

RX63T Group

Renesas Starter Kit Tutorial Manual
For e²studio

RENESAS MCU
RX Family / RX600 Series

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By using this Renesas Starter Kit (RSK), the user accepts the following terms:

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Precautions

The following precautions should be observed when operating any RSK product:

This Renesas Starter 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. However, 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 10m of the product when in use.
- The user is advised to take ESD precautions when handling the equipment.

The Renesas Starter Kit does not represent an ideal reference design for an end product and does not fulfil the regulatory standards for an end product.

How to Use This Manual

1. Purpose and Target Readers

This manual is designed to provide the user with an understanding of the RSK hardware functionality, and electrical characteristics. It is intended for users designing sample code on the RSK platform, using the many different incorporated peripheral devices.

The manual comprises of an overview of the capabilities of the RSK product, but does not intend to be a guide to embedded programming or hardware design. Further details regarding setting up the RSK and development environment can found in the User's manual.

Particular attention should be paid to the precautionary notes when using the manual. These notes occur within the body of the text, at the end of each section, and in the Usage Notes section.

The revision history summarizes the locations of revisions and additions. It does not list all revisions. Refer to the text of the manual for details.

The following documents apply to the RX63T Group. Make sure to refer to the latest versions of these documents. The newest versions of the documents listed may be obtained from the Renesas Electronics Web site.

Document Type	Description	Document Title	Document No.
User's Manual	Describes the technical details of the RSK hardware.	RSKRX63T User's Manual for e ² studio	R20UT1968EG
Tutorial	Provides a guide to setting up RSK environment, running sample code and debugging programs.	RSKRX63T Tutorial Manual for e ² studio	R20UT1969EG
Quick Start Guide	Provides simple instructions to setup the RSK and run the first sample, on a single A4 sheet.	RSKRX63T Quick Start Guide for e ² studio	R20UT1970EG
Schematics	Full detail circuit schematics of the RSK.	RSKRX63T Schematics	R20UT0956EG
Hardware Manual	Provides technical details of the RX63T microcontroller.	RSKRX63T Hardware Manual	R01UH0238EJ

2. List of Abbreviations and Acronyms

Abbreviation	Full Form
ADC	Analog to Digital Converter
CD	Compact Disk
E1	E1 Emulator
E20	E20 Emulator
LCD	Liquid Crystal Display
LED	Light Emitting Diode
LVD	Low Voltage Detect
ROM	Read-Only Memory
RSK	Renesas Starter Kit
USB	Universal Serial Bus

Table of Contents

1. Overview.....	7
1.1 Purpose.....	7
1.2 Features.....	7
2. Introduction.....	8
2.1 Note Regarding Source Code.....	8
3. Project Workspace.....	9
3.1 Introduction.....	9
3.2 Starting e ² studio and Importing Sample Code.....	9
3.3 Build Configurations and Debug Sessions.....	13
3.3.1 Build Configuration.....	13
3.3.2 Debug Configuration.....	13
3.4 Running the Tutorial.....	15
4. Basic Debugging the Tutorial Program.....	16
4.1 Program Initialisation.....	16
4.2 Main Function.....	19
5. Additional Information.....	23

1. Overview

1.1 Purpose

This RSK is an evaluation tool for Renesas microcontrollers. This manual describes how to get the RSK tutorial started, and basic debugging operations.

1.2 Features

This RSK provides an evaluation of the following features:

- Renesas microcontroller programming
- User code debugging
- User circuitry such as switches, LEDs and a potentiometer
- Sample application
- Sample peripheral device initialisation code

The RSK board contains all the circuitry required for microcontroller operation.

2. Introduction

This manual is designed to answer, in tutorial form, the most common questions asked about using a Renesas Starter Kit (RSK). The tutorials help explain the following:

- How do I compile, link, download and run a simple program on the RSK?
- How do I build an embedded application?
- How do I use Renesas' tools?

Files referred to in this manual are installed using the project generator as you work through the tutorials. The tutorial examples in this manual assume that installation procedures described in the RSK Quick Start Guide have been completed. Please refer to the quick start guide for details of preparing the configuration.

These tutorials are designed to show you how to use the RSK and are not intended as a comprehensive introduction to e²studio, compiler toolchains or the E1 emulator. Please refer to the relevant user manuals for more in-depth information.

2.1 Note Regarding Source Code

During the project generation, it is possible that the line numbers for source code illustrated in this document do not match exactly with that in the actual source files. It is also possible that the source address of instructions illustrated in this manual differs from a user's code compiled from the same source. These differences are minor, and do not affect the functionality of the sample code or the validity of this accompanying manual.

