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SuperH RISC engine C/C++ Compiler Package

APPLICATION NOTE: [Compiler use guide] Object usage guide

This document describes how to use objects.

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1. Changing the Section of a Specific Symbol in a Library

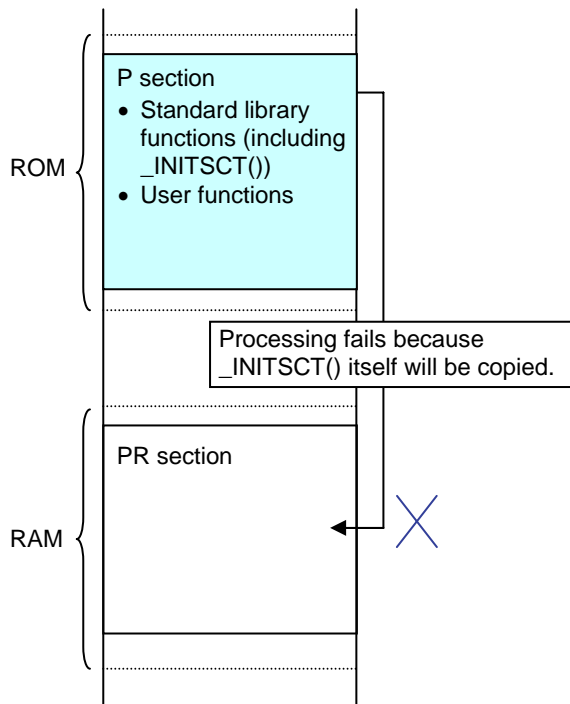
1.1 Overview

This chapter describes how to change the section of a specific symbol in a library. In the example used in this chapter, the section for the `_INITSCT()` function in the standard library will be changed.

When a program is to be copied from ROM to RAM for execution, the `_INITSCT()` function is used. Note, however, that, like user functions, standard library functions are placed in the **P** section. Accordingly, an attempt to copy the **P** section to RAM will fail because the `_INITSCT()` function itself is located in the **P** section that is being copied. To perform the copy successfully, the section for the `_INITSCT()` function must be changed to another section.

The section of a specific symbol can be changed by using either the librarian interface or the optimizing linkage editor.

Unchanged `_INITSCT()` section:



Changed `_INITSCT()` section:

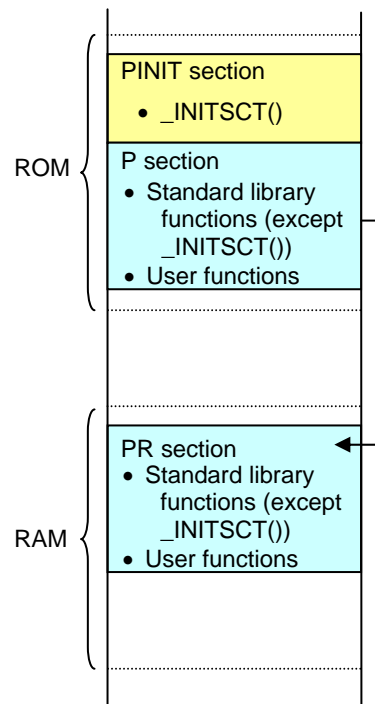


Figure 1-1

1.2 Librarian Interface

The librarian interface can be used to change the section of a specific module in a library. This section (1.2) describes how to use the librarian interface to change the section of a specific symbol in a library.

To change the section, start the librarian interface by choosing **Renesas H Series Librarian Interface** from the **tools** menu of High-performance Embedded Workshop (*Renesas IDE* hereafter). Then select the target library by choosing **Open** from the **File** menu of the librarian interface. Selecting the target library displays a list of the object modules in the library. From the list, select the section containing the symbol whose section is to be changed, and then choose **Rename Section** from the **Action** menu.

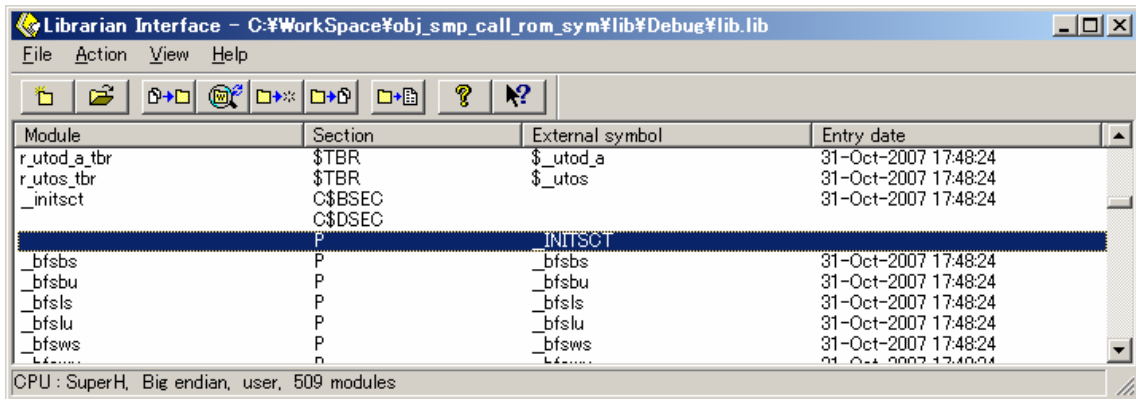


Figure 1-2

In the displayed **Rename Section** dialog box, click the **After** button to display the **After** dialog box. In the **Section Name After Renaming** text box, enter the name of the new section, and click the **OK** button.

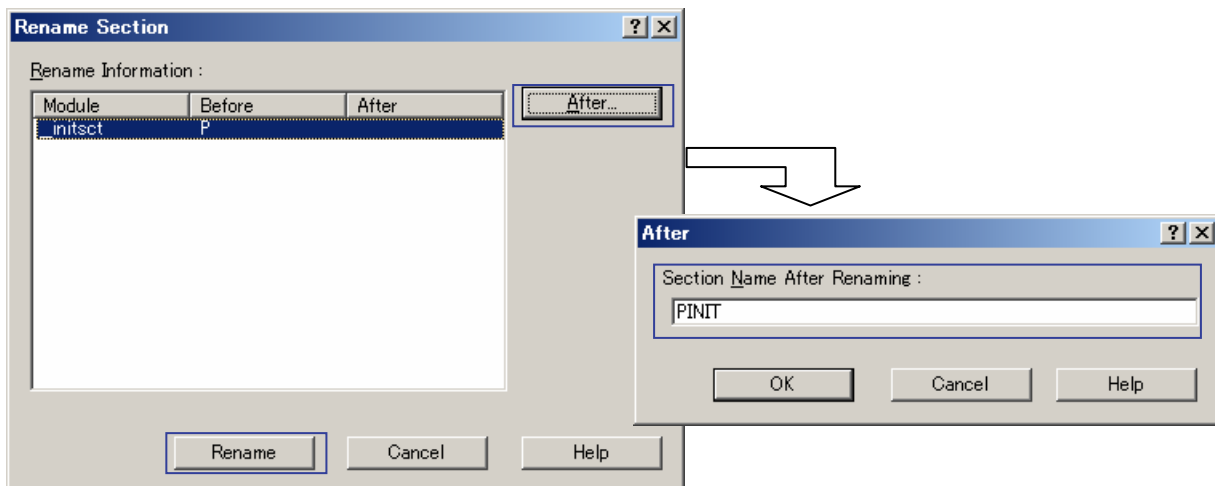


Figure 1-3

In the **Rename Section** dialog box, click the **Rename** button. The section is changed.

