figure 16. Selecting the Debug Configurations

When the Debug Configurations window opens, click the **Debugger** tab, and select **E2 Emulator** from the Debug Interface drop-down menu. If the Target Device has switched to something other than R7FA2L1AB, please reselect R7FA2L1AB. After completing the selections, click **Close**. When the Save Modifications dialog box opens, select **YES** to save the new configuration. After your configuration is completed, proceed to step 1.

Debug Configurations	- 0)
reate, manage, and run config	urations
	Name: guickstart.rssk.ra6m2_ep Debug_Flat Mn Man Man Startup Source Common Debug hardware: J-Link ARM Target Device R7FA6M2AF GDB Settings E2 Lite (ARM) GDB Connection Settings Debug Tool Settings GDB Connection Settings GDB port number: GDB Connect to remote GDB server GDB port number: GDB GDB GDB Command: arm-none-eabi-gdb Browse Variables Step Mode Revert

Figure 17. Selecting E2 / E2Lite Emulator



1. In e2 studio, click the drop-down menu for debug icon, select **Debug As** option, and choose **Renesas GDB Hardware Debugging**.

Image: Section of the section of th			
Debug As > C 1 GDB Simulator Debugging (RH850) Debug Configurations C 2 Local C/C++ Application Organize Favorites C 3 Renesas GDB Hardware Debugging C 4 Renesas Simulator Debugging (RX, RL78)	H 💸 📑	▶ - 4 - ! 4₀ - 1७ ⊪ III ¥' ¥Ì 4₫ !	
Debug Configurations C 2 Local C/C++ Application Organize Favorites C 3 Renesas GDB Hardware Debugging C 4 Renesas Simulator Debugging (RX, RL78)	: 😢 🖻	1 quickstart_rssk_ra6m2_ep Debug_Flat	nitor RA (QE) 🛛 🎋 Debug
Organize Favorites Organize Favorites C 3 Renesas GDB Hardware Debugging 4 Renesas Simulator Debugging (RX, RL78)		Debug As	> 💽 1 GDB Simulator Debugging (RH850)
4 Renesas Simulator Debugging (RX, RL78)		Debug Configurations	C 2 Local C/C++ Application
		Organize Favorites	🖙 3 Renesas GDB Hardware Debugging
🛃 New Stack > 🐣 Extend Stack > 🟦 Remove			
		🔂 New Stack > 🔮	Extend Stack > 👷 Kemove

Figure 18. Selecting the Debug Option

2. A dialog box may appear. Click **Switch.**

Con	firm Perspective Switch X
?	This kind of launch is configured to open the Debug perspective when it suspends.
	This Debug perspective supports application debugging by providing views for displaying the debug stack, variables and breakpoints.
	Switch to this perspective?
Ren	nember my decision
	<u>Switch</u>

Figure 19. Opening the Debug Perspective

3. Press F8 or Resume icon to begin executing the project.



Figure 20. Executing the Project

4. The modified Quick Start example project is programmed into the kit and is running. The project can be paused, stopped, or resumed using the debug controls.



5.5 Capacitive Touch Sensor Monitoring

This document demonstrates the necessary steps for monitoring touch interference using QE for Capacitive Touch (RA).

Note: This QSG does not provide specific instructions for creating touch interface for capacitive touch sensors, touch sensor tuning, or how to implement touch middleware in an application.

- 1. The Quick Start example project is run in e2 studio.
- 2. Open the CapTouch Main / Sensor Tuner RA (QE) view from the e2studio menu bar **Renesas Views Renesas QE CapTouch Main** / **Sensor Tuner RA (QE)**.

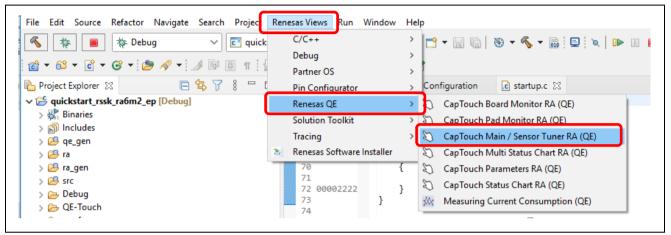


Figure 21. Launch CapTouch Main / Sensor Tuner RA (QE)

3. The CapTouch Main / Sensor Tuner RA (QE) pane will open. You might need to drag the window to a different position for better viewing of the interface. Using the "**To Select a Project**" pull-down menu and select "**quickstart_rssk_ra6m2_ep**". Using the "**To Prepare a Configuration**" pull-down menu and select "**quickstart_rssk_ra6m2_ep.tifcfg**"

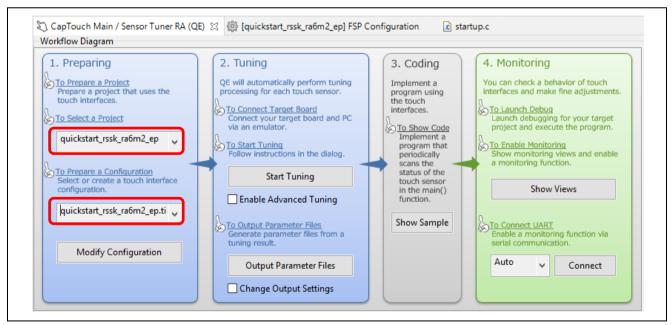


Figure 22. CapTouch Main / Sensor Tuner RA (QE) Setting



 Open the CapTouch Board Monitor RA (QE) view from the e2studio menu bar Renesas Views -Renesas QE - CapTouch Board Monitor RA (QE). You might need to drag the window to a different position for better viewing of the touch sensor interface.

