

A note on Using High-performance Embedded Workshop (IDE) --With Creating Projects for the SH4AL-DSP CPU-Cored MCUs--

Please take note of the following problem in using High-performance Embedded Workshop:

- With creating projects for the SH4AL-DSP CPU-cored MCUs
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1. Description

If you perform a build after creating a project for any member of the SH4AL-DSP CPU-cored MCUs, SuperH RISC engine family, incorrect library files may be linked, which causes link errors to arise.

2. Conditions

This problem occurs if the following conditions are satisfied:

- (1) Among the versions of the Windows edition of the C/C++ compiler package for the SuperH RISC engine family, any of the following has already been installed:
V.8.00 Release 00 through V.9.00 Release 00
- (2) Then, V.9.00 Release 01 or later of the same edition of the compiler package is installed in addition.
- (3) Under the above conditions is created a project that uses the compiler package installed in (1) above from scratch.

3. Workaround

Delete the library files not to be linked by using the following procedure:

- (1) Open the Build menu and select "SuperH RISC engine Standard Toolchain." The SuperH RISC engine Standard Toolchain dialog box appears.
- (2) Click the Link/Library tab; then select "Input" out of the Categories pull-down list and "Library files" out of the Show

entries for pull-down list.

- (3) Select "\$(TCINSTALL)\lib\sh4\ldspnb.lib" out of the Library File list and click the Delete button.
- (4) Click the OK button.

4. Schedule of Fixing the Problem

We plan to fix this problem in the next release of the C/C++ compiler package for the SuperH RISC engine family.

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