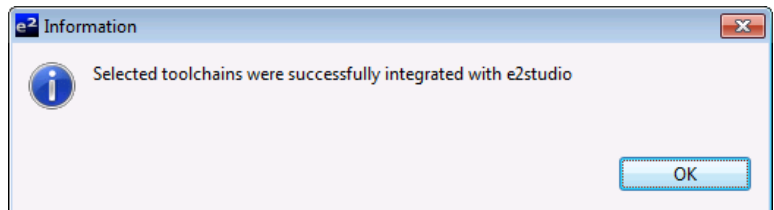
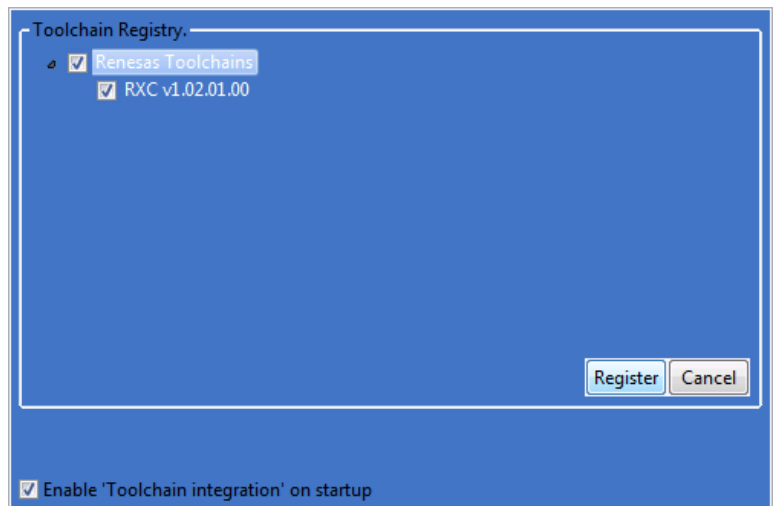
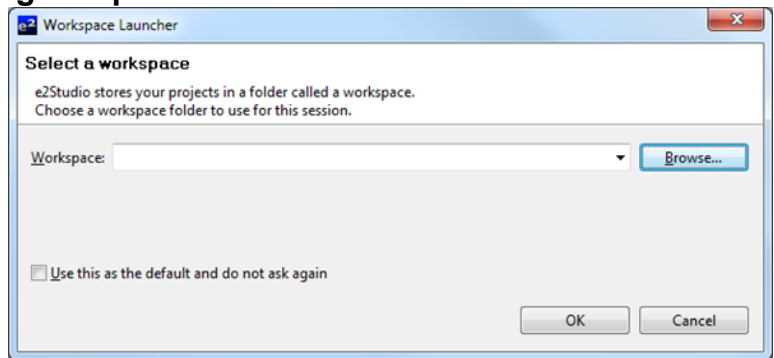
3. Project Workspace

3.1 Introduction

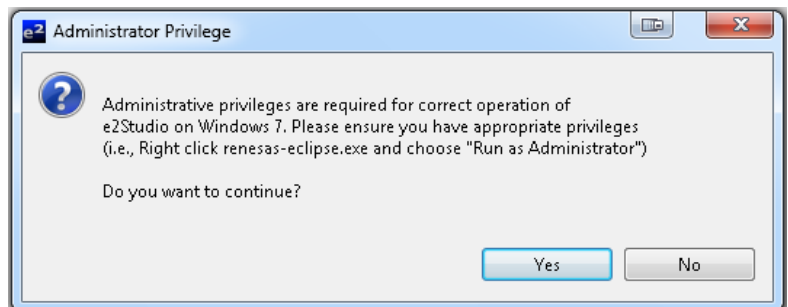
e²studio is an open source integrated development tool that allows the user to write, compile, program and debug a software project on many of the Renesas microcontrollers.

3.2 Starting e²studio and Importing Sample Code

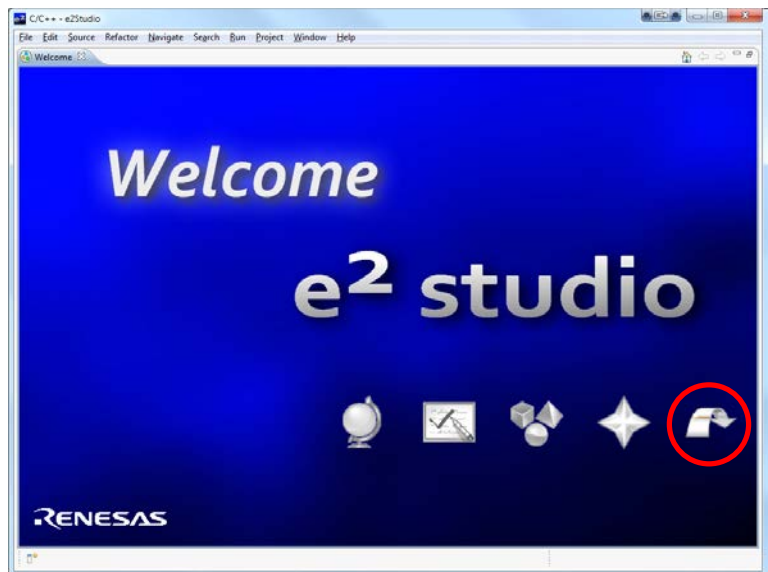
- Start e²studio by selecting it from Start Menu. The first dialog box to appear will be the Workspace Launcher.
- Click 'Browse' and select a suitable location to store your workspace, using the 'Create New Folder' option as necessary. Click 'OK'.
- In the Toolchain registry dialog. Select Renesas Toolchains. RXC v1.02.01.00. Click on Register. A dialog will appear "Selected Toolchains were successfully integrated with e2studio". Click OK.



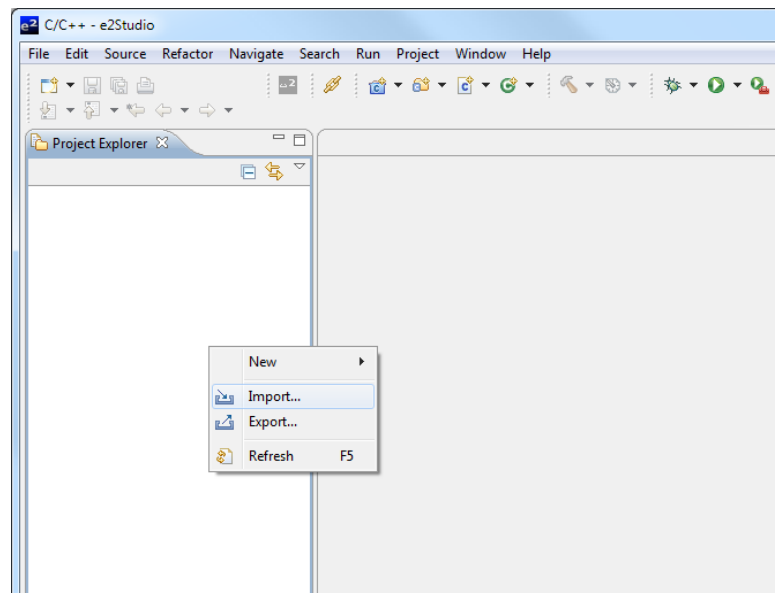
- Click 'Yes' when presented with the 'Administrator Privilege' dialog box.



