Integrated version of restriction notification

This document is a compilation of the restrictions of the corresponding products that have already been reported, and will be utilized in the NEC microcomputer technical document browsing service. All the restrictions as of June 17, 2002 are included.

NEC Microcomputer Technical Information

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78K/0 Series Integrated Debugger

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1. Affected product

   ID78K0-NS Ver.2.30

2. List of restrictions

   A list of restrictions in the ID78K0-NS, including the revision history and detailed information, is described on the following pages.

List of Restrictions in ID78K0-NS

1. Product History

No.	Bugs and Changes/Additions to Specifications	Affected Version ×: Applicable √: Not applicable –: Not relevant		
		V2.02	V2.03	V2.30
1	Bug that a mask value cannot be set in the Event dialog box	×	×	√
2	Bug that the wrong error message is output in the Symbol to Address dialog box	×	×	×
3	Bug that no error message is displayed in the Source Move dialog box	×	×	√
4	Bug in trace search	×	×	√
5	Bug that the maximum display address of the Assemble window is not displayed	×	×	×
6	Bug that “Coverage” on the Option menu stays valid	×	×	√
7	Bug that the members of pointers cannot be displayed in the Watch window	×	×	×
8	Bug when mixed display is set in the Source window	×	×	×
9	Bug that part of the status is not displayed on screens with less than 800 x 600 resolution	×	×	√
10	Bug that the Memory Compare Result dialog box cannot be closed with the return key	×	×	√
11	Bug related to the Add Link button in the Trace dialog box	×	×	√
12	Bug in error message during program execution	×	×	√
13	Bug when an illegal area is included in the Memory Compare dialog box	×	×	√
14	Bug that no error message is output when a project file is read	×	×	√
15	Bug that no error message is displayed even if an I/O protect setting is made	×	×	√
16	Bug that the object is also loaded in the Download dialog box	×	×	√
17	Bug that the 201st (320th) and subsequent characters are not displayed	×	×	×
18	Bug that 178K Series devices cannot be selected	×	√	√
19	Bug that an error occurs if an SFR name of 7 characters or longer is input in the Assemble window	×	√	√
20	Bug that mapping cannot be performed when the reduced internal ROM area is used for target mapping	×	√	√
21	Bug that the software break function cannot be used	×	×	√
22	Bug that the debugger cannot display a source file	×	×	√
23	Bug that a breakpoint to the same address as the defined symbol value cannot be set	×	×	×
24	Bug that the pointer variable value cannot be displayed correctly in the Variable window	×	×	√
25	Bug that an error occurs if a load module is downloaded again	×	×	√
26	Bug that the display may become illegible if the right/left arrow key is used to scroll the area	×	×	×

No.	Bugs and Changes/Additions to Specifications	Affected Version ×: Applicable √: Not applicable –: Not relevant		
		V2.02	V2.03	V2.30
27	Bug that a break point cannot be set if a file name that includes a "-" (minus) or "+" (plus) exists in a source file	×	×	×
28	Bug that the debugger is abnormally terminated	–	–	×
29	Bug that the last line is not displayed in the Coverage-Efficiency View dialog box	×	×	×
30	Bug that the source contents are not displayed in the Source Window	×	×	√
31	Bug in search file function in Source Search dialog box	×	×	×
32	Bug that the display in the Watch and Local window is incorrect when an array is declared as a function argument	×	×	×
33	Bug that all traces are executed if the trace includes a snap shot event	×	×	×
34	Bug that the program cannot be edited when the Source window is in mixed-display mode	×	×	×
35	Bug that files with the same name cannot be displayed in the Source window	×	×	×
36	Bug that a dummy RRM is disabled in the SFR area	×	×	×
37	Bug that the memory search is aborted	×	×	×
38	Bug that symbols with a func#var (func: Function name, var: Variable name) format cannot be converted into addresses	×	×	×
39	Bug that the variable display in the Watch window may not be valid	√	√	×
40	Bug that target mapping can be executed even if the target memory does not actually exist	×	×	√
41	Bug that the LMF file created in the IAR's compiler or assembler may not be able to be read	×	×	√
42	Bug that a run may not stop	×	×	×
43	The memory bank function is not supported	×	×	×

2. Details of Usage Restrictions

No. 1 Bug that a mask value cannot be set in the Event dialog box

[Description]

A mask value cannot be set in a specified range of the address setting area in the Event dialog box. Even if a mask value is set, however, no error or warning message is output. An event is set with the mask ignored.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 2 Bug that the wrong error message is output in the Symbol to Address dialog box

[Description]

If an SFR bit is specified in the Symbol to Address dialog box, an error occurs but the wrong error message “F002(f), Illegal expression” is output.

