RENESAS Tool News

RENESAS TOOL NEWS on November 16, 2014: 141116/tn1

Note on Using C/C++ Compiler Package for RX Family

(IDE: CubeSuite+),

C/C++ Compiler Package for RX Family

(IDE: High-performance Embedded Workshop),

and C/C++ Compiler Package for RX Family

(without IDE)

When using the C/C++ Compiler Package for RX Family (IDE: CubeSuite+), the C/C++ Compiler Package for RX Family (IDE: High-