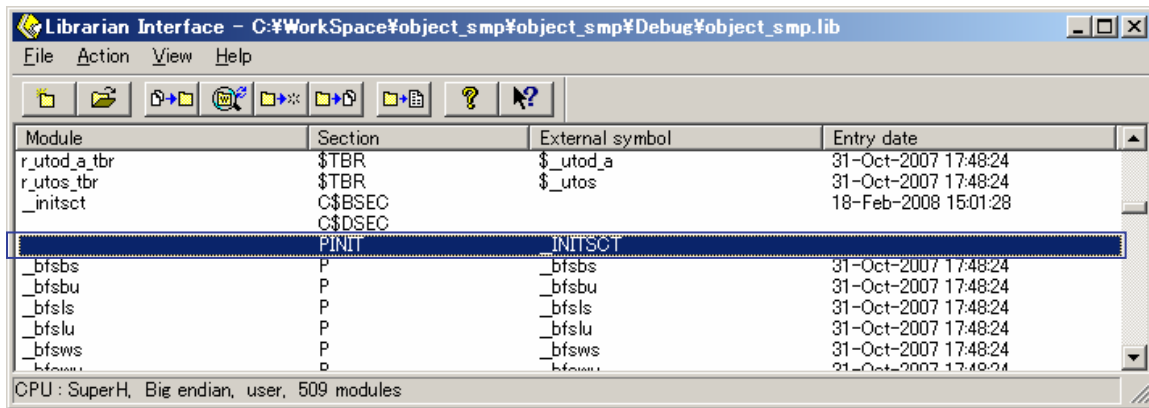


Figure 1-4

1.3 Optimizing Linkage Editor

This section describes how to use the optimizing linkage editor to change the section of a specific symbol in a library.

First, output the information about the object modules in the target library (library listing), including the information about the sections and symbols. The library listing including the information about the sections and symbols can be output by specifying both the **list** and **show =symbol,section** options. For example, to output the library listing for the **stdlib.lib** standard library, execute the optimizing linkage editor as follows:

```
optlnk -list -show=symbol,section -library=stdlib.lib -form=library
-output=tmp_stdlib.lib
```

The library listing uses the following headings:

```
*** Library List ***
MODULE      LAST UPDATE
SECTION
SYMBOL
```

- MODULE: Name of an object module
- LAST UPDATE: The date that the object module was registered. If a registered object module has been updated, the date of the last update is output.
- SECTION: Name of a section in the object module
- SYMBOL: Names of symbols in the section

The following is an example of the **tmp_stdlib.lib** library listing output by the optimizing linkage editor. This library listing shows that the **_INITSCT()** function is located in the **P** section of the **__initsct** object module.

```
*** Library List ***
MODULE      LAST UPDATE
SECTION
SYMBOL

div
          30-Oct-2006 16:20:00
P
  _div
  _ldiv
          ...
__initsct
          30-Oct-2006 16:20:00
C$BSEC
C$DSEC
P
  __INITSCT
          ...
```

Next, specify the **rename** option to change the section of a specific module in the library. The format of the **rename** option is as follows:

```
rename=<suboption>[,...]
<suboption> : [<object module>](<old section>=<new section>)
```

To change the section of the **__initsct** object module containing the **_INITSCT()** function from **P** to **PINIT**, execute the optimizing linkage editor as follows. The **new_stdlib.lib** library is generated and contains the change.

```
optlnk -rename=__initsct(P=PINIT) -library=stdlib.lib -form=library
-output=new_stdlib.lib
```

The following shows the library listing for the generated **new_stdlib.lib** library.

```

*** Library List ***
MODULE      LAST UPDATE
SECTION
SYMBOL

div
          30-Oct-2006 16:20:00
P
  _div
  _ldiv
          ...
__initsct
20-Feb-2008 15:35:14
C$BSEC
C$DSEC
PINIT
  __INITSCT
          ...

```

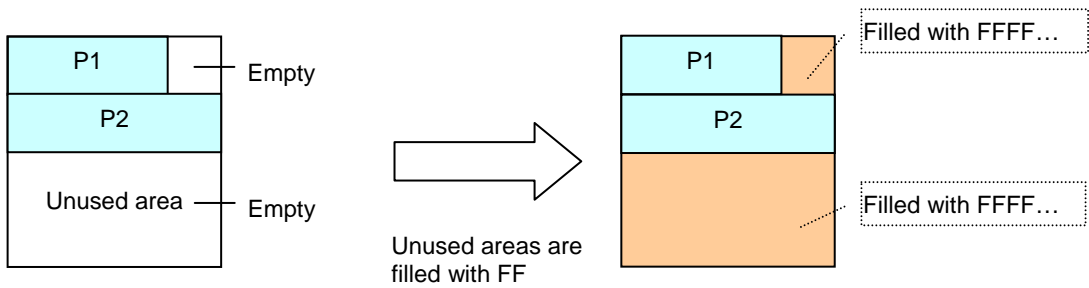

2. Filling Unused Areas with Dummy Data

2.1 Overview

A ROM image file (a S-Type file, Intel HEX file, or binary file) generated with the default settings contains only programs and ROM data. Therefore, if the ROM image file is written to memory, unused areas might exist. To generate a ROM image file without any unused areas, execute the optimizing linkage editor with the **space** option specified.

ROM image file with unused areas:

ROM image file with unused areas filled with dummy data:



S-Type format file:

S-Type format file:

```
S00E000073706163653120206D6F7424
S1092000000900090009BB
S10B20100009000900090009A0
S9030800F4
```

Underlining indicates the data.

```
S00E000073706163653120206D6F7424
S1092000000900090009BB
S1052006FFFFD6
S10B20080009000900090009A8
S1132010FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFCC
S9030800F4
```

Underlining indicates the data.

Figure 2-1

2.2 Procedure

This section describes how to execute the optimizing linkage editor with the **space** option specified to generate a ROM image file that does not have any unused areas. First, the output range for the ROM image must be specified to generate the ROM image file. To specify the output range, specify the following settings on the **Link/Library** page in the **SuperH RISC engine Standard Toolchain** dialog box of Renesas IDE:

Category: Select **Output**.

