

RENESAS TOOL NEWS on July 16, 2004: RSO-HEW\_1-040716D

## Information on Additionally Fixed Problems in the High-performance Embedded Workshop V.3.01.04

We inform you that several problems have also been resolved in the High-performance Embedded Workshop V.3.01.04 released on this July 5 in addition to the fixed problems described in RENESAS TOOL NEWS "Integrated Development Environment High-performance Embedded Workshop Revised to V.3.01.04" issued on July 1, 2004.

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### 1. **Additionally Fixed Problems in the High-performance Embedded Workshop V.3.01.04**

The following problems that arise in the High-performance Embedded Workshop when two or more software products (compiler packages, emulator software products and updaters) reside in your PC have also been fixed in the High-performance Embedded Workshop V.3.01.04:

- (1) At invoking the High-performance Embedded Workshop, an application error appears.
- (2) At invoking the High-performance Embedded Workshop, it cannot communicate with the emulator, or the menu names for the emulator debugger cannot be displayed on the High-performance Embedded Workshop's menu bar.
- (3) In the New Project Workspace dialog box, the Tool chain drop-down list box becomes inactive, so no tool chains are selectable.
- (4) If any tool chain is selected in the Tool chain drop-down list, no project types for builds cannot be displayed in the Project Type list box in the New Project Workspace dialog box. (This problem has been resolved in most cases, but still appears under a special condition. See Section 2 below.)
- (5) A project type "Debugger Only" for the emulator will not appear.

If any of the above problems appears in your High-performance Embedded Workshop, upgrade it to the High-performance Embedded Workshop V.3.01.04.

For details of the above-mentioned problems, go to the High-performance Embedded Workshop Support Site.

## 2. **Problem Still Remaining in the High-performance Embedded Workshop V.3.01.04**

It is known that the problem mentioned in Item (4) in Section 1 above may still occur under a special condition. The condition, the workaround of the problem, and the schedule of fixing it are as follows:

### (1) Condition

After installation of any compiler package including the High-performance Embedded Workshop V.3.x.x in it, the E7 emulator software V.1.0 is installed without invoking the High-performance Embedded Workshop at all.

### (2) Workaround

Re-install the compiler package under the condition that the "High-performance Embedded Workshop" and "Toolchains" check boxes are checked in the "Select Components" dialog box.

Then Update your High-performance Embedded Workshop using the High-performance Embedded Workshop V3.01.04 updater.

### (3) Schedule of fixing the problem

We plan to improve the updater so that it can update the High-performance Embedded Workshop without re-installing the compiler package.

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