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## A Note on Using C Compiler M3T-NC308WA

Please take note of the following problem in using the M3T-NC308WA C-compiler (with an assembler and integrated development environment) for the M32C/80 and M16C/80 series MCUs:

- On casting an integer-type value to a pointer-type one
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### 1. Versions Concerned

M3T-NC308WA V.2.00 Release 1 through V.5.10 Release 1

### 2. Description

When an integer-type value representing an address outside of the address space is cast to a pointer-type one, the comparison of it with another pointer-type value may not be performed correctly. The reason is as follows:

In the M3T-NC308WA, a pointer-type value in the far area is 32-bit wide. However, it is assigned to a 24-bit address register in some versions of the products because the whole address space can be represented in 24 bits.

If an integer-type value indicating the outside of the address space is cast to a pointer-type one in the far area, all the uppermost 8 bits of 32-bit value must be changed to zeros since the real size of the storage area that holds far pointers is a minimum of 24 bits.

We are sorry that in the above case the uppermost 8 bits are not changed to zeros in the product concerned. Then, casting an integer-type value indicating the outside of the address space to a pointer-type value in the far area and making the comparison of it with another pointer-type value may not bring a correct result depending on whether the cast value to compare is assigned to a 24-bit address register or not.

Note that in pointer-type values pointing to variables or functions on memory, their uppermost 8 bits definitely become zeros, so that no problems arise.

### 3. Conditions

This problem occurs if the following four conditions are satisfied:

- (1) An integer-type variable or constant is cast to a pointer-type one.
- (2) The comparison of the cast value in (1) with another pointer-type value is made.
- (3) The original value in (1) is not within a range from 0x00000000 to 0x00ffffff.
- (4) As a result of compilation, either of the two values in (2) is assigned to a 24-bit address register before or at the comparison.

### 4. Example

The following is an example under the condition that optimizing option -O is used in the M3T-NC308WA V.5.10 Release 1.

Since whether a pointer-type value is assigned to a 24-bit address register or not depends on the product's version, this problem does not occur if your product's version is not involved.

```
-----  
void func(char *p)  
{  
    if (p == 0) return;    /* Equality testing with 0: no problem */  
  
    if (p == (int *)(-1)) { /* Condition (1): integer-type constant  
                           (-1) is cast */  
        /* Condition (2): cast value is tested */  
        /* Condition (3): -1 is not within a range  
                           from 0 to 0x00ffffff */  
        return;  
    }  
    *p = 0;  
}  
  
void caller(void)  
{  
    func((int *)(-1));    /* Condition (1): integer-type constant  
                           (-1) is cast */  
}  
-----
```

### 5. Workaround

When casting a value outside of a range from 0 to 0x00ffffff to a pointer-type value, perform an AND operation between the value before casting and a constant of 0x00ffffff to

mask the uppermost 8 bits. The following is a case where a constant of type int is handled; this method is also applicable to a variable of type int.

```
-----  
void func(char *p)  
{  
    if (p == 0) return;  
  
    if (p == (int *)(-1 & 0x00ffffff)) { /* Uppermost 8 bits masked */  
        return;  
    }  
    *p = 0;  
}  
  
void caller(void)  
{  
    func((int *)(-1 & 0x00ffffff)); /* Uppermost 8 bits masked */  
  
}  
-----
```

## 6. Schedule of Fixing the Problem

We plan to fix this problem in our next release of the product.

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