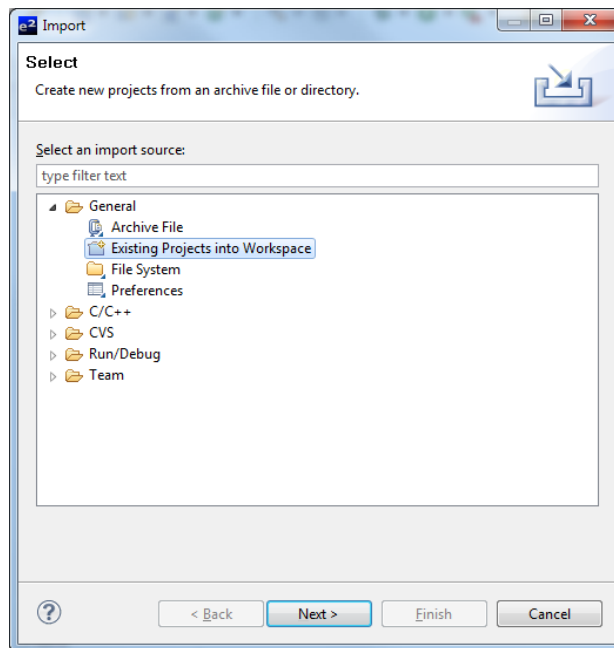
- The e²studio welcome splash screen will appear. Click the 'Go to the workbench' arrow button on the far right.



- Once the e²studio environment has initialised, right click in the Project Explorer window and click 'Import...'



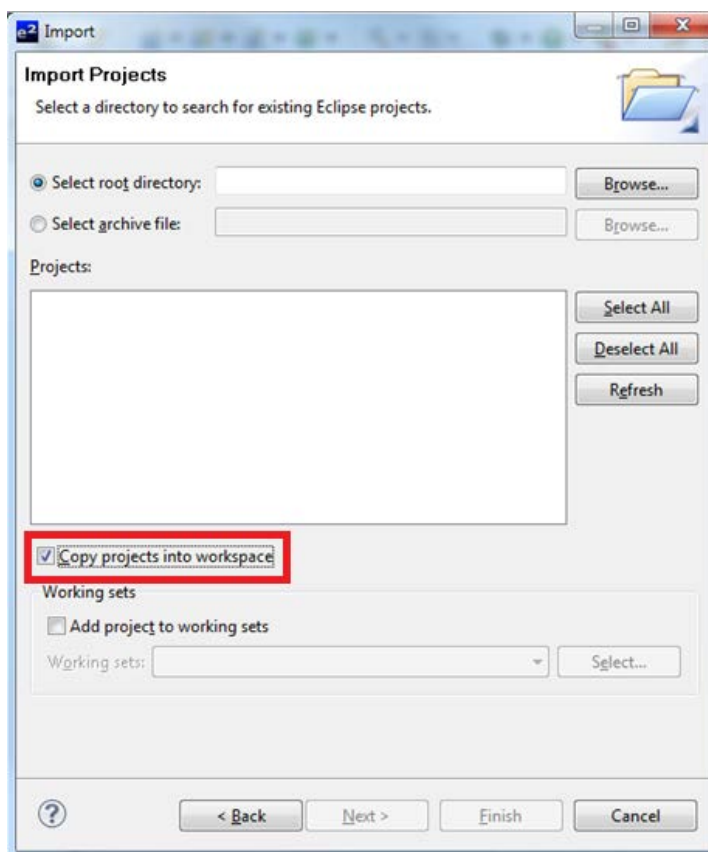
- The Import dialog box will now show. Expand the 'General' folder icon, and select "Existing Projects into Workspace", then click 'Next'.



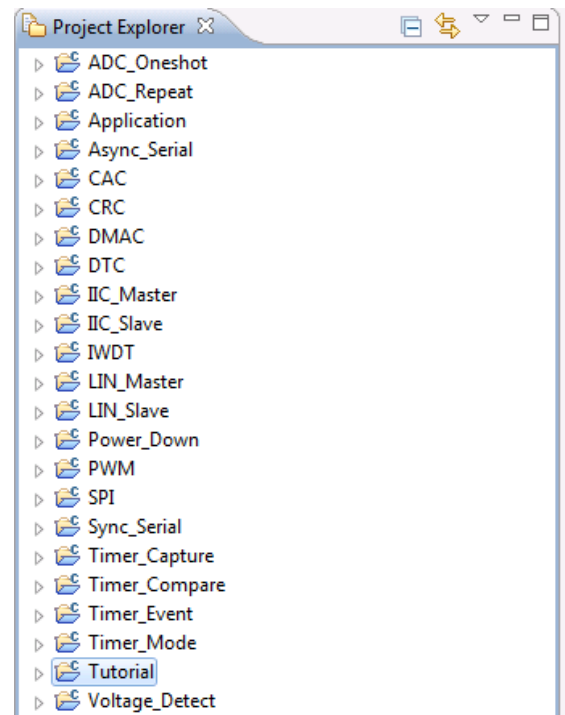
- The Import dialog box will now allow you to specify the project to import. Click the 'Browse' button, and locate the following directory:

C:\Renesas\Workspace\RSK\RSKR63T

- Ensure that the 'Copy projects into workspace' option is ticked, and then click 'Finish'.



- Click on Tutorial from the list of projects in the 'Project Explorer' on the left hand side.



