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A Note on Using Integrated Development Environment High-performance Embedded Workshop --On Debugging Load Modules Written in ELF/DWARF2 Format--

Please take note of the following problem in using the High-performance Embedded Workshop, an integrated development environment:

- On debugging load modules written in ELF/DWARF2 format
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1. Products Concerned

The High-performance Embedded Workshops included with the following products:

- (1) C/C++ compiler packages for the SuperH RISC engine family
@@R0C40700XSW08R
@@P0700CAS7-MWR
- (2) C/C++ compiler packages for the H8SX, H8S, and H8S family MCUs
@@R0C40008XSW06R
@@PS008CAS5-MWR
- (3) The E10A-USB emulators
@@HS0005KCU01H
@@HS0005KCU02H
- (4) The E7 emulator
@@HS0007TCU01H
- (5) An E6000H emulator
@@HS7058EPH60H
- (6) An E6000 emulator
@@HS3664EPI62H
- (7) All the E10A emulators
- (8) E10T emulators
@@HS3048BTCM01H

@@HS3048BTCI01H

(9) The E200F emulator
@@R0E0200F0EMU00

2. **Description**

If load modules written in the ELF/DWARF2 format are downloaded and the source file containing them is displayed to debug in the Source window, the addresses of the source lines in which no program statements are written may incorrectly be displayed.

Note, however, that those in which program statements exist are displayed correctly.

3. **Workaround**

If incorrect addresses appear in the above case, neglect it.

4. **Schedule of Fixing the Problem**

We plan to fix this problem in our next release of the High-performance Embedded Workshop.

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