

[Notes]

R20TS0571EJ0101

Rev.1.01

May. 16, 2020

CS+ Code Generator for RL78, e² studio Code Generator Plug-in, Applilet3 Coding Assistance Tool for RL78

Outline

When using the products in the title, note the following point.

1. User option byte (000C1H/010C1H) LVD off setting values

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1.1 Applicable Products

- CS+ Code Generator for RL78 V2.19.00 (CS+ for CC V8.03.00), (CS+ for CA,CX V4.04.00) or later
- Code Generator Plug-in V2.15.0 (e² studio V7.7.0) or later
- Applilet3 for RL78 V1.18.00 or later

1.2 Applicable Devices

- RL78 family: RL78/G13A group

1.3 Details

The user option byte (000C1H/010C1H) setting values for LVD off are incorrect.

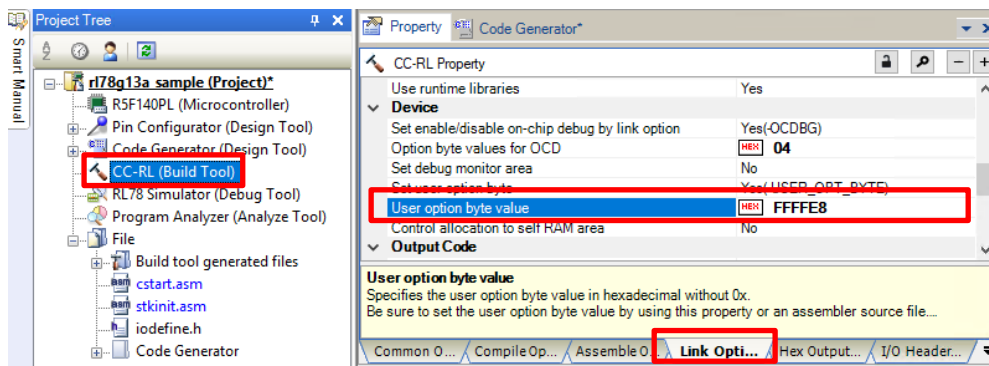
For details, refer to the technical update of the applicable device.

<https://www.renesas.com/search/keyword-search.html#genre=document&q=tnrla0097>

1.4 Workaround

- (1) For CS+ for CC/CS+ for CA,CX

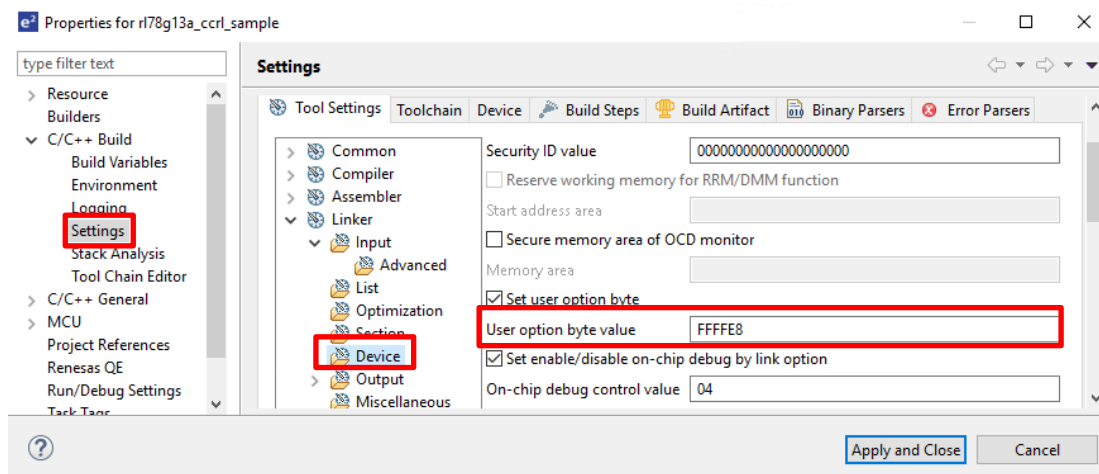
Open the build tool property. Then, on the [Link Options] tab, change the user option byte value FFFFE8 to FF~~F~~3E8.