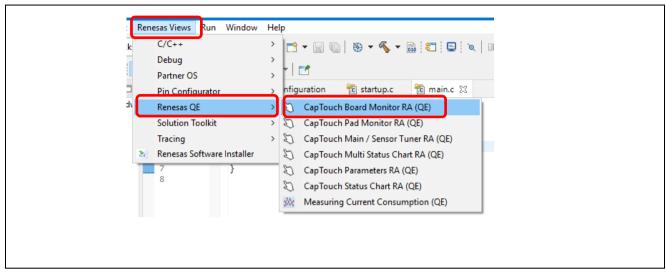


Figure 23. Launch CapTouch Board Monitor RA (QE)

5. The CapTouch Board Monitor RA (QE) pane will open. You might need to drag the window to a different position for better viewing of the touch sensor interface.

Canal and the second se		🗞 Smart Browser 🛛 🎄 Debug 🛷 Communication Status: Connecting		d Monitor RA	(QE) 🔀 📮			8	
Touch I/F:		×							
									·
		Wheel00	В	utton00					
				utton01					
			в	uttonuz					
			Slider00						
		\sim	<	>					
Method Kind Na	me Touch Sensor (Count Value Sensor Drive Pulse Fr	equency Reference Value	Threshold	Difference	Hysteresis	Resolution	Status	
→	Ø		🖓						1

Figure 24 Touch Sensor Interface View

6. Click the **Enable Monitoring** button. The dialog text will change to **Monitoring: Enabled**.

Touch I/F:	Enable Monitoring	Monitoring Enabled, Communication Status: Connecting via OCD emulator

Figure 25. Enable Monitoring

7. Touch the button on the application board. The **CapTouch Board Monitor RA (QE)** will show a touch with a finger image on the button like the image below.

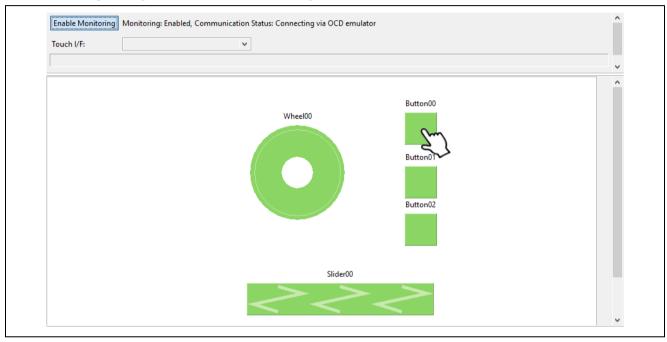


Figure 26. Touch Sensor Interface (Touching Button)

8. To see a graphical representation of the button's 'touch counts' on the board, return to the e2studio menu bar and open the **CapTouch Status Chart RA (QE)**. The window will open in the lower pane of e2studio. You might need to drag the window or tab to relocate/resize the pane for easy viewing.

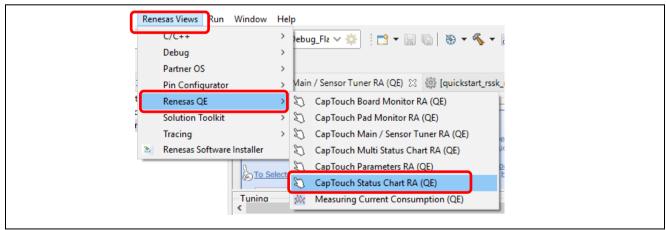


Figure 27. Launch CapTouch Status Chart RA (QE)



9. Using the pull-down menu, select the electrode element from the displayed list. As an example, selection of button element **Button00@config01** is shown in the figure below.

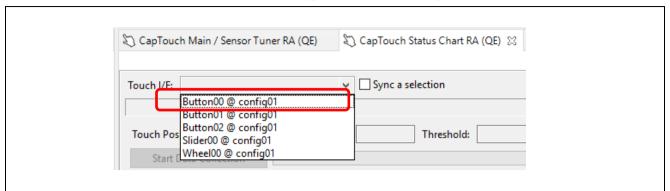


Figure 28. Selecting Touch Elements

10. The graph will begin to display running values. Touch the button on the board and you should see the 'touch counts' show as a step change on the running graph. The **GREEN** line is the touch '**Threshold**,' which the middleware uses to determine whether a button is actuated/touched. The **RED BELT** at the bottom of the graph is a visual indication to the user that the 'touch counts' have crossed above the threshold and a touch is detected.

