

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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ID78K4-NS 78K4 Series Integrated Debugger Usage Restrictions		Document No.	SBG-TT-0137-E	1/1
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Related documents	<ul style="list-style-type: none"> • ID78K Series Integrated Debugger V2.30 or Later Operation U15185EJ1 • ID78K4-NS Integrated Debugger V2.30 Operating Precautions SBG-TT-0065-E 	Notification classification	√	Usage restriction
				Upgrade
				Document modification
				Other notification

1. Affected product

ID78K4-NS Ver.2.30

2. List of restrictions

A list of restrictions in the ID78K4-NS, including the revision history and detailed information, is described on the following pages.

List of Restrictions in ID78K4-NS

1. Product History

No.	Bugs and Changes/Additions to Specifications	Affected Version	
		V2.30	V2.31
1	Bug that the wrong error message is output in the Symbol to Address dialog box	×	×
2	Bug that the maximum display address of the Assemble window is not displayed	×	×
3	Bug that the members of pointers cannot be displayed in the Watch window	×	×
4	Bug when mixed display is set in the Source window	×	×
5	Bug that the 201st (320th) and subsequent characters are not displayed	×	√
6	Bug that the debugger cannot display a source file	×	√
7	Bug that a breakpoint to the same address as the defined symbol value cannot be set	×	×
8	Bug that an error occurs if a load module is downloaded again	×	√
9	Bug that the display may become illegible if the right/left arrow key is used to scroll the area	×	×
10	Bug that a break point cannot be set if a file name that includes a "-" (minus) or "+" (plus) exists in a source file	×	×
11	Bug that the debugger is abnormally terminated	-	×
12	Bug that the last line is not displayed in the Coverage-Efficiency View dialog box	×	×
13	Bug that the source contents are not displayed in the Source Window	×	√
14	Bug in search file function in Source Search dialog box	×	×
15	Bug that the display in the Watch and Local window is incorrect when an array is declared as a function argument	×	×
16	Bug that the program cannot be edited when the Source window is in mixed-display mode	×	×
17	Bug that files with the same name cannot be displayed in the Source window	×	×
18	Bug that a dummy RRM is disabled in the SFR area	×	×
19	Bug that the memory search is aborted	×	×
20	Bug that symbols with a func#var (func: Function name, var: Variable name) format cannot be converted into addresses	×	×
21	Bug that target mapping can be executed even if the target memory does not actually exist	×	√
22	Bug that the LMF file created in the IAR's compiler or assembler may not be able to be read	×	√
23	Bug that a run may not stop	×	×
24	Bug when the contents of display in the Watch window are saved	√	√
25	Bug that the display of the Memory window area is displayed as 0	√	√
26	Bug that emulation loops at the software break point	×	×

No.	Bugs and Changes/Additions to Specifications	Affected Version	
		V2.30	V2.31
27	Bug that the CALLT address used for software break cannot be changed	×	√
28	Bug that manipulation instructions for bit symbols SCL and SDA result in an error	×	×
29	Bug that the Long variable assigned to a register cannot be displayed nor changed	×	√
30	Bug that the variable display in the Watch window may not be valid	–	×

2. Details of Usage Restrictions

No. 1 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. 2 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. 3 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. 4 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. 5 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. 6 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.2.31.

No. 7 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. 8 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.2.31.

No. 9 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. 10 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. 11 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. 12 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. 13 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]

This bug has been corrected in ver.2.31.

No. 14 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. 15 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. 16 Bug that the program cannot be edited when the Source window is in mixed-display mode

[Description]

The program in the disassembled 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. 17 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. 18 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. 19 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. 20 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. 21 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]

This bug has been corrected in ver.2.31.

No. 22 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]

This bug has been corrected in ver.2.31.

No. 23 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. 24 Bug when the contents of display in the Watch window are saved

[Description]

When the contents of the display in the Watch window are saved, the value of a variable that has not been displayed on the screen may not be saved correctly.

[Workaround]

Scroll the Watch window before saving the contents of the display and display all the variables once.

[Correction]

This bug has been corrected in ver.2.31.

No. 25 Bug that the display of the Memory window area is displayed as 0

[Description]

The display of the Memory window that is displaying the peripheral RAM area is displayed as "00" during emulation. (It should be displayed as " ** " according to the specification.)

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.31.

No. 26 Bug that emulation loops at the software break point

[Description]

When the 78K/IV CPU is operated in high-speed fetch mode (MSB of the MM register = 1), the preset software break does not take effect, and an illegal CALLT instruction is executed instead, causing an inadvertent emulation program loop. The software break is valid when the CPU is operated in normal fetch mode.

[Workaround]

There is no workaround when the CPU is operated in high-speed fetch mode. Use the hardware break instead.

[Correction]

Regard this as a usage restriction.

No. 27 Bug that the CALLT address used for software break cannot be changed

[Description]

The CALLT address specified under [CALLT address used for software break] in the Extended Option dialog box of the 78/IV Series will not be used. Instead, address 0x40 is always used.

[Workaround]

There is no workaround. When using the software break, do not use address 0x40 in the user program.

[Correction]

This bug has been corrected in ver.2.31.

No. 28 Bug that manipulation instructions for bit symbols SCL and SDA result in an error

[Description]

Manipulation instructions for bit symbols SCL and SDA (ex. set1 SCL) result in an error.

[Workaround]

Use P3.2 and P3.3 instead of SCL and SDA.

[Correction]

Regard this as a usage restriction.

No. 29 Bug that the Long variable assigned to a register cannot be displayed nor changed

[Description]

The Long variable assigned to a register cannot be displayed nor changed in the Watch window or Local Variable window. All the contents are displayed as " ? ".

[Workaround]

There is no workaround.

[Correction]

This bug has been corrected in ver.2.31.

No. 30 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.