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# Technological Arts Inc.

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## Adapt9S12EQ128 w/ 80-pin MCU (no IrDA)

USD \$99.00



### Product Info

- based on 9S12E128 in 80-pin MCU:
  - 3 x SCI
  - 1 x I2C
  - 6 x PWM
  - 16 x 10-bit ADC
  - 1 x SPI
  - 8 x timer/capture/compare
  - 2 x 8-bit DAC
  - 128K Flash
  - 8K RAM
- two 50-pin connectors bring out all I/O pins of the MCU
- 2.30" x 3.25" AdaptS12 form-factor
- all I/O pins on a 0.1" grid for easy interfacing to standard perfboard
- versatile connector design for use in many configurations, with ribbon cables, prototyping cards, or embedding into your design
- RS232C transceiver provided for one SCI channel
- jumper-selectable RS232 or RS485 transceiver on second SCI channel
- dual 8-bit DAC with on-board op amp buffer circuit, ideal for stereo audio output

- supplied with 8 MHz crystal, but internal bus can run up to 24MHz (using on-chip PLL)
  - selectable Colpitts/Pierce oscillator configuration
  - on-chip single-wire Background Debug Module (BDM) fully supported for loading and debugging user code
  - universal 6-pin/10-pin BDM connectors support BDM pods from multiple vendors
  - code in C, BASIC, Forth, assembler, etc.
  - no special Flash programming voltage or switch required
  - fast in-circuit programming
  - small footprint on-chip bootloader/monitor works with our free uBug12 Windows GUI, for quick loading/debugging of user programs
  - Run/Load switch for choice of Standalone or Monitor operation following reset
  - low-dropout 5V/3V regulator on-board (mounted underneath)
  - user-selectable for 3V or 5V operation
  - accommodates optional precision voltage reference chip for analog-to-digital converter
  - many accessories available:
    - prototyping cards and backplanes
    - low-cost demo card
    - Servo/Sensor Interface module
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- assembled, tested module, pre-programmed with Freescale Serial Monitor ([see AN2548](#))
  - red and black power connector wire (#PCJ1-8)
  - printed schematic/pinout sheet
  - find data sheets, manuals, and all other resources for this product by clicking on the Resources tab above

If you require mating connectors, browse Connectors in the Components category at the left. For power supplies, browse the Accessories category.

***Before you order...***

***All of our [standard connector options](#) are available for this board. The product photo above shows "RA1" style connector on both H1 and H2. Please make your choice of connectors before adding this item to your shopping cart. Otherwise, the board will be shipped with the default option (no connectors on H1 and H2).***

**[Product Details](#)**

**Description:** Adapt9S12EQ128 is a compact, modular "AdaptS12" form factor board, compatible with an entire range of application cards, prototyping cards, and backplanes, and usable with solderless breadboards ("proto boards"). The Basic configuration includes all necessary support circuitry for the MCU, including a 5-Volt regulator, 8MHz crystal, reset button, BDM connector, and RS232C interface. This configuration features jumper-selectable RS232 or RS485 for the second SCI channel. Accommodation for a user-supplied precision voltage reference is also provided on-board.

**Here are a few ways you can use Adapt9S12EQ128:** - Flash-based code development using on-chip debug/monitor

With a 2K Flash-resident debug/monitor program, you'll be able to load your program into the remaining 126K Flash via the serial port using [our uBug12JE graphical user interface for Windows/Mac/Linux](#). The entire 126K Flash can be programmed in under 12 seconds! To use the monitor for debugging or code-loading, just set the switch to LOAD. To run your standalone program thereafter, leave the switch at RUN. Your code runs from Flash, and interrupts are supported (via Flash-based pseudo vectors, since the monitor resides in the vector space of the MCU). A program you load into Flash this way will run every time you apply power or reset the board in Flash Mode.

The Serial Monitor is also supported by Freescale's CodeWarrior Integrated Development Environment, for automatic erasing and loading of flash, and C source-level debugging.

- Flash-based code development using a BDM pod

If you want to take advantage of a more advanced development tool (such as our USBDM12LX5 or UBDM12LX5), the entire 128K Flash can be used, because the Flash-resident bootloader is no longer needed (therefore pseudo-vectors aren't required either).

## [Resources](#)

[Adapt9S12EQ128 module data](#)

[Vendor Information](#)