[Workaround]

Check the address of an SFR bit with a map file.

[Correction]

Regard this as a usage restriction.

No. 3 Bug that no error message is displayed in the Source Move dialog box

[Description]

If the numeric value of a line number in the Source Move dialog box is illegal or omitted, no error message is displayed and the cursor moves to the first line. In addition, even if the line number is greater than the file line number, no error message is output nor does the cursor move.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 4 Bug in trace search

[Description]

If cursor is placed after the end frame and the rest of a specified range is searched forward during a trace search, the trace result is not searched from the end frame. Instead, an error message is displayed. Similarly, if cursor is placed before the first frame and the rest of the specified range is searched backward, an error message is displayed (F003(W): Already exceed search region.).

[Workaround]

Place cursor within the search range.

[Correction]

This bug has been corrected in ver.2.30.

No. 5 Bug that the maximum display address of the Assemble window is not displayed

[Description]

The maximum display address “0xFFFF” of the Assemble window is not displayed.

[Workaround]

There is no problem because 0xFFFF is in the SFR area.

[Correction]

Regard this as a usage restriction.

No. 6 Bug that “Coverage” on the Option menu stays valid

[Description]

“Coverage” on the Option menu stays valid even during program execution. Nothing can be set even if selected.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 7 Bug that the members of pointers cannot be displayed in the Watch window

[Description]

Even if the members of pointers such as structures and arrays are displayed and saved to the project file, the members are not displayed in the Watch window when the project file is loaded. At this time, the display radix of each member is not displayed.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 8 Bug when mixed display is set in the Source window

[Description]

If mixed display is set in the Source window and the cursor is scrolled downward (in the direction of the end of the file), a redundant scroll occurs. As a result, the displayed line numbers may not be sequential. While the end of the source is displayed, the last part cannot be displayed unless scroll is used during mixed display.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 9 Bug that part of the status is not displayed on screens with less than 800 x 600 resolution

[Description]

Part of the status is not displayed on screens with less than 800 x 600 resolution.

[Workaround]
There is no workaround.
[Correction]
This bug has been corrected in ver.2.30.

No. 10 Bug that the Memory Compare Result dialog box cannot be closed with the return key
[Description]
The Memory Compare Result dialog box cannot be closed with the return key even if the default button is “Close”.
[Workaround]
Close the dialog box using the mouse.
[Correction]
This bug has been corrected in ver.2.30.

No. 11 Bug related to the Add Link button in the Trace dialog box
[Description]
The Add Link button is disabled when the Trace dialog box is opened, but is enabled when the Event Link dialog box is opened (however, the Add Link button should be disabled because event link cannot be used in the Trace dialog box).
[Workaround]
There is no workaround.
[Correction]
This bug has been corrected in ver.2.30.

No. 12 Bug in error message during program execution
[Description]
If the Timer dialog box is opened during program execution, the error message “0302(F): User program is being traced” is displayed twice.
[Workaround]
Read this message as “User program is under execution”.
[Correction]
This bug has been corrected in ver.2.30.

No. 13 Bug when an illegal area is included in the Memory Compare dialog box
[Description]
If an illegal area (guard area or area that cannot be mapped) is included in the comparison source address range or destination address range in the Memory Compare dialog box, the error message “F201(f), Memory mapping error” is displayed. If the OK button is clicked, the Memory Compare dialog box disappears.
[Workaround]
Do not include an illegal area.
[Correction]
This bug has been corrected in ver.2.30.

No. 14 Bug that no error message is output when a project file is read

[Description]

If a project file created with ID78K0-NS V2.02 or earlier is loaded, no error message is displayed and the file is ignored.

[Workaround]

Create a project file with V2.03.

[Correction]

This bug has been corrected in ver.2.30.

