

RENESAS TOOL NEWS on June 16, 2005: RSO-HEW_1-050616D

A Note on Using the High-performance Embedded Workshop V.4 --On Reconnection to the Debugging Platform--

Please take note of the following problem in using the High-performance Embedded Workshop V.4, an integrated development environment:

- On reconnection to the debugging platform*

* The debugging program for the simulator or emulator operating in combination with the High-performance Embedded Workshop

1. Versions Concerned

High-performance Embedded Workshop* V.4.00.00 and V.4.00.01

- * The High-performance Embedded Workshop is bundled with the software products (a C compiler and others) that support it.

To check for the version number of your High-performance Embedded Workshop, open the Help menu and select the About High-performance Embedded Workshop command.

2. Description

In the Debug Settings dialog box,(*1) when any of the formats "Binary," "IntelHex," "S-Record," and "Ubrof" is selected as the format of the program to debug(*2) and that of the downloaded modules,(*3) or the above selection is once made during the debug operation, the High-performance Embedded Workshop may abnormally be shut down if either of the following operations is performed:

- (1) Open the Debug menu and select the Initialize command.
- (2) Open the Debug menu and select the Disconnect command to disconnect the emulator. Then reopen the Debug menu and select the Connect command.

NOTES:

- *1. To display this, open the Debug menu and select the Debug Settings command.
- *2. Select this out of the Default Debug Format drop-down list, which appears in the Debug Settings dialog box.
- *3. Select this out of the Format drop-down list, which appears in the Download Module dialog box. To display this dialog box, click the Add button in the Debug Settings dialog box.

3. **Conditions**

This problem occurs if the product concerned is used together with any of the following simulator debuggers and emulators:

- (1) Simulator debugger included with the C/C++ compiler package
V.9.00 Release 02 for the SuperH RISC engine family
- (2) Simulator debugger included with the C/C++ compiler package
V.6.01 Release 00 for the H8, H8S, and H8SX families
- (3) E10A-USB emulators
HS0005KCU01H
HS0005KCU02H
- (4) E7 emulator
HS0007TCU01H
- (5) E8 emulator
R0E000080KCE00
- (6) E6000H emulators
All of the High-performance Embedded Workshop editions
- (7) E6000 emulators

All of the High-performance Embedded Workshop editions

(8) E10A emulators

All of the High-performance Embedded Workshop editions

(9) E10T emulators

All of the High-performance Embedded Workshop editions

(10) E10T-USB emulator

HS0005TCU01H

(11) E200F emulators

ROE0200F0EMU00

ROE0200F1EMU00

4. **Workaround**

Before performing Operation (1) or (2) described in Section 2, select "Elf/Dwarf2" as the format of the program to debug and that of the downloaded modules. Then reselect any of the formats "Binary," "IntelHex," "S-Record," and "Ubrof."

5. **Schedule of Fixing the Problem**

We plan to fix this problem in the next release of the product.

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