Type of output file: Select **Hex via absolute**, **Stype via absolute**, or **binary via absolute**.

Show entries for: Select **Divided output files**.

Divide output files: Select this check box.

Add: Click this button to display the **Add output file** dialog box, and specify the output range and output file name.

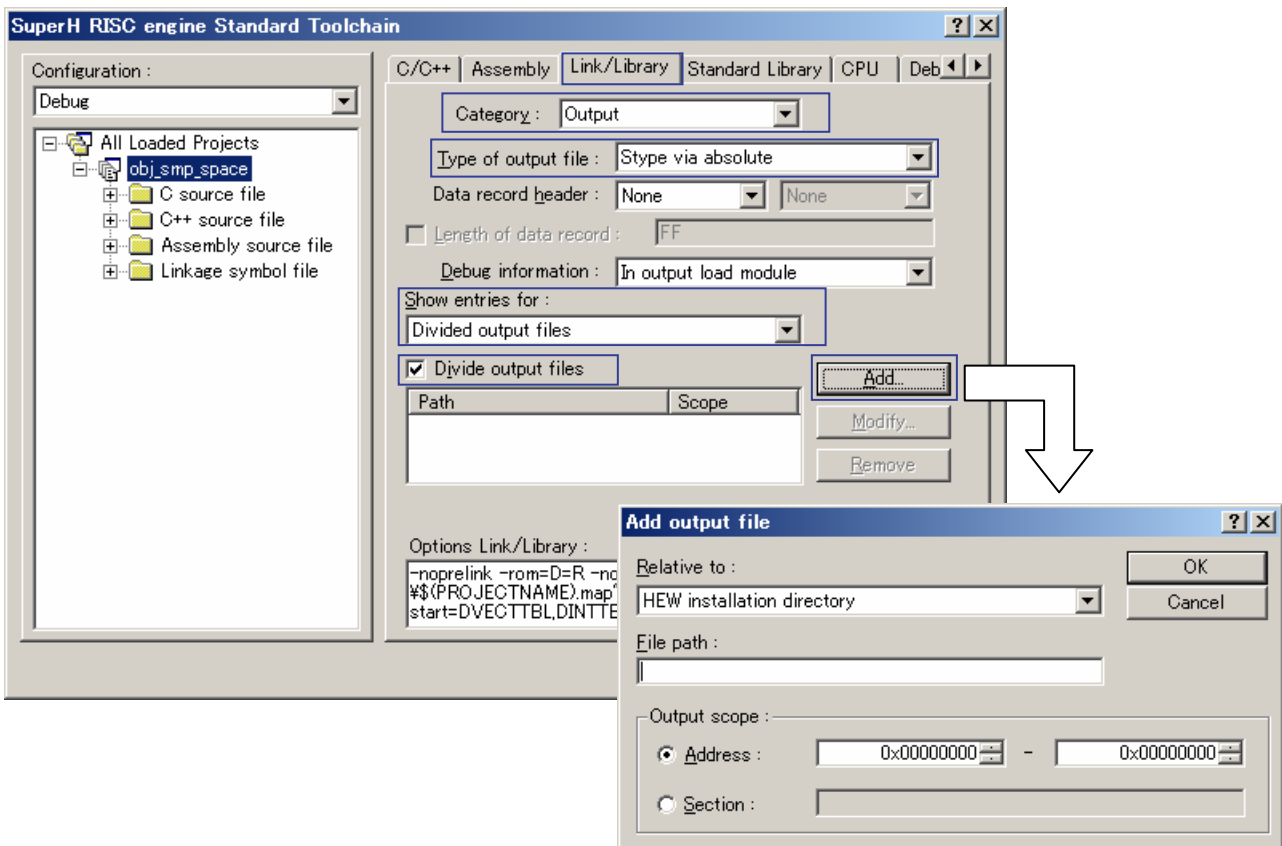


Figure 2-2

Next, to use the **space** option to fill unused areas with dummy data, specify the following settings:

Show entries for: Select **Specify value filled in unused area**.

Output padding data: Select **Custom** or **Random**.

If **Custom** is selected, specify a value.

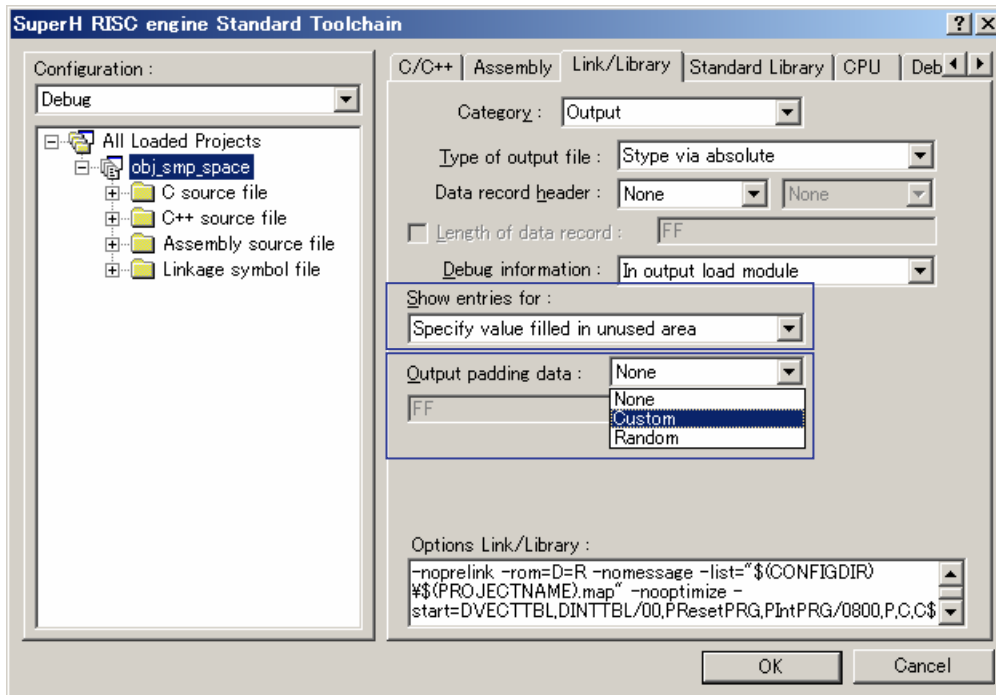


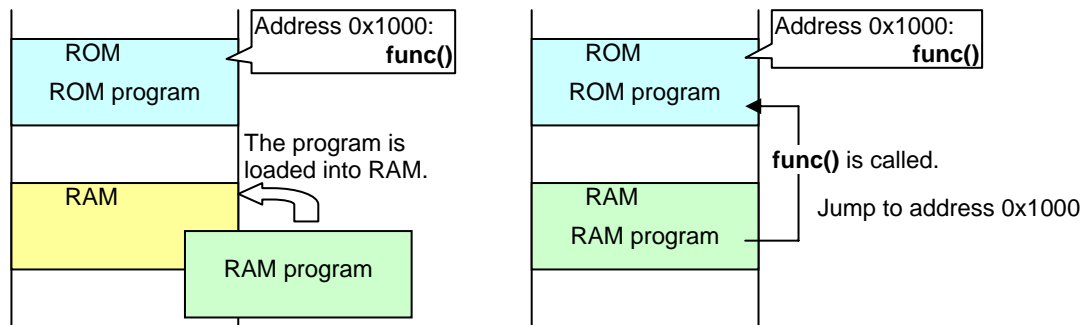
Figure 2-3

3. Calling a Symbol Fixed on ROM

3.1 Overview

This chapter describes how to call a symbol that has already been fixed in ROM from a new load module. In the example used in this chapter, a newly created load module is loaded into RAM, and the load module calls a load module function that has been fixed in ROM.