No. 15 Bug that no error message is displayed even if an I/O protect setting is made

[Description]

No error message is displayed even if an area that is not in the target memory is set to I/O protected.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 16 Bug that the object is also loaded in the Download dialog box

[Description]

The object is also loaded if HEX file is specified and it is specified to load only symbol information in the Download dialog box.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 17 Bug that the 201st (320th) and subsequent characters are not displayed

[Description]

The number of characters that can be input in a line in the Source window, Assemble window, or watch-related windows is up to 200 (319 in V2.30) . The 201st (320th in V2.30) and subsequent characters are not displayed.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 18 Bug that 178K Series devices cannot be selected

[Description]

If device files only for the 178K Series are installed, 178K devices cannot be selected and the ID78K0-NS cannot be started.

[Workaround]

Install device files for the 78K0 Series as dummy files. As a result, 178K Series devices can also be selected.

[Correction]

This bug has been corrected in ver.2.03.

No. 19 Bug that an error occurs if an SFR name of 7 characters or longer is input in the Assemble window

[Description]

An error occurs if an SFR name of 7 characters or longer is input in the Assemble window.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 20 Bug that mapping cannot be performed when the reduced internal ROM area is used for target mapping

[Description]

Mapping cannot be performed when the internal ROM area is reduced and the reduced area is used for target mapping.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.03.

No. 21 Bug that the software break function cannot be used

[Description]

If a project file is read while the performance board (IE-78K0-NS-PA) is not mounted on the IE-78K0-NS, the software break function cannot be used.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 22 Bug that the debugger cannot display a source file

[Description]

The debugger cannot display a source file that includes a comment starting with a 2-byte character (e.g. Kanji character) at the start line of the assembler source file.

(**Note** Because this bug is caused by 2-byte codes, it occurs only in Japanese-version products.)

[Workaround]

Insert a single-byte code such as a space in the comment at the start line of the assembler source file so that it does not start with a 2-byte character.

[Correction]

This bug has been corrected in ver.2.30.

No. 23 Bug that a breakpoint to the same address as the defined symbol value cannot be set

[Description]

If valid EQU symbols are defined only in an assembler source file, a breakpoint to the same address as the defined symbol value cannot be set.

[Workaround]

Take workarounds such as defining EQU symbols in a header file so that they can be referenced by all the assembler source files.

[Correction]

Regard this as a usage restriction.

No. 24 Bug that the pointer variable value cannot be displayed correctly in the Variable window

[Description]

The pointer variable value that indicates the void type cannot be displayed correctly in the Variable window.

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.30.

No. 25 Bug that an error occurs if a load module is downloaded again

[Description]

An error occurs if a load module that is read by a project file is downloaded again from the file list on the [File] menu immediately after a project file is read.

[Workaround]

A load module is downloaded by reading a project file. To read the value of the load module again, either use the [File] → [Download] menu, or read the same project file again.

[Correction]

This bug has been corrected in ver.2.30.

No. 26 Bug that the display may become illegible if the right/left arrow key is used to scroll the area

[Description]

When there is insufficient space in the data value display/setting area (in the SFR or Register window, etc.), if the right/left arrow key is used to scroll the area, the display in the data value display/setting area may become illegible.

[Workaround]

Expand the size of the window before operating.

[Correction]

Regard this as a usage restriction.

No. 27 Bug that a break point cannot be set if a file name that includes a “-“ (minus) or “+” (plus) exists in a source file

[Description]

If a file name that includes a “-“ (minus) or “+” (plus) exists in a source file, a break point cannot be set in the debugger.

[Workaround]

Change the file name so that it does not include a “-“ (minus) or “+” (plus).

[Correction]

Regard this as a usage restriction.

No. 28 Bug that the debugger is abnormally terminated

[Description]

In the debugger specifications, if there is a script file with the same name as the load module to be downloaded and with the extension “.tcl”, the script is automatically executed immediately before downloading. If the program to download the load module is written in a script, the download loops and the debugger is abnormally terminated.

[Workaround]

Change the script file name to one that does not have the same name as a load module file name if the script file should not automatically be executed immediately before downloading. In addition, do not write the instruction to download the load module to the script file that should automatically be executed immediately before downloading.

[Correction]

Regard this as a usage restriction.

No. 29 Bug that the last line is not displayed in the Coverage-Efficiency View dialog box

[Description]

The last line is not displayed in the Coverage-Efficiency View dialog box. The last line is hidden behind the horizontal scroll bar when an item consisting of 21 characters or more is included and the total number of items exceeds 12 in the survey list. (This bug occurs only in the English Windows environment.)

[Workaround]

Add one or more dummy items at the end of the list.