3.3 Build Configurations and Debug Sessions

3.3.1 Build Configuration

The e²studio workspace will be created with several build configurations – the two we will address in this manual are ‘HardwareDebug’ and ‘Release’.

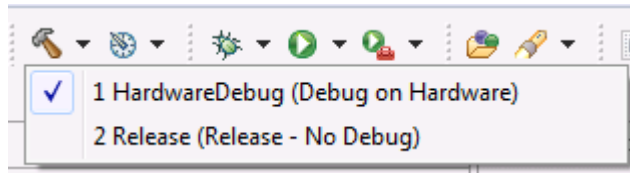
Release

This build mode has optimisation turned on, and provides little debug information. The C code instruction execution may appear to be out of order, due to the way compiler optimises the code. This build configuration is intended for final ROM-programmable code.

HardwareDebug

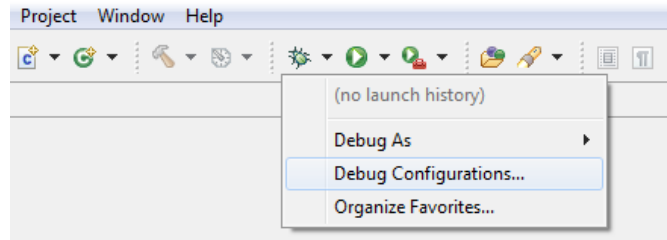
This build mode has all optimisation turned off, and provides full debug information. This is the best configuration to use while developing code. C code instruction execution will be linear.

- Click the top level tutorial project folder again, and then the arrow next to the build button (hammer icon), and select the ‘HardwareDebug’ option.
- e²studio will now build the code.

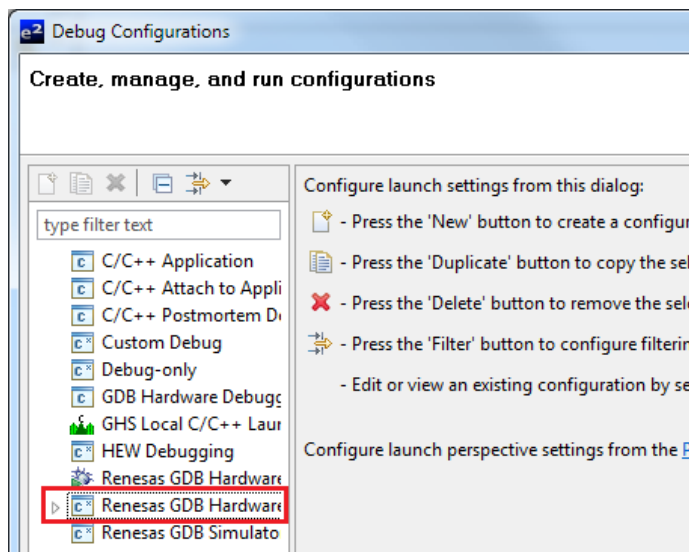


3.3.2 Debug Configuration

- Click the arrow next to the debug button (bug icon). Select ‘Debug Configurations...’.

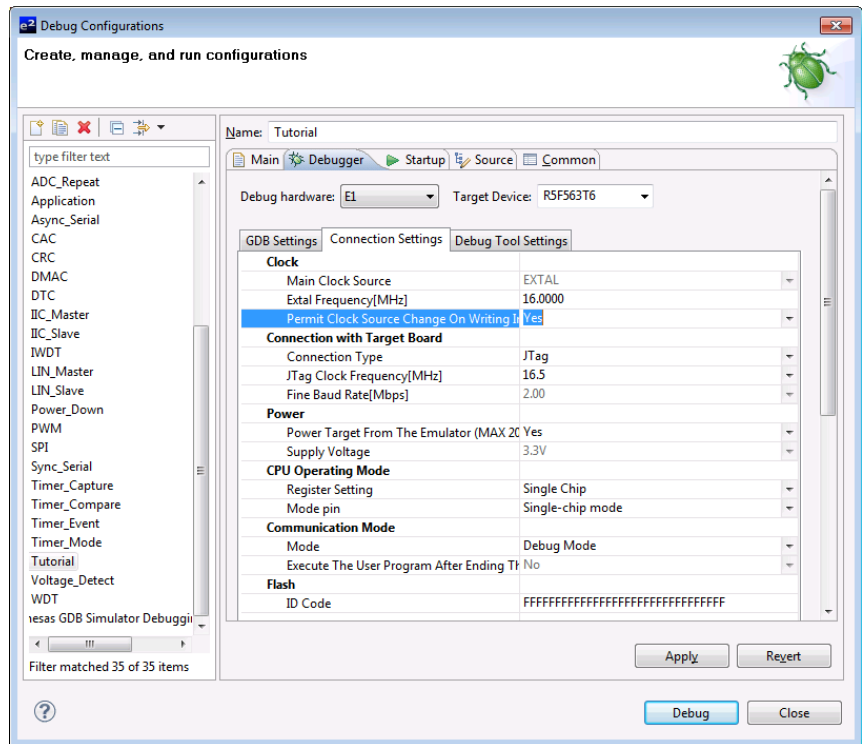


- The ‘Debug Configuration’ dialog box will appear. Click the small arrow next to ‘Renesas GDB Hardware Debugging’ option.
- The build configurations for each project will appear. Select the entry for the Tutorial project.

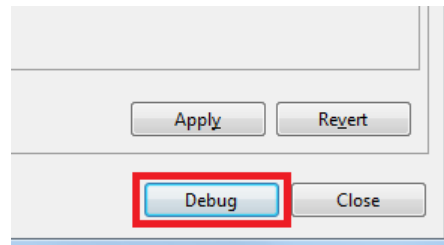


- The Debug Configurations control page will then show for the Tutorial project. Change the main tab to 'Debugger', and the secondary tab to 'Connection Settings'. Check through the debugger settings. If you intend to use an external power supply, set the 'Power Target From The Emulator' option to No (drop down menu).
- Refer to the RSK's User Manual for details of power supply configurations.

