

## Outline

When using the C/C++ compiler package for the SuperH RISC engine family, note the following point.

1. A value that is not a constant expression is written as the initial value for static variables or aggregate-type/union-type automatic variables (SHC-0099)

Note: The above number following the description is an identification number for the note.

## 1. A Value That is not a Constant Expression is written as the Initial Value for Static Variables or Aggregate-Type/Union-Type Automatic Variables (SHC-0099)

### 1.1 Applicable Products

C/C++ Compiler Package for SuperH RISC engine Family

(We have confirmed that the defect is present in V5.1A and later versions.)

### 1.2 Details

If the initializer of a static variable or aggregate-type/union-type automatic variable is not a constant expression, a compilation error may not be generated, and an incorrect initial value may be set, even if the expression violates the ANSI Standard (C89 standard).

### 1.3 Conditions

This problem may arise if all of the following conditions are met.

- (1) The program is compiled as a C program.
- (2) Any of the following definitions is present:
  - (2-1) A static variable having an initial value
  - (2-2) An aggregate-type automatic variable having an initial value
  - (2-3) A union-type automatic variable having an initial value and its first member to be initialized being of an aggregate type
- (3) The initial value of (2) above has been specified as the address of an array member of a structure- or union-type variable.
- (4) The definition of the array member of the structure- or union-type variable of (3) above is qualified as static.
- (5) The array of (4) above satisfies either of the following conditions, (5-1) or (5-2).
  - (5-1) A static variable rather than a constant expression is used as the subscript expression of the array of (4) above.
  - (5-2) The code of the array of (4) above includes an expression that is the result of a conditional operator in which a static variable is used.

## 1.4 Example

Red texts indicate the parts corresponding to the above conditions.

The `-lang=c` option is specified /\* Condition (1) \*/

```

1: struct S {
2:     int m;
3: } sa[3], sa2[3];
4: int i;
5: int *p1 = &sa[i].m; /* Conditions (2-1) (3) (4) (5-1) */
6: int *p2 = &(i?sa:sa2)[0].m; /* Conditions (2-1) (3) (4) (5-2) */
7: void func1(void)
8: {
9:     int *p3[2] = {&sa[i+1].m, /* Conditions (2-2) (3) (4) (5-1) */
10:                  &(i>3?sa:sa2)[1].m}; /* Conditions (2-2) (3) (4) (5-2) */
11: }
12: void func2(void)
13: {
14:     union {
15:         struct {
16:             int *mem1_1;
17:         } mem1;
18:         int *mem2;
19:     } uni1 = {&sa[i].m}; /* Conditions (2-3) (3) (4) (5-2) */
20:
21:     p1 = uni1.mem1.mem1_1;
22: }

```

## 1.5 Workaround

If there is a variable having an initial value to which a condition is applied, do not set the initial value for the variable through initialization but set it during execution. Then, this problem can be avoided.

```
1: struct S {
2:     int m;
3: } sa[3], sa2[2];
4: int i;
5: int *p1;      /* Workaround */
6: int *p2;      /* Workaround */
7:
8: void func1(void)
9: {
10:     int *p3[2]; /* Workaround */
11:     p1 = &sa[i].m; /* Workaround */
12:     p2 = &(i?sa:sa2)[0].m; /* Workaround */
13:     p3[0] = &sa[i+1].m; /* Workaround */
14:     p3[1] = &(i>3?sa:sa2)[1].m; /* Workaround */
15: }
16: void func2(void)
17: {
18:     union {
19:         struct {
20:             int *mem1_1;
21:         } mem1;
22:         int *mem2;
23:     } uni1; /* Workaround */
24:     uni1.mem1.mem1_1 = &sa[i].m; /* Workaround */
25:
26:     p1 = uni1.mem1.mem1_1;
27: }
```

## 1.6 Schedule for Fixing the Problem

There is no update scheduled to fix this issue.

**Revision History**

Rev.	Date	Description	
		Page	Summary
1.00	Sep. 01, 2018	-	First edition issued

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