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A Note on Using Emulator Debuggers M3T-PD32RM, M3T-PD32R, M3T-PD308F, M3T-PD308, M3T-PD30F and M3T-PD30

Please take note of the following problem in using the M3T-PD32RM, M3T-PD32R, M3T-PD308F, M3T-PD308, M3T-PD30F, and M3T-PD30 emulator debuggers:

- On expanding a global variable in the C Watch window
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1. Products and Versions Concerned

M3T-PD32RM V.2.00 Release 1 and V.2.10 Release 1

(for the M32100T5-SDI-E, M32100T3-SDI-E, and M32100T-EZ-E emulators)

M3T-PD32R V.4.00 Release 1 and V.4.10 Release 1

(for the M32100T2-SDI-E emulator)

M3T-PD308F V.3.00 Release 1 through V.3.20 Release 1

(for the M32C/80 series of MCUs)

M3T-PD308 V.5.00 Release 1 through V.5.20 Release 1

(for the M32C/80 and M16C/80 series of MCUs)

M3T-PD30F V.2.00 Release 1 through V.2.20 Release 1

(for the M16C/60, M16C/30 and M16C/Tiny series of MCUs)

M3T-PD30 V.8.00 Release 1 through V.8.20 Release 1

(for the M16C/60, /30, /Tiny, /20 and /10 series of MCUs)

2. Description

In the C Watch window, expanding a global variable in a structure, a union, or an array of structures or unions may cause the emulator debugger to terminate unsuccessfully.

2.1 Conditions

This problem occurs if you go through the following steps:

- (1) Select "On-Demand" as a saving mode of debug information; then download the target program.

- (2) In the C Watch window, display a global variable in a structure, a union, or an array of structures or unions (without expanding it).
- (3) Perform the function that switch file scopes from one to another; for example, step execution and Set PC. Here in the file scope after switching, no variable of the same type as the one in (2) has been defined.
- (4) Expand the variable in (2).

3. Workaround

This problem can be circumvented in either of the following ways:

- (1) Change the "On-Demand" mode to the "On-Memory" mode as a saving mode of debug information. To do so, open the Init dialog box, click the Debugging Information tab, and uncheck the On Demand check box.
- (2) Use the problem-fixed DLL file. To do so, replace the DLL file in your product with the problem-fixed one as follows:
 1. Download the compressed problem-fixed DLL files.

Compressed Problem-fixed DLL File	File Size	Used For
p32rmedll.zip	483KB	M3T-PD32RM
p32redll.zip	479KB	M3T-PD32R
p308fedll.zip	447KB	M3T-PD308F
p308edll.zip	442KB	M3T-PD308
p30fdll.zip	429KB	M3T-PD30F
p30edll.zip	424KB	M3T-PD30

2. Decompress the downloaded files. The names and versions of the decompressed files are as follows:

File Name	Version No.	Used For
p32rmedll.dll	V.1.30.02	M3T-PD32RM
p32redll.dll	V.1.30.01	M3T-PD32R
p308fedll.dll	V.1.51.00	M3T-PD308F

p308edll.dll	V.1.51.00	M3T-PD308
p30fdll.dll	V.1.31.00	M3T-PD30F
p30edll.dll	V.1.51.00	M3T-PD30

3. Copy the decompressed DLL file you want into the folder where your emulator debugger resides. The current DLL file will be overwritten with the new one.
4. Check for the version of the DLL file as follows:
 - (a) Launch the emulator debugger.
 - (b) Open the Help menu and select the About command. The Version dialog box appears.
 - (c) In the dialog box, check to see that the version number displayed is that of the problem-fixed DLL file.

4. **Schedule of Fixing the Problem**

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

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