Note: e²studio will display a warning dialog box if you attempted to connect with an incorrect power supply setting.



- Click the 'Apply' button to save the changes.
- Click the 'Debug' button to continue. e²studio will now connect to the debugger, and download the code to the target.
- e²studio may display a dialog box, asking if you would like to switch to the 'Renesas Debug perspective'. Click 'Remember my decision' to prevent this dialog box from appearing in future. Click 'Yes'
- The new e²studio perspective layout is optimised for debugging.

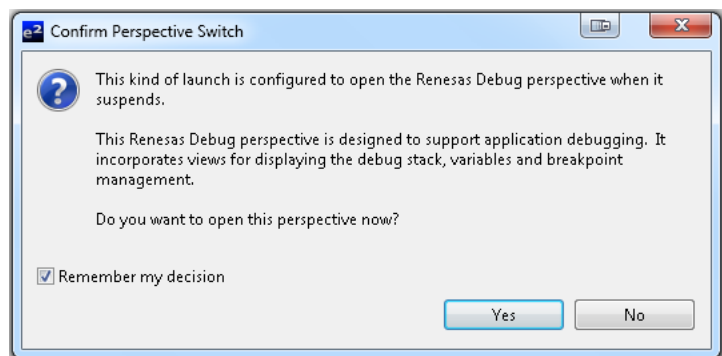


- After downloading the code, the File window will open the 'PowerON_Reset_PC()'.

```

void PowerON_Reset_PC (void)
{
    /* Initialise the MCU process:
    set_intb ( (__sectop ("CSVECT")))
    set_fpsw (FPSW_INIT);

```

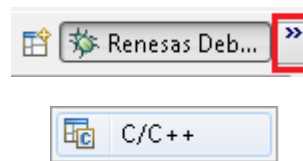
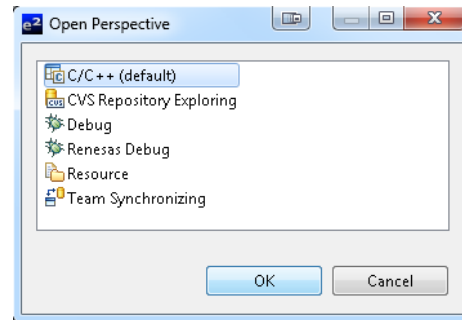


```

* Return value : none
*****
void PowerON_Reset_PC (void)
{
    /* Initialise the MCU process:
    set_intb ( (__sectop ("CSVECT")))
    set_fpsw (FPSW_INIT);

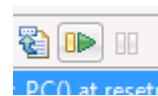
```

- To change back to the default 'C/C++' perspective, from the menu bar select:
- Window > Open Perspective > Other
- The 'Open Perspective' dialog box will appear. Click on the desired perspective to select it then click 'OK'.
- Alternatively, click on the button with the double arrow in the top right corner of the screen, as shown opposite, and select the 'C/C++' option that appears.



3.4 Running the Tutorial

- Refer to the main.c file for instructions on how to configure the RSK and run the sample code.
- Once the code has been downloaded, click the 'Resume' toolbar button (see image) to run the code to the main function. The main function is set as the program entry point by default. The program counter will stop on the first instruction in the main function.
- Click the 'Resume' button to run the rest of the code
- It is recommended that you run the entire tutorial demo first, before continuing to debug it.



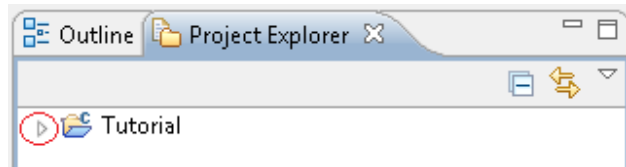
4. Basic Debugging the Tutorial Program

This section will look at basic debugging functionality in e²studio.

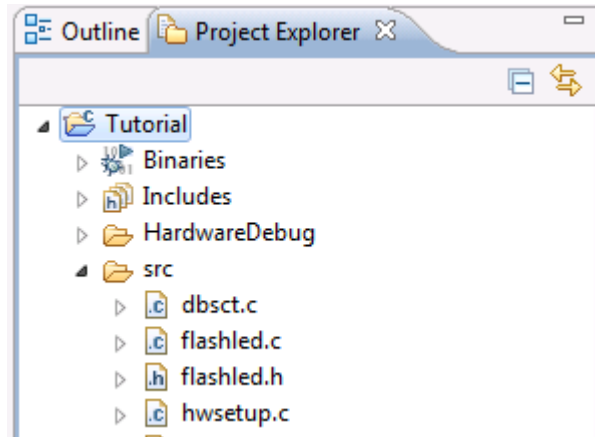
4.1 Program Initialisation

Before the main program can run, the microcontroller must be configured. The following parts of the tutorial program are used exclusively for initialising the RSK device so that the main function can execute correctly. The initialisation code is run every time the device is reset via the reset switch or from a power reboot.

- After downloading the code, navigate to the Project Explorer window on the right hand side.



- Click the arrow next to the Tutorial project to expand the folder contents, and then click the arrow next to the 'src' folder to show the source files.



- Double click on 'hwsetup.c' to open the file.

- Breakpoints can be set by double clicking within the column width space indicated by the red box. The column width is hereafter referred to as the breakpoint column.
- On the line with instruction ConfigureOperatingFrequency(), double click next to the vertical line to set a breakpoint.

```
void HardwareSetup (void)
```

Note:

The alternative to the above method requires reverting back to the default 'C/C++' perspective.

