[Notes]
e² studio Integrated Development Environment

R20TS0270EJ0100
Rev.1.00
Jan. 16, 2018

Outline

When using e² studio V6.0.0 and/or V6.1.0, note the following point.

1. Building projects for the C Compiler package for RL78 family (CC-RL) in which the build option has been set for each C source file

1. Building projects for CC-RL in which the build option has been set for each C source file

1.1 Applicable Products

e² studio V6.0.0 and V6.1.0

1.2 Details

When header files are updated, the C source file(s) that refers to the header files is compiled during project build execution. However, if the build option has been set for each C source file, the C source file(s) may not be compiled during the build.

1.3 Conditions

The C source file(s) may not be compiled when all of the following conditions (a) to (c) are met.

(a) The build option has been set for each source file in the project. However, this problem does not apply to cases where the build option has been set for assembly source file(s).

(b) The C source file(s) or header file that corresponds to (a) includes the conditional expression in which "#include" (enabled by predefined macros (e.g. __CCRL__ Note)) has been described in the true clause.

<coding example where this problem applies>

```
#ifdef __CCRL__
#include "defined_for_ccrl.h"      /* to be included in positive condition */
#endif
```

<coding example where this problem does not apply
(when compilation is not required even the header file has been updated)>

```
#ifndef __CCRL__
#include "defined_not_for_ccrl.h"    /* to be included in negative condition */
#endif
```

(c) Update the header file in the true clause described in (b), and then build the project. Note that the C source file(s) including source code in which the #include expression is described may not be compiled.

Note: For the details about the predefined macros, refer to the Help content of the compiler at "Basic Language Specifications" -> "Implementation dependent items" -> "Predefined macro names".

1.4 Workaround

When updating the header file that corresponds to section 1.3 in the above, clean the project before building. All of the source codes are compiled by executing “Project Build” after cleaning. This prevents the problem in this note.

How to clean the project:

Step1. Select either of “Clean” in the project menu or “Clean Project” in the context menu of the project explorer.

Step2. Execute “Project Build”.

1.5 Fixing the Problem

This problem will be fixed in e² studio V6.2.0 which is scheduled to be released on January 22.

For details, refer to the following issue of the RENESAS TOOL NEWS, Document No, R20TS0267EJ0100:

https://www.renesas.com/search/keyword-search.html#genre=document&q=r20ts0267

Revision History

Rev.	Date	Description	
		Page	Summary
1.00	Jan. 16, 2018	-	First edition issued

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