Before a function fixed in ROM can be called, the function address of the ROM program must be known. When the ROM program load module is generated, a symbol address file that contains symbol address information must be output. Since this file is written with assembler instructions, it can be used as an assembly source file. Calling a function for the ROM program from the RAM program is made possible by assembling and linking the symbol address file when the RAM program load module is generated.



When the RAM program load module is generated, address 0x1000 must be linked as the location of **func()**.

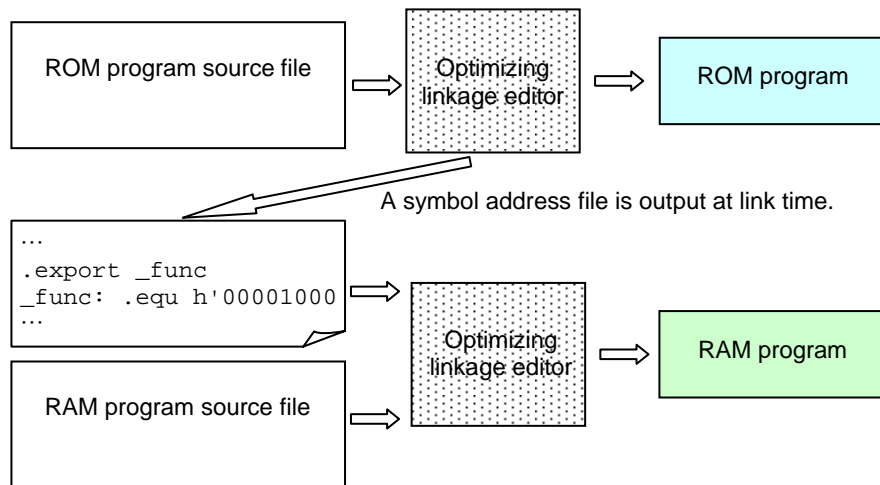


Figure 3-1

3.2 Procedure

This section describes how to generate the load module of the RAM program described in the previous section.

First, generate the symbol address file while generating the ROM program load module. To generate the symbol address file, specify the following settings on the **Link/Library** page in the **SuperH RISC engine Standard Toolchain** dialog box of Renesas IDE. When the load module is generated, the symbol address file for the specified section is output with the extension **fsy**.

Category: Select **Section**.

Show entries for: Select **Symbol file**.

Add: Click this button, and specify the section for which the symbol address file is to be generated.

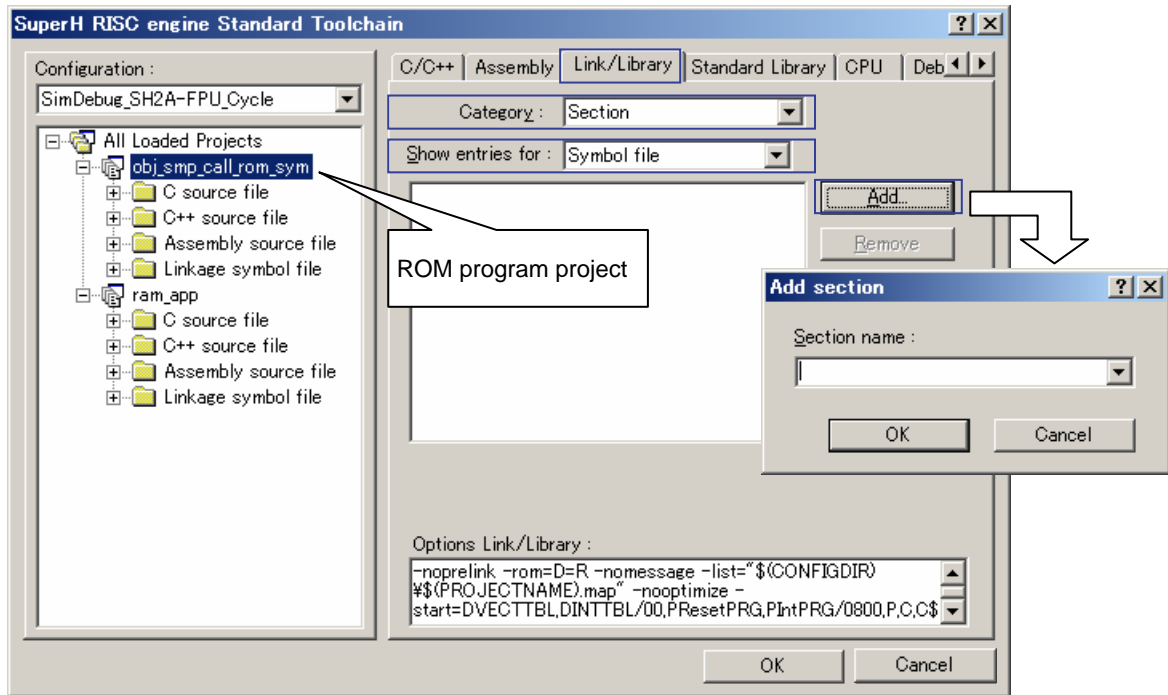


Figure 3-2

Next, bring the generated symbol address file into the project when creating the RAM program that generates the load module.

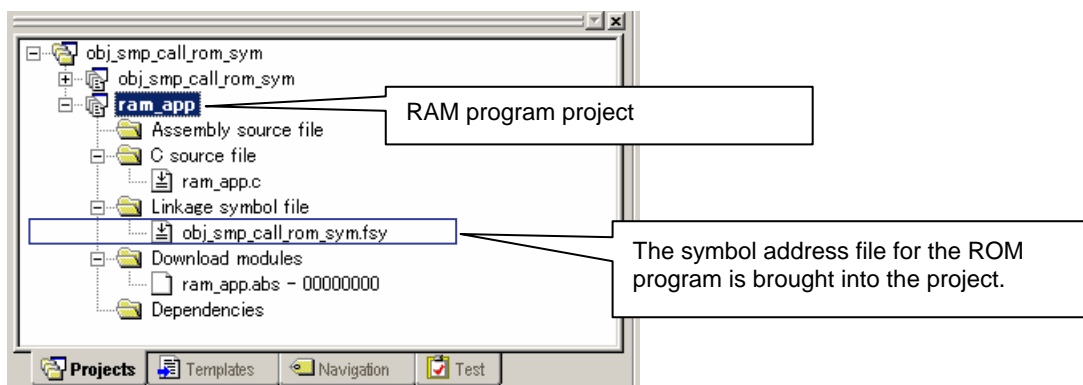


Figure 3-3

4. Library Files and Relocatable Files

4.1 Differences Between a Library File and a Relocatable File

This section describes the differences between a library file and a relocatable file. A library file can be linked only to object modules that include referenced symbols. By contrast, a relocatable file can be linked to all object modules.