If in the C/C++ perspective, set the mouse cursor on the instruction, then from the menu bar select Run > Toggle Breakpoint.

```
*****
void HardwareSetup (void)
{
    ConfigureOperatingFrequency ();
    ConfigureOutputPorts ();
    ConfigureInterrupts ();
    EnablePeripheralModules ();
}
```


- Press 'Resume' on the Debug toolbar.
- The debugger should now hit the breakpoint inside the HardwareSetup function definition. This function groups together several key functions that are used to ensure the device is setup correctly before the main program is executed.



```

***** HWSetup *****
/*****
* Function Name : HardwareSetup
* Description  : Contains all the setup functions called at device restart
* Argument    : none
* Return value : none
*****
void HardwareSetup (void)
{
  ConfigureOperatingFrequency();
  ConfigureOutputPorts();
  ConfigureInterrupts();
  EnablePeripheralModules();
}
/*****
* End of function HardwareSetup
*****
    
```

- Click 'Step Into' to enter the ConfigureOperatingFrequency function.



- The ConfigureOperatingFrequency function is used to set the speed of the system clocks.

```

resetprg.c | hwsetup.c | main.c
* Return value : none
*****
void ConfigureOperatingFrequency (void)
{
    /* Declare and initialise a loop count variable */
    uint16_t i = 0;

    /* Protection off */
    SYSTEM.PRCR.WORD = 0xA503;

#ifdef INSTALL_SUB_CLOCK
    /* Stop sub-clock */
    SYSTEM.SOSCCR.BYTE = 0x01;
#endif /* SOSCCR */

    /* Specify a clock stabilisation time, greater than 10ms at 16MHz (16.384 msec) */
    /* XTAL = 16MHz, Period = 62.5 ns, ( {MOSCWTCR = 0x0E} 262144 * 62.5ns ) = 16.384 ms */
    SYSTEM.MOSCWTCR.BYTE = 0x0E;

    /* 4194304 state (default)*/
    /* wait over 12ms @PLL=192MHz(16MHz*12) */
    SYSTEM.PLLWTCR.BYTE = 0x0F;

    /* x12 @PLL */
    SYSTEM.PLLCR.WORD = 0x0B00;

    /* Turn on EXTAL */
    SYSTEM.MOSCCR.BYTE = 0x00;

    /* Turn on the PLL and enable writing to the PLL control register */
    SYSTEM.PLLCR2.BYTE = 0x00;
    
```

- The list of initialised system clocks is shown on the opposite screenshot.
- We will now skip past the hardware setup functions to look at the tutorial's main program code.

```

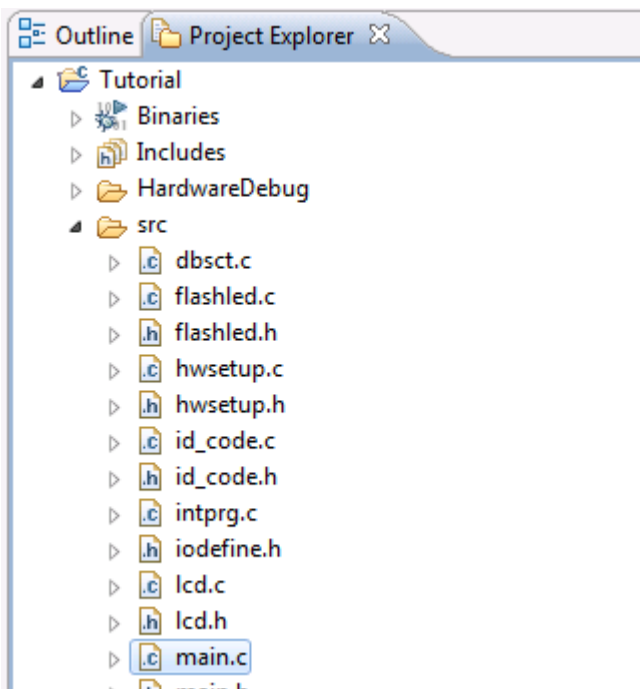
resetprg.c | hwsetup.c | main.c
/* Configure the clocks as follows -
Clock Description          Frequency
-----
PLL Clock frequency.....192MHz
System Clock Frequency.....96MHz
Peripheral Module Clock B.....48MHz
FlashIF Clock.....48MHz
External Bus Clock.....48MHz */
SYSTEM.SCKCR.LONG = 0x21821211;
    
```

For further details regarding hardware configuration, please refer to the RSKRX63T User's Manual and the RX63T Hardware Manual.

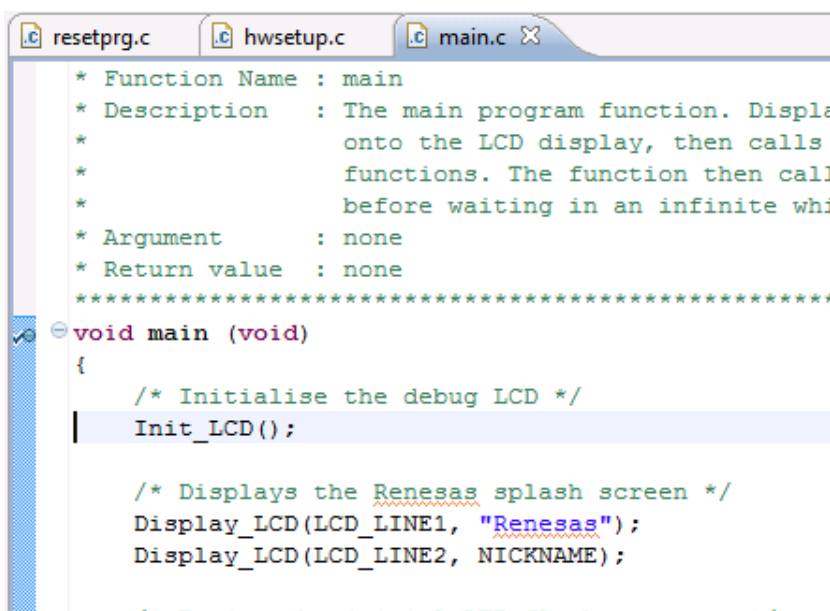
4.2 Main Function

This section will examine the program code called from within the main() function.



