



Technological Arts Inc.

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NanoCore12MAXC128ST Module, TTL Interface, 40-pin

USD \$74.00



Product Info

This is the most feature-packed of the NanoCore12 modules, boasting 128K Flash and 4K RAM, as well as a broad selection of I/O lines. The TTL-level serial signals are ready to interface to a USB-to-UART module (such as our USB2NCT or any FTDI breakout board), or to your own RS232 level-shifter circuit.

Module Features:

- based on the 9S12C128 MCU
- includes 8 Mhz crystal
- 24 MHz bus speed possible (via PLL)
- local 5 Volt low-dropout 100 mA regulator
- **TTL-level signals for RX and TX**
- **compatible with USB2NCT module for use with USB**
- has on-chip Serial Monitor (uBug12- and CodeWarrior-compatible)
- includes CAN transceiver circuit
- supports standalone operation
- 128K Bytes Flash
- 4K Bytes Ram
- 40-pin DIP form-factor
- low profile (BDM connector omitted)

- gold-plated 0.025" square pins

- this product ships with hardcopy data sheet and schematic diagram
- data sheets, manuals, and all other resources for this product can be found at www.NanoCore12.com

Product Details

- supports programming in C, BASIC, nqBASIC, Forth, assembler, etc.
- fast in-circuit programming
- small footprint on-chip bootloader/monitor and free uBug12 GUI for quick loading/debugging of user programs on Windows, Mac, and Linux platforms
- Run/Load switch for choice of Standalone or Monitor operation following reset
- compatible with virtually all 9S12 development tools on the market, including CodeWarrior

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 nqBASIC, CodeWarrior, or uBug12. The entire 126K Flash can be programmed in about 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. A program you load into Flash this way will run every time you apply power or reset the board in Run Mode.

Flash-based code development using a BDM pod By using a more advanced development tool (such as our USBDMILT), the entire 128K Flash can be used, because the Flash-resident bootloader is no longer needed.

- capable of 3-Volt operation (Note: CAN transceiver will not work at 3V)
- optional standard 6-pin BDM connector supports full debugging capabilities (with an optional BDM pod)
- up to 31 digital I/O lines, including Port M, Port T, and Port E
- access to eight 10-bit analog input or digital I/O port lines (Port AD)
- access to eight digital I/O port lines (Port T)
- up to six PWM timer channels (PT0 - PT4, PP5)
- up to eight Input Capture/Output Compare pins (Port T)
- key wake-up interrupt pin (PP5)
- serial peripheral interface (SPI)
- serial communications interface (SCI)
- controller area network (CAN 2.0) (on-board transceiver circuit)
- internal programmable pullup and pulldown resistors on most pins
- user access to MCU reset signal

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[Vendor Information](#)

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