(1) Library file

A library file can be linked only to an object module that includes a symbol that will be referenced either directly or indirectly. In the example shown in Figure 4-1, since **func1_A()** of library object module **module1.obj** is referenced by Object 1, **module1.obj** is linked. In addition, since **func3_A()** of library object module **module3.obj** is referenced by Object 3, **module3.obj** is also linked.

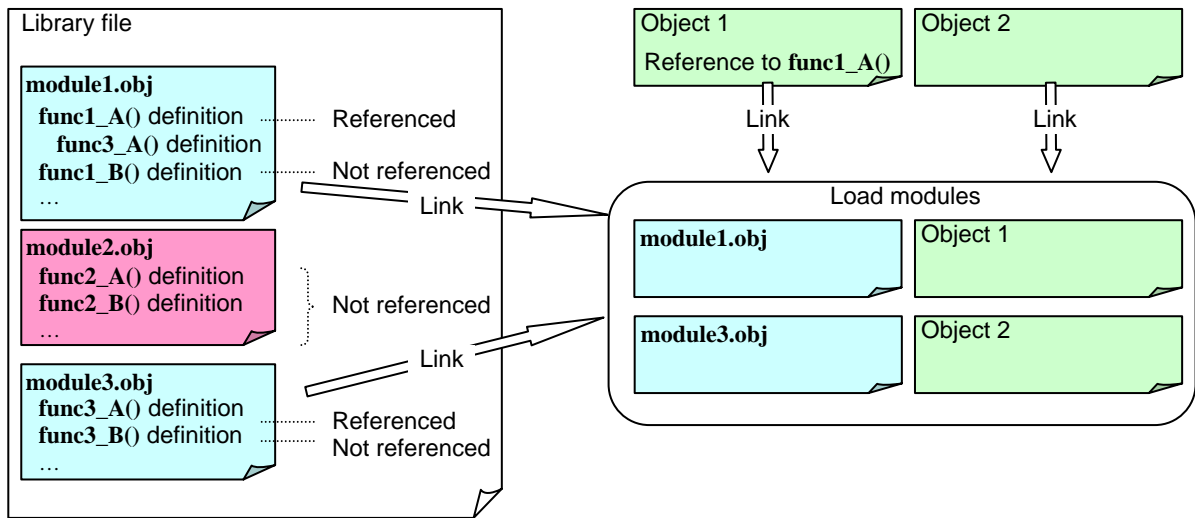


Figure 4-1

(2) Relocatable file

A relocatable file is linked to all object modules whether or not the modules include referenced symbols. In the example shown in Figure 4-2, the relocatable file is linked to **module2.obj**, which is an object module for the relocatable file, even though the **module2.obj** symbol is not referenced from anywhere.

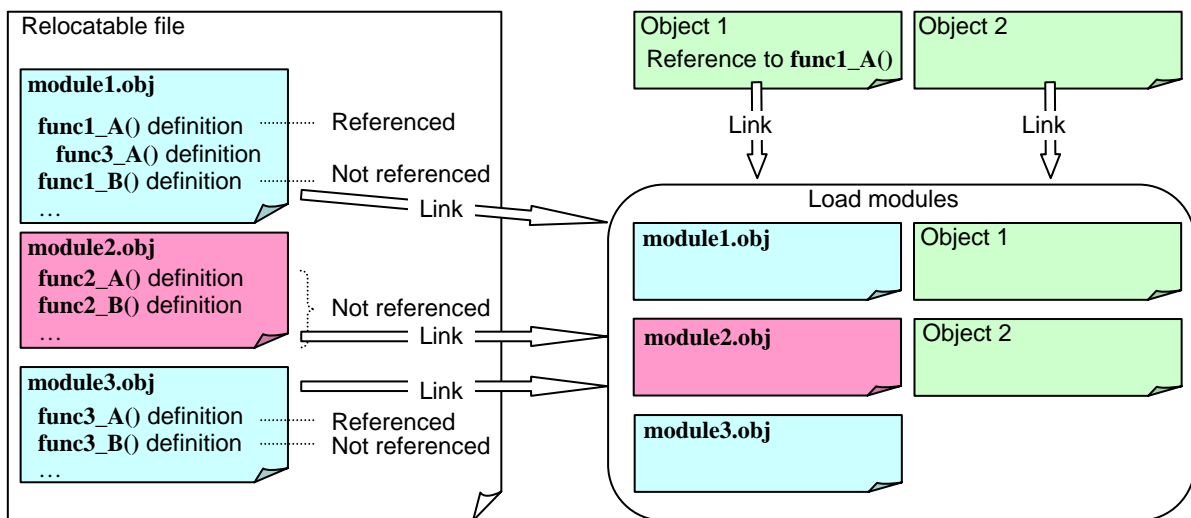


Figure 4-2

4.2 Linking Only Functions That Will Be Used

To link only functions that will be used, create a library file with source files, each of which defines only one function. By using a library file, only the functions that will be used are linked. In the example shown in the following figure, the library file is linked to only the **module1A.obj** module, which includes **func1_A()** directly referenced by Object 1, and to the **module3A.obj** module, which includes the indirectly referenced **func3_A()**.