- Find the main.c file from the Project Explorer, and then double-click it to open the file in the text editor.



- Set a breakpoint at the call to the main() function by double clicking the column next to void main (void).



The E1 emulator features an advanced logic-based event point trigger system, and full instruction on its use is outside the scope of this tutorial. For further details, please refer to the RX Family E1/E20 Emulator User's Manual

- Press 'Resume' on the  Debug toolbar.
- The code will execute to the breakpoint. At this point all the device initialisation will have been completed. The code window will open 'main.c' and show the new position of the program counter.
- Right click the 'Flash_LED()' function call and select 'Run to Line' to execute the program up to this line. The 'Init_LCD()' function call enables and configures the LCD panel, and 'Display_LCD()' will write "Renesas" on the top line and "RX63T-L" onto the bottom line
- Set a breakpoint on the 'timer_adc()' function call by double-clicking in the breakpoint column
- Click the 'Step Into' button to step into the  'Flash_LED()' function.
- The program counter should now move into the Flash_LED function definition. This function periodically polls the user switches and flashes all the LEDs 200 times or until a user switch has been pressed.

```

resetprg.c  hwsetup.c  main.c
* Function Name : main
* Description  : The main program function. Displays the Renesas
*               onto the LCD display, then calls the 'flashLED'
*               functions. The function then calls the statics
*               before waiting in an infinite while loop.
* Argument    : none
* Return value : none
*****
void main (void)
{
    /* Initialise the debug LCD */
    Init_LCD();

    /* Displays the Renesas splash screen */
    Display_LCD(LCD_LINE1, "Renesas");
    Display_LCD(LCD_LINE2, NICKNAME);

    /* Begins the initial LED flash sequence */
    Flash_LED();

    /* Begins the ADC-varying flash Sequence */
    Timer_ADC();

    /* Begins the static variable test */
    static_test();

    /* Begins the initial LED flash sequence */
    Flash_LED();

    /* Start the timer_adc function */
    timer_adc();

    /* static_test function */
}

void Flash_LED (void)
{
    /* Variable used to count down the number of LED flashes */
    static uint16_t flash_count = 0xC8;

    /* Declare a delay count variable */
    uint32_t ulLed_Delay = 0;


    /* Flash the LEDs for 200 times or until a user switch is pressed */
    while ((0 == g_switch_flag) && (--flash_count > 0))
    {
        for (ulLed_Delay = 0; ulLed_Delay < 60000; ++ulLed_Delay)
        {
            /* delay */
        }

        /* Toggles the LEDs after a specific delay. */
        Toggle_LED();

        /* Reset the g_switch_flag flag variable */
        g_switch_flag = 0;

        /* Disable switch interrupts */
        ControlSwitchInterrupts(0);
    }
}

```

- Click 'Resume' twice to continue the program, and then push any switch to proceed. The program should halt at the event point set on the Timer_ADC function call.
- Press 'Step Into'  twice to step into the start_timer function.
- The start_timer function configures the timer CMT1 to periodically flash the LEDs. And timer CMT2 to provide a simple delay function.

```

resetprg.c | hwsetup.c | main.c | flashed.c | timeradc.c
static void start_timer (void)
{
    /* Protection off */
    SYSTEM.PRCR.WORD = 0xA503;


    /* Cancel the CMT1 module clock stop mode */
    MSTP_CMT1 = 0;

    /* Cancel the CMT2 module clock stop mode */
    MSTP_CMT2 = 0;

    /* Protection on */
    SYSTEM.PRCR.WORD = 0xA500;

    /* Set CMT1 interrupt priority level to 10 */
    IPR(CMT1, CMI1) = 0xA;

    /* Enable CMT1 interrupts */
    IEN(CMT1, CMI1) = 0x1;
}
    
```

- Press 'Step Return'  button to exit the start_timer function, then press 'Step Into'. The program should now reach the start_adc function
- The start_adc function configures the ADC unit to make repeat conversions of the voltage from the potentiometer RV1.

```

resetprg.c | hwsetup.c | main.c | flashed.c | timeradc.c
*****/
static void start_adc (void)
{
    /* Protection off */
    SYSTEM.PRCR.WORD = 0xA503;

    /* Cancel the S12AD module clock stop mode */
    MSTP_S12AD = 0;

    /* Protection on */
    SYSTEM.PRCR.WORD = 0xA500;

    /* Clear the S12AD interrupt flag */
    IR(S12AD, S12ADI) = 0x0;

    /* Set the S12AD interrupt level to 5 */
    IPR(S12AD, S12ADI) = 0x5;



    /* Enable S12AD interrupt requests */
    IEN(S12AD, S12ADI) = 0x1;

    /* Use the AN000 (Potentiometer) pin, P4.0, P(56)
    as an I/O for peripheral functions */
    /* Enable Group B scan end Interrupt */
    S12AD.ADCSR.WORD |= 0x40;

    /* Selects AN000 */
    S12AD.ADANSA.WORD = 0x0001;
}
    
```

- Press the 'Suspend' button to halt program execution.
- This is the extent of the tutorial code.



