

## A Note on Using the M3T-PD32RM, M3T-PD32R, and M3T-PD32RSIM Debuggers

Please take note of the following problem in using the emulator- and the simulator debugger for the M32R MCU family:

- On saving a mixed representation of source and disassembled code on a text file

---

### 1. Products and Versions Concerned

- The M3T-PD32RM V.1.00 Release 1 through V.3.00 Release 01 (the emulator debugger for the M32100T5-SDI-E, M32100T3-SDI-E, and M32100T-EZ-E)
- The M3T-PD32R V.1.00 Release 1 through V.5.00 Release 00 (the emulator debugger for the M32xxxTx-SDI(-E))
- The M3T-PD32RSIM V.1.00 Release 1 through V.3.00 Release 00 (the simulator debugger for the M32R family)

### 2. Description

If a mixed representation of source and disassembled code is saved on a text file\*, a part of the disassembled code may not be saved on the file.

This problem occurs if the number of lines saved on a text file exceeds 1028.

- \* To save a mixed representation of code, open the Option menu and select the Save Mix in the Program/Source window.

### 3. Workaround

Create an absolute list file using the absolute listing utility (abslist) included in the C/C++ compiler package for the M32R family (M3T-CC32R); then reference this file. For how to use abslist, see the user's manual of the compiler package and the explanatory file (abslist\_j.txt)\*.

- \* This file is found in the UnSpt32R folder (in the M3T-CC32R V.5.00 Release 00, for example) under the folder where your compiler package has been installed.

#### 4. **Schedule of Fixing the Problem**

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

---

#### **[Disclaimer]**

The past news contents have been based on information at the time of publication. Now changed or invalid information may be included. The URLs in the Tool News also may be subject to change or become invalid without prior notice.

© 2010-2016 Renesas Electronics Corporation. All rights reserved.