

[Notes]

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Rev.1.00

CS+ Integrated Development Environment

Apr. 16, 2020

Outline

When using the CS+ integrated development environment, note the following point.

1. Rapid build started by updating dependencies of RL78 projects

1. Rapid Build Started by Updating Dependencies of RL78 Projects

1.1 Applicable Products

- CS+ for CC V8.02.00 or later
- [Evaluation edition] CS+ for CC V8.02.00 or later
- CC-RL V1.00.00 or later

1.2 Applicable Devices

RL78 family MCUs that support CS+ for CC

1.3 Details

Updating file dependencies may cause CS+ to perform a rapid build repeatedly.

* Load modules are generated correctly.

1.4 Conditions

This phenomenon occurs if the rapid build function is started when all of the following conditions (1) to (4) are met.

- (1) A (CC-RL) project that is not a debug-dedicated project is opened.
- (2) [At every build] is selected for [Timing of updating dependencies]. ^{*1}
- (3) [Use compiler for updating dependencies when the functionality is available] is enabled. ^{*1}
- (4) The rapid build function is enabled. ^{*2}

^{*1}: To change the setting, from the [Tool] menu, select [Options...], and then open the [General - Build] category in the [Option] dialog box.

^{*2}: To enable/disable a rapid build, select [Rapid Build] from the [Build] menu.

The rapid build function is started when one of the following operations is performed.

- When any one of the following files that are added to the project is updated:
 - C source file
 - Assembly source file
 - Header file
 - Relocatable file
 - Symbol address file
 - Object module file
 - Library file
- When a build target file has been added to or removed from the project
- When the link order of object module files and library files is changed
- When the property of the build tool or build target file is changed
- When updating dependencies is performed by one of the following operations:
 - From the [Build] menu, select [Update Dependencies] or [Update Dependencies of <target>].
 - Use the build.Update() function of the Python console.

1.5 Workaround

This phenomenon can be avoided by changing one of the settings in conditions (2) to (4) as follows.

- (1) Select [At the first build] for [Timing of updating dependencies] in condition (2). ^{*1}
- (2) Disable [Use compiler for updating dependencies when the functionality is available] in condition (3). ^{*1}
- (3) Disable the rapid build function in condition (4). ^{*2}

^{*1}: To change the setting, from the [Tool] menu, select [Options...] and open the [General - Build] category in the [Option] dialog box.

^{*2}: To enable/disable a rapid build, select [Rapid Build] from the [Build] menu.

1.6 Schedule for Fixing the Problem

This problem will be fixed in CS+ for CC V8.04.00. (Scheduled to be released in July 2020.)

* After the problem is fixed, updating dependencies does not initiate a rapid build.

Revision History

Rev.	Date	Description	
		Page	Summary
1.00	Apr.16.20	-	First edition issued

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Corporate Headquarters

TOYOSU FORESIA, 3-2-24 Toyosu,
Koto-ku, Tokyo 135-0061, Japan

www.renesas.com

Contact information

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