- Press F8 to resume the code, where it will then halt at the break point on the `static_test` function call. 
- Press F5 to step into the function. 
- The `static_test` function initialises a character string with the contents of a static variable; then gradually replaces it, letter by letter, with another static string.
- Click 'Resume' or press F8 to resume the program code. You should observe the word 'STATIC' appear on the second LCD line, to be gradually replaced with the string 'TESTTEST'. The program then reverts the LCD back to the original message of 'RX63T-L'.



```

resetprg.c  hwsetup.c  main.c  flashed.c  timeradc.c
/*****
 * Function Name : static_test
 * Description  : Static variable test routine. The function replaces the
 *               contents of the string 'cStr' with that of 'ucReplace', one
 *               element at a time. Right-click the variable 'cStr', and
 *               select 'instant watch' - click add in the subsequent dialog.
 *               If you step through the function, you can watch the string
 *               elements being overwritten with the new data.
 * Argument     : none
 * Return value : none
 *****/
static void static_test (void)
{
    /* Declare loop count variable */
    uint8_t uicount = 0;

    /* Write cStr variable, "STATIC" to LCD */
    Display_LCD(LCD_LINE2, cStr);

    /* Begin for loop which writes one letter of ucReplace to the LCD at a time
     The nested while loops generate the delay between each letter change */
    for (uicount = 0; uicount < 8; uicount++)
    {
        /* Start a one-shot timer to create a delay between each loop
         iteration */
        Timer_Delay(40, MILLISECS);

        /* Replace letter number 'uiCount' of 'ucStr' from 'ucReplace' */
        cStr[uicount] = ucReplace[uicount];
        Display_LCD(LCD_LINE2, cStr);
    }

    /* Clear LCD Display */
    cStr[uicount] = '\0';
}

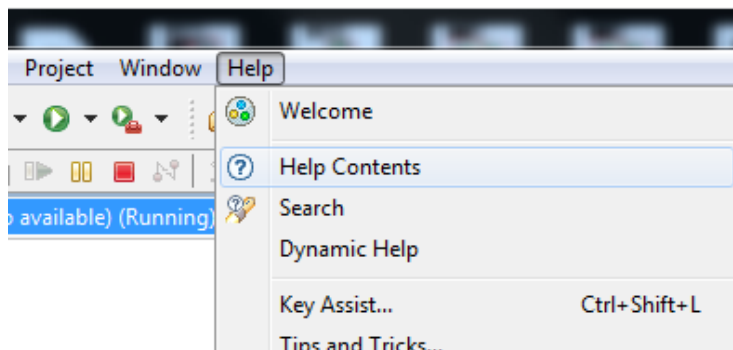
```

- This is the extent of the tutorial code.

5. Additional Information

Technical Support

For details on how to use e²studio, refer to the help file by opening e²studio and clicking 'Help' and selecting 'Help Contents'.



Parts of the sample code provided with the RSKRX63T can be reproduced using the 'Applilet3 for RX63T' code generator tool. Applilet can be downloaded from the Renesas website.

Source files and functions generated by Applilet are prefixed with 'r_' and 'R_', respectively.

For information about the RX63T series microcontrollers refer to the RX63T Group Hardware Manual.

For information about the RX63T assembly language, refer to the RX600 Series Software Manual.

Online technical support and information is available at: <http://www.renesas.com/rskrx63t>

Technical Contact Details

Please refer to the contact details listed in section 7 of the "Quick Start Guide".

General information on Renesas microcontrollers can be found on the Renesas website at: <http://www.renesas.com/>

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SALES OFFICES

Refer to "<http://www.renesas.com/>" for the latest and detailed information.

Renesas Electronics America Inc.

2880 Scott Boulevard Santa Clara, CA 95050-2554, U.S.A.
Tel: +1-408-588-6000, Fax: +1-408-588-6130

Renesas Electronics Canada Limited

1101 Nicholson Road, Newmarket, Ontario L3Y 9C3, Canada
Tel: +1-905-898-5441, Fax: +1-905-898-3220

Renesas Electronics Europe Limited

Dukes Meadow, Millboard Road, Bourne End, Buckinghamshire, SL8 5FH, U.K
Tel: +44-1628-651-700, Fax: +44-1628-651-804

Renesas Electronics Europe GmbH

Arcadiastrasse 10, 40472 Düsseldorf, Germany
Tel: +49-211-65030, Fax: +49-211-6503-1327

Renesas Electronics (China) Co., Ltd.

7th Floor, Quantum Plaza, No.27 ZhiChunLu Haidian District, Beijing 100083, P.R.China
Tel: +86-10-8235-1155, Fax: +86-10-8235-7679

Renesas Electronics (Shanghai) Co., Ltd.

Unit 204, 205, AZIA Center, No.1233 Lujiazui Ring Rd., Pudong District, Shanghai 200120, China
Tel: +86-21-5877-1818, Fax: +86-21-6887-7858 / -7898

Renesas Electronics Hong Kong Limited

Unit 1601-1613, 16/F., Tower 2, Grand Century Place, 193 Prince Edward Road West, Mongkok, Kowloon, Hong Kong
Tel: +852-2886-9318, Fax: +852 2886-9022/9044

Renesas Electronics Taiwan Co., Ltd.

13F, No. 363, Fu Shing North Road, Taipei, Taiwan
Tel: +886-2-8175-9600, Fax: +886 2-8175-9670

Renesas Electronics Singapore Pte. Ltd.

80 Bendemeer Road, Unit #06-02 Hyflux Innovation Centre Singapore 339949
Tel: +65-6213-0200, Fax: +65-6213-0300

Renesas Electronics Malaysia Sdn.Bhd.

Unit 906, Block B, Menara Amcorp, Amcorp Trade Centre, No. 18, Jln Persiaran Barat, 46050 Petaling Jaya, Selangor Darul Ehsan, Malaysia
Tel: +60-3-7955-9390, Fax: +60-3-7955-9510

Renesas Electronics Korea Co., Ltd.

11F., Samik Lavied' or Bldg., 720-2 Yeoksam-Dong, Kangnam-Ku, Seoul 135-080, Korea
Tel: +82-2-558-3737, Fax: +82-2-558-5141

RX63T Group