

Note on Using the CS+ Integrated Development Environment

When using the CS+ IDE, take note of the problem described in this note regarding the following point.

- A batch build error is indicated even when building has been successful.
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1. A batch build error is indicated even when building has been successful

1.1 Applicable products

- RH850 Family C Compiler Package (with IDE)
- RX Family C/C++ Compiler Package (with IDE)
- RL78 Family C Compiler Package (with IDE)
- Evaluation edition of CS+ for CC

Products from the above list for which the version of the CS+ for CC common program is V3.02.00 or V3.03.00.

To check the version number of the product you have, refer to the following URL.

https://www.renesas.com/cubesuite+_ver

1.2 Descriptions

Batch building is a feature for building with the use of multiple build modes. An error might be indicated even though each build was successful.

If each build has been successful, this error does not affect the output object code.

Applicable MCUs

- RL78 family
- RX family
- RH850 family

1.3 Workaround

Execute a script which is almost the same as a batch build from the Python console through the following procedure.

- (1) Check if the Python console will run.
 - (1-1) Select [Plug-in Setting...] from the [Tool] menu
 - (1-2) Check the IronPython Console Plugin checkbox if it is not checked and click on the [OK] button. If it is checked, click on the [Cancel] button.

- (2) Create a script
 - (2-1) Select [Add] and [Add New File...] from the [File] menu.
 - (2-2) Select [Python script file(*.py)] from the [Add File] dialog box, and designate the name of the script file (e.g.: batch_build.py) which you will create.
 - (2-3) The created script file is added to the project tree.

- (3) Write the script

Open the added script file, and write calls of the build.ChangeBuildMode and build.All functions for the execution of a build in the target build modes for the batch build.

Example: A script would be as follows if you are using two build modes, DefaultBuild and Debug.

```
-----  
build.ChangeBuildMode("DefaultBuild")  
build.All(True,True)  
build.ChangeBuildMode("Debug")  
build.All(True,True)  
-----
```

Note: If you wish to use other build modes, add further calls of build.ChangeBuildMode and build.All in the same way.

- (4) Execute a batch build with the script

Select the created script file in a project tree (example: batch_build.py), and select [Execute in the Python Console] from the context menu.

1.4 Schedule for fixing the problem

This problem will be fixed in a later version of the product.

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