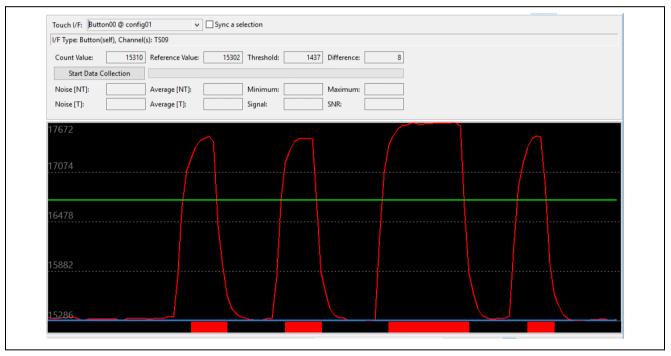


Figure 29. The Graph in operation

6. Next Steps

- 1. To learn more about the RA6M2 kit, refer to the RA6M2 Group user's manual and design package available on the RA6M2 Group Capacitive Touch Evaluation System webpage at renesas.com/ra/ek-ra2a1.
- 2. To learn more about using QE for Capacitive Touch (RA) and FSP to create touch interface for capacitive touch sensors, tune touch sensors, and implement touch middleware in an application, refer to the following application note.

RA Family Using QE and FSP to Develop Capacitive Touch Applications (R01AN4934)

https://www.renesas.com/jp/ja/search/keyword-search.html#q=r01an4934&genre=document

7. Website & Support

Visit the following URLs to learn about the kit and the RA family of microcontrollers, download tools and documentation, and get support.

RTK0EG0021S01001BJ Resources	renesas.com/rssk-touch-ra6m2
RA Product Information	renesas.com/ra
RA Product Support Forum	renesas.com/ra/forum
Renesas Support	renesas.com/support
Renesas Capacitive Touch Key Portal	renesas.com/solutions/touch-key





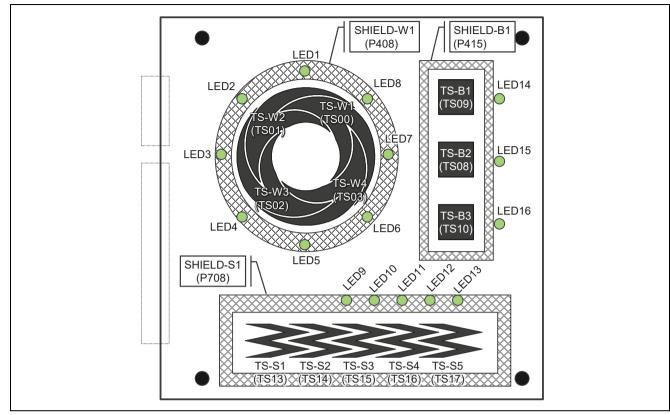


Figure.1 Assignments of Touch electrodes and TS Pins

Table.1	Application Header (CN2)
---------	--------------------------

CN2 Pin	Touch Electrode	CTSU (RA6M2)	CN2 Pin	Touch Electrode	CTSU (RA6M2)
39	—	—	40	-	TSCAP
37	-	-	38	-	-
35	—	-	36	TS-W1	TS00
33	-	-	34	TS-W2	TS01
31	TS-W3	TS02	32	-	-
29	-	-	30	-	-
27	-	-	28	TS-W4	TS03
25	-	-	26	-	-
23	-	-	24	-	-
21	—	TS05	22	SHIELD-W1	P408 (Note)
19	-	TS06	20	-	-
17	—	-	18	-	-
15	-	-	16	-	TS07
13	—	-	14	-	-
11	-	-	12	-	-
9	TS-B1	TS09	10	TS-B2	TS08
7	SHIELD-B1	P415 (Note)	8	TS-B3	TS10
5	TS-S1	TS13	6	SHIELD-S1	P708 (Note)
3	TS-S3	TS15	4	TS-S2	TS14
1	TS-S5	TS17	2	TS-S4	TS16

Note : SHIELD-S1、SHIELD-W1 and SHIELD-B1 are shield electrodes. To enable the function, set the pin to low level output by software



Table.2Application Header (CN1)

CN1 Pin	Function	MCU Connection	CN1 Pin	Function	MCU Connection
15	VCC (3.3V)	VCC	16	VSS (GND)	VSS
13	LED_ROW0	P008	14	LED_ROW1	P007
11	LED_ROW2	P014	12	LED_ROW3	P009
9	—	P015	10	—	P505
7	LED_COL3	P506	8	—	P508
5	LED_COL1	P503	6	LED_COL2	P504
3	-	P100	4	LED_COL0	P103
1	—	P101	2	—	P102

Table.3 LED and MCU Port Output Settings

LED	LED_ROWn Port	LED_COLn Port
Turn On	Low	High
Turn Off	High	Low

Note : n=0~3

Table.4 LED Matrix Correspondence Table

	LED_COL0	LED_COL1	LED_COL2	LED_COL3
LED_ROW0	LED1	LED5	LED13	LED9
LED_ROW1	LED2	LED6	LED14	LED10
LED_ROW2	LED3	LED7	LED15	LED11
LED_ROW3	LED4	LED8	LED16	LED12



Renesas RA Family

Revision History

			Description
Rev.	Date	Page	Summary
1.00	Nov.16.20	-	First release



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