- (2) e² studio

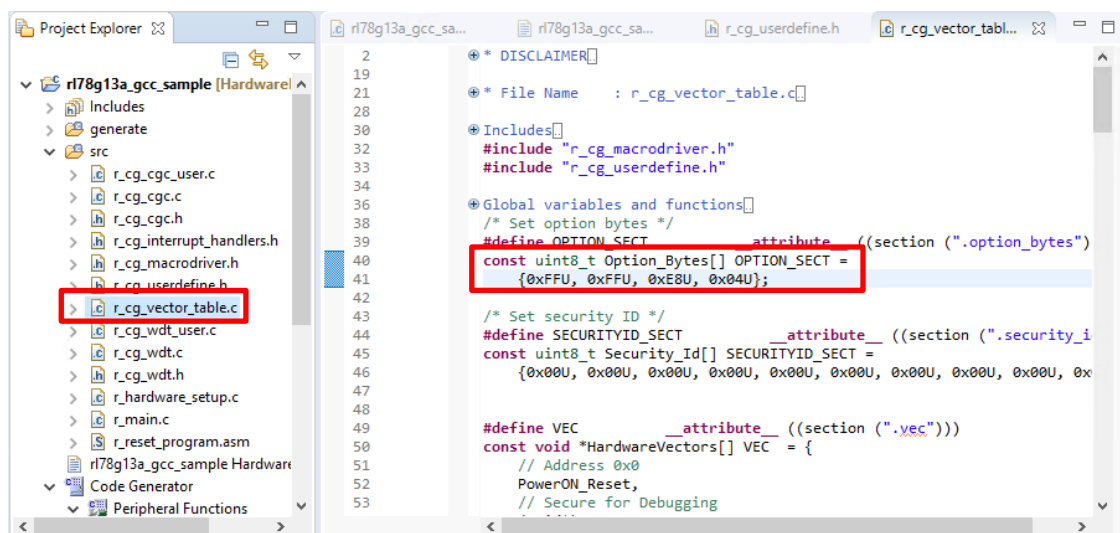
- (2-1) For CCRL

Open the properties. Then, from [Settings] - [Device], change the user option byte value FFFFE8 to FF~~F~~3E8.



- (2-2) For GCC

Open r_cg_vector_table.c, and then change {0xFFU, 0x~~F~~FU, 0xE8U, 0x04U} to {0xFFU, 0x~~F~~3U, 0xE8U, 0x04U}.



(3) For Applilet3 for RL78

The code to be modified differs depending on the type of compiler. Modify the code by referring to the following.

Compiler	File	Code to be modified and details	
CA78K0R	r_option_cc.txt	Before modification:	USER_OPT_BYTE=FF <u>FE</u> E8
		After modification:	USER_OPT_BYTE=FF <u>F3</u> E8
CCRL	r_option_ca.txt	Before modification:	gb0FF <u>FE</u> E8h
		After modification:	gb0FF <u>F3</u> E8h
GCC	r_cg_vector_table.c	Before modification:	const uint8_t Option_Bytes[] OPTION_SECT = {0xFFU, 0x <u>FE</u> U, 0xE8U, 0x04U};
		After modification:	const uint8_t Option_Bytes[] OPTION_SECT = {0xFFU, 0x <u>F3</u> U, 0xE8U, 0x04U};
IAR	r_main.c	Before modification:	#pragma location = "OPTBYTE" __root const uint8_t opbyte1 = 0x <u>FE</u> U;
		After modification:	#pragma location = "OPTBYTE" __root const uint8_t opbyte1 = 0x <u>F3</u> U;

Note: When code is generated again, generated code returns to the state before modification
Therefore, modify the source file each time you generate code.

1.5 Schedule for Fixing the Problem

This problem will be fixed in a later version.

Revision History

Rev.	Date	Description	
		Page	Summary
1.00	May.16.20	-	First edition issued
1.01	Jun.16.20	1	Correction of errors

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