[Correction]

Regard this as a usage restriction.

No. 30 Bug that the source contents are not displayed in the Source Window

[Description]

The source files in a folder whose name ends with a 2-byte character may not be displayed in the Source window. (The window in which no source files are displayed is displayed.)

[Workaround]

Do not use folders whose name ends with a 2-byte character.

[Correction]

Regard this as a usage restriction.

No. 31 Bug in search file function in Source Search dialog box

[Description]

The search file function cannot be used in the Source Search dialog box.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 32 Bug that the display in the Watch and Local window is incorrect when an array is declared as a function argument

[Description]

When an attempt is made to reference the contents of an array from the Watch or Local window when an array is declared as a function argument, the incorrect memory location is displayed.

[Workaround]

When receiving (referencing) an array variable as the function argument, do not declare the array as the argument. Instead, declare a pointer and make a pointer access.

[Correction]

Regard this as a usage restriction.

No. 33 Bug that all traces are executed if the trace includes a snap shot event

[Description]

All traces are executed even if a conditional trace is selected by setting a snap shot event. Consequently, the result of the snap shot event will be included in all traces. If another conditional trace (such as zone trace or qualify trace) is set, all traces are not executed but the results of the conditional trace and snap shot event can be obtained.

[Workaround]

Set a dummy conditional trace when setting a snap shot event.

[Correction]

Regard this as a usage restriction.

No. 34 Bug that the program cannot be edited when the Source window is in mixed-display mode

[Description]

The program in the disassembed program section cannot be edited if the Source window is in mixed display mode.

[Workaround]

Edit in the Assemble window.

[Correction]

Regard this as a usage restriction.

No. 35 Bug that files with the same name cannot be displayed in the Source window

[Description]

The source file in the folder set in the source path under [Option] → [Debugger Option] is opened by priority in the Source window.

C:\TEST\TEST.C ← Source file of C:\TEST\TEST.LMF
C:\TEST\TEST.LMF

D:\TEST\TEST.C ← Source file of D:\TEST\TEST.LMF
D:\TEST\TEST.LMF

C:\TEST\ is set in the source path under [Option] → [Debugger Option].
At this time, C:\TEST\TEST.LMF is displayed even if D:\TEST\TEST.LMF is opened from [File] → [Download].

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 36 Bug that a dummy RRM is disabled in the SFR area

[Description]

Dummy RRM (real-time RAM monitor function) is disabled in the SFR area and in the SFR area.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 37 Bug that the memory search is aborted

[Description]

If the memory search target address is in a non-mapped area or SFR area, the memory search is aborted.

[Workaround]

Ensure that the search range is not in a non-mapped area or SFR area.

[Correction]

Regard this as a usage restriction.

No. 38 Bug that symbols with a func#var (func: Function name, var: Variable name) format cannot be converted into addresses

[Description]

Symbols with a func#var (func: Function name, var: Variable name) format cannot be converted into addresses.

[Workaround]

Only convert var (variable name). When there is a variable with the same name as a static variable in a function, convert the variable when the PC exists in that function.

[Correction]

Regard this as a usage restriction.

No. 39 Bug that the variable display in the Watch window may not be valid

[Description]

When a local variable is registered in the Watch window and the valid area (within the scope) of the registered variable is executed, the registered variable display may remain gray and the valid display (display in black) may not be output. In addition, when variables whose count exceeds the size of the Watch window are registered immediately after the project file is read, the variable display may remain gray and the valid display (display in black) may not be output even if the window is scrolled.

[Workaround]

Perform an operation to re-plot the variable such as by selecting the variable area. Even if the variable display remains gray, there is no problem with the displayed value.

[Correction]

Regard this as a usage restriction.

No. 40 Bug that target mapping can be executed even if the target memory does not actually exist

[Description]

Target mapping can be executed even if the target memory does not actually exist (including when the power is off).

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 41 Bug that the LMF file created in the IAR's compiler or assembler may not be able to be read

[Description]

The LMF file created in the IAR's compiler or assembler may not be able to be read.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 42 Bug that a run may not stop

[Description]

When [Run] → [Slowmotion] is selected while Go & Go is under execution, the program does not stop even if [Run] → [Stop] is selected (or the stop button is clicked).

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.

No. 43 The memory bank function is not supported

[Description]

The memory bank function is not supported.

[Workaround]

There is no workaround.

[Correction]

Regard this as a usage restriction.