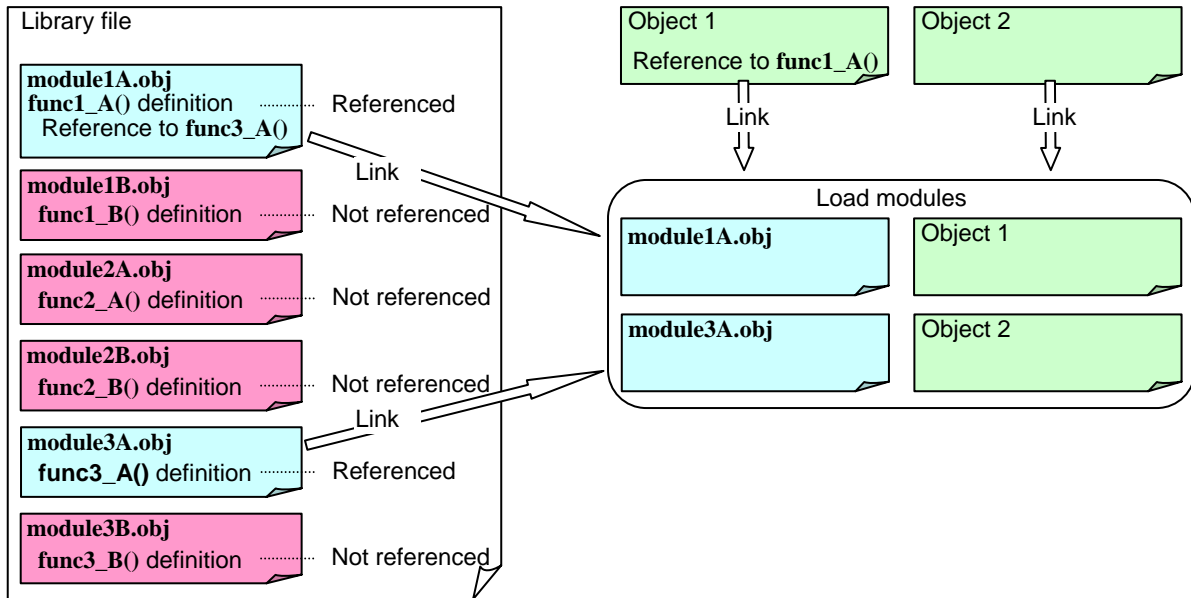


Figure 4-3

4.3 Enabling All Object Modules in an Existing Library File to Be Linked

When, as described earlier, an application is provided as a library file, only the functions actually called are linked. However, all functions in the library file, including those that are not currently called, might need to be linked for future expansion. In cases such as this, convert the library file into a relocatable file before linkage.

There are several ways that a library file can be converted into a relocatable file. This section shows how to create a relocatable file with one or more object files that have been extracted from a library file.

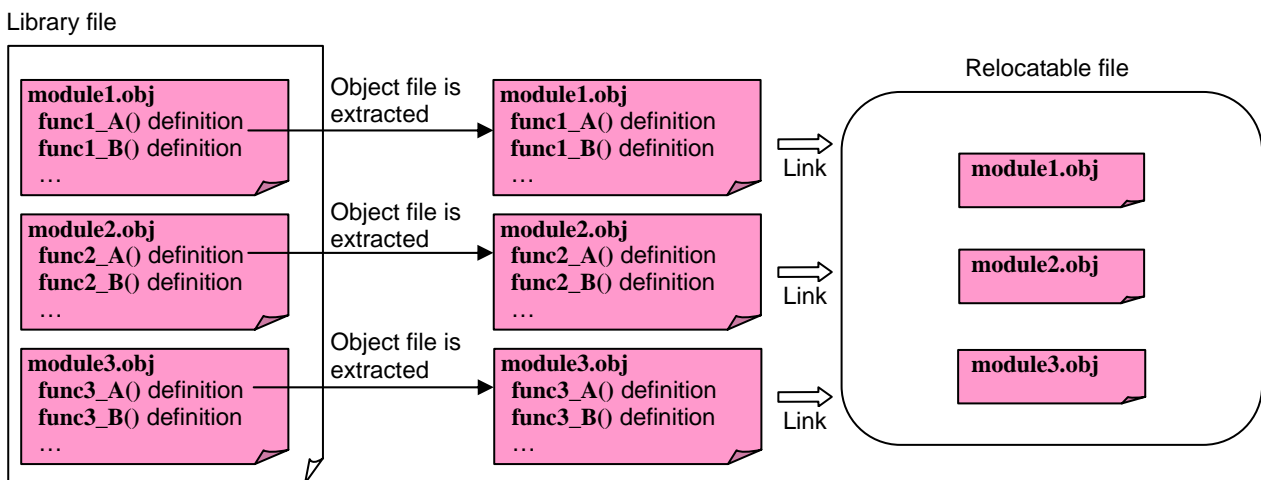


Figure 4-4

Object files can be extracted from a library file by using either the librarian interface or the optimizing linkage editor.

(1) Using the librarian interface to extract object files

The following describes how to use the librarian interface to extract object files.

From the module list of the librarian interface (Figure 1-2), select the object modules to be extracted. Then, from the **Action** menu, choose **Extract** to display the **Extract** dialog box. In the dialog box, specify the following settings and click the **OK** button.

The selected object modules will be extracted as object files.

Output file type: Select **Object file**.

Output folder: Specify the folder to which the extracted object files are to be output.

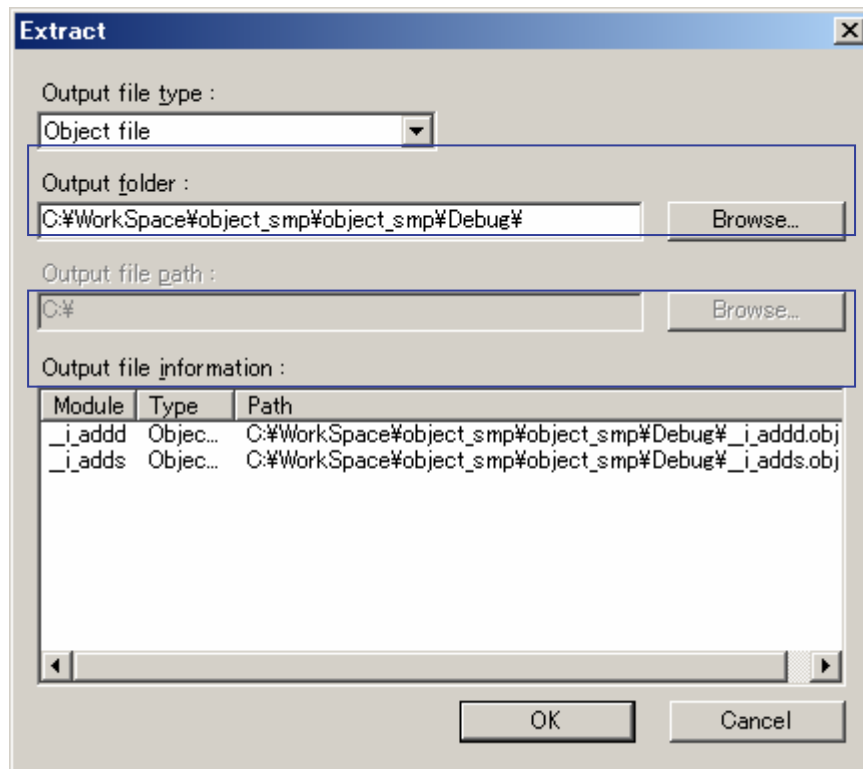


Figure 4-5

In Renesas IDE, bring the extracted object files into the project.

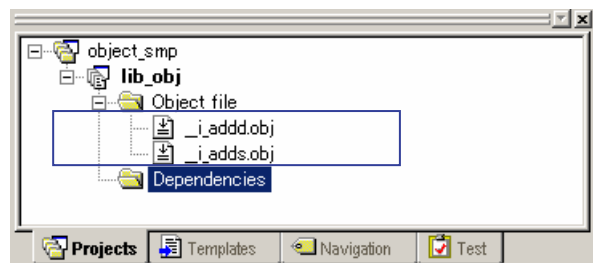


Figure 4-6

Specify the following settings on the **Link/Library** page in the **SuperH RISC engine Standard Toolchain** dialog box to generate a relocatable file from the object files brought into the project:

Category: Select **Output**.

Type of output file: Select **Relocatable**.

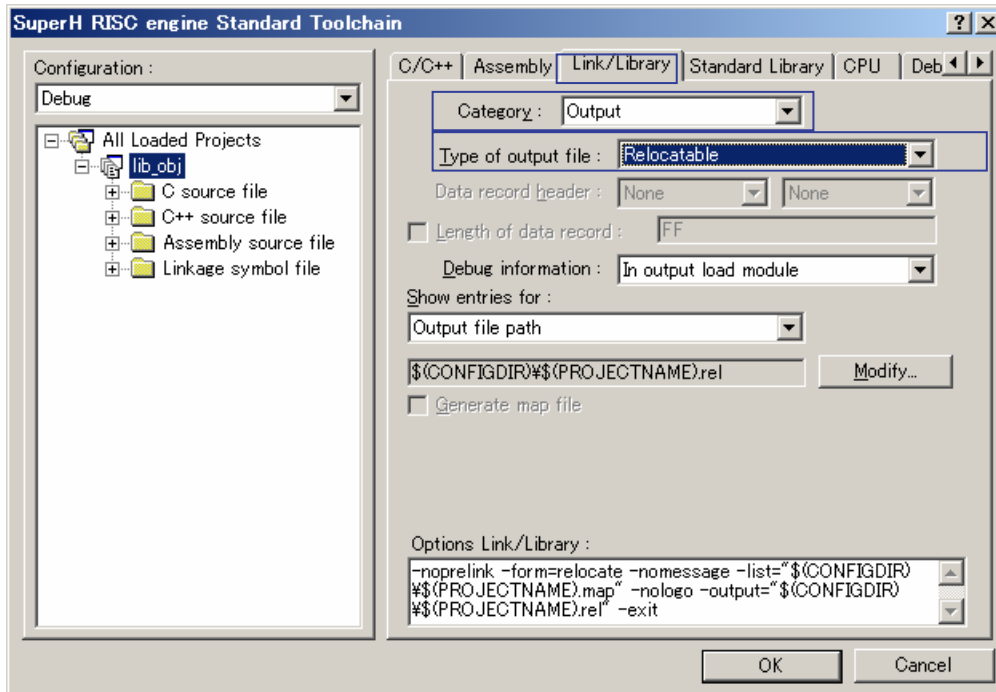


Figure 4-7

(2) Using the optimizing linkage editor to extract object files

The following describes how to use the optimizing linkage editor to extract object files.

First, output a library listing to acquire information about the object modules in the library. For details about how to output a library listing, see *1.3 Optimizing Linkage Editor*. Next, use the **extra** option to specify object modules as follows. The specified object modules are extracted as object files.

```
optlnk -extra=<object modules> -form=object -library=<library file>
```

Finally, use the **form=relocate** option to generate a relocatable file. For example, to generate a relocatable file from the object files **__i_add.obj** and **__i_adds.obj**, specify the following:

```
optlnk __i_add.obj __i_adds.obj -form=relocate
```

5. Creating a Load Module with a Physical Address

5.1 Overview

When an object is to be generated for a CPU that has a logical address space, address resolution is based on the addresses in the logical address space. For example, if a project for an SH7750 is generated in Renesas IDE, sections are allocated as shown in Figure 5-1. For example, RSTHandler is allocated at 0xA0000000, which represents an address in the physical address space. If this load module is downloaded to the logical address space in Renesas IDE, the first three bits are automatically ignored. That is, RSTHandler is downloaded at address 0x00000000, not 0xA0000000. However, some third-party flush writing tools might not have a function that ignores the first three bits. If such a tool is used to download a load module generated in a logical address space, the load module is downloaded as is to the logical address. This means that RSTHandler in this example is downloaded at address 0xA0000000. This problem is avoided by creating a load module whose addresses are resolved by using logical addresses and whose data is allocated by using physical addresses.

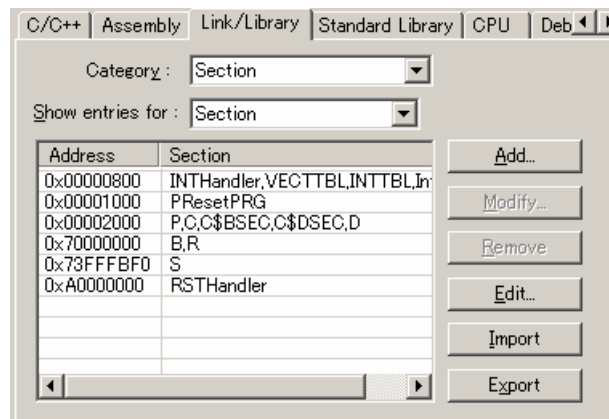


Figure 5-1

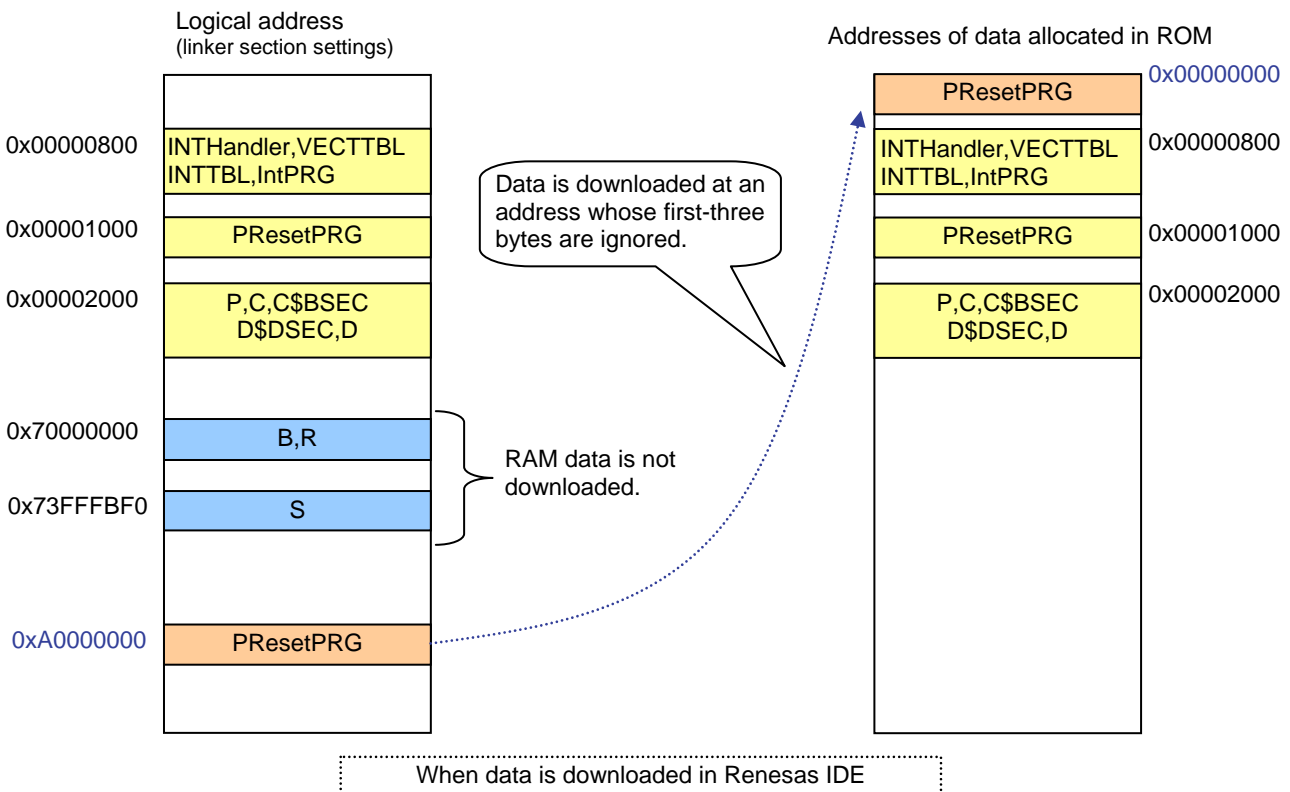


Figure 5-2

5.2 Procedure

Use the ROM support function of the optimizing linkage editor when, for example, variables having initial values are transferred from ROM to RAM. Employing this function allows a RAM address to be used to resolve the address of data allocated at a ROM address.

To generate a load module allocated in a physical address space, use the ROM support function and assume that the physical address space is ROM data and the logical address space is RAM. The following shows an example of specifying settings when the CPU is an SH7750.

(1) Section settings

Before the ROM support function settings can be specified, section settings must be specified.

First, change the address of RSTHandler from an address in the logical address space to an address in the physical address space by replacing the first three bytes of the address with 0s. Next, secure a new section for address resolution at the logical address where RSTHandler was allocated. In the following example, **V_RSTHandler** is secured as the new section for address resolution at address 0xA0000000.

Specify the following settings on the **Link/Library** page in the **SuperH RISC engine Standard Toolchain** dialog box:

Category: Select **Section**.

Show entries for: Select **Section**.

Modify: Click this button, and change the address of RSTHandler from 0xA0000000 to 0x00000000.

Add: Click this button, and secure **V_RSTHandler** at address 0xA0000000.

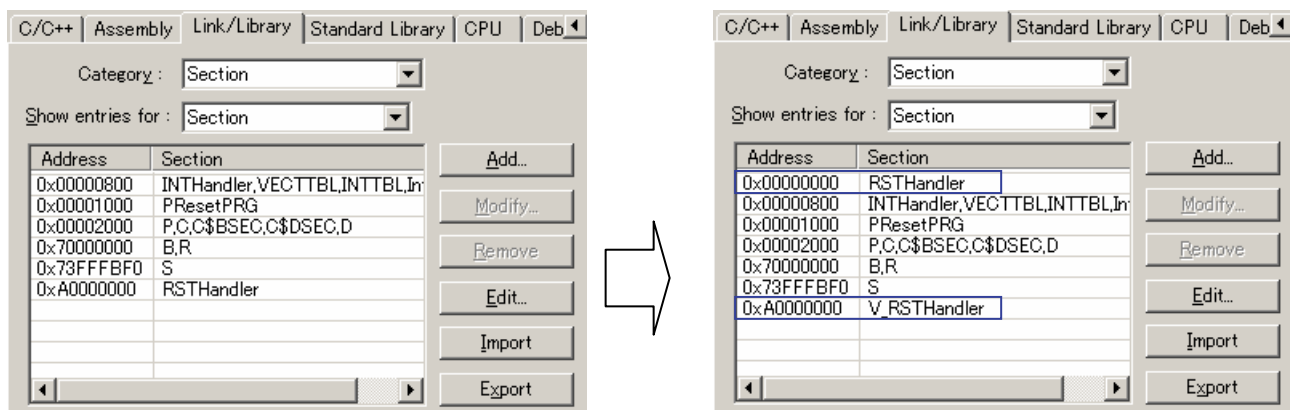


Figure 5-3

(2) ROM support function settings

Specify the following settings on the **Link/Library** page in the **SuperH RISC engine Standard Toolchain** dialog box:

Category: Select **Output**.

Show entries for: Select **ROM to RAM mapped sections**.

Add: Click this button to display the **Modify Rom to Ram** dialog box, and specify the following settings:

ROM section: Select **RSTHandler**.

RAM section: Select **V_RSTHandler**.

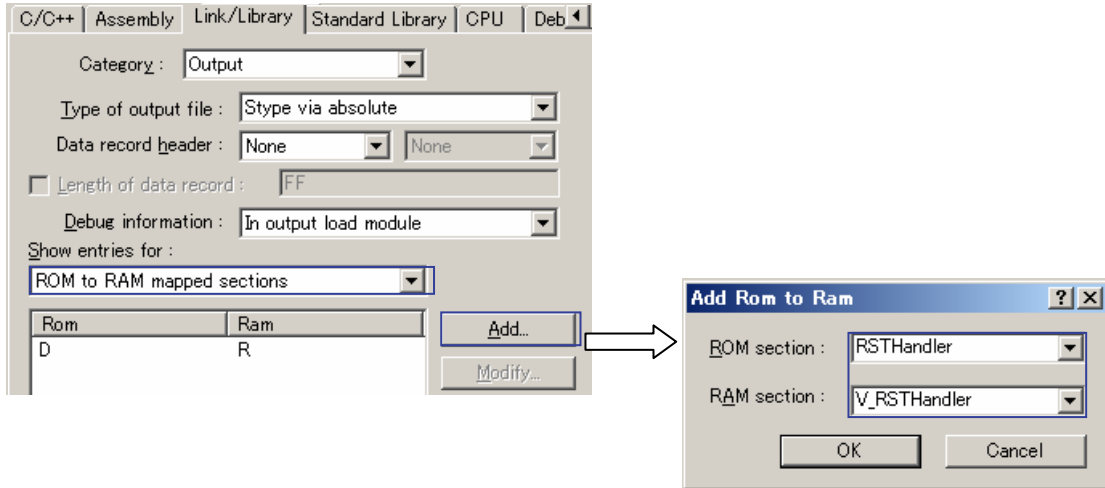


Figure 5-4

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