

Note on Using Integrated Development Environment e2 studio V3.1

Using the e2 studio V3.1, take note of the following problems:

- Note when debugging C++ projects
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1. Product Concerned

e2 studio from V3.1.0.24 to V3.1.2.10

2. MCUs Involved

RX family

3. Description

Attempting to browse a C++ object member variable while debugging a C++ project which had been built with RX Family C/C++ Compiler Package, an error message "rx-elf-gdb.exe has stopped working" may be displayed with termination of the debug session.

This phenomenon may occur either with emulator or simulator debuggers.

4. Workaround

Once this issue has been encountered please use alternative pointer variables to browse object members as shown in the following example, instead of browsing them directly on debugger views.

Code example:

This example is to browse member_var1 member value of class MyClass through pobj pointer (i.e. pobj->member_var1).

```
-----  
MyClass MyObject;  
MyClass *pobj;      /* prepared for this workaround */  
pobj = &MyObject;  
MyObject.member_var1 = 1; /* instead of browsing here, */
```

```
pobj->member_var1 += 0; /* see here */
```

5. Fixing the Problem

This problem has been fixed in version V3.1.3.06 of e2 studio, which will be available from February 5 as announced in RENESAS TOOL NEWS Doc No.150201/tn2.

You can find the TOOL NEWS on the page below for the details:

<https://www.renesas.com/search/keyword-search.html#genre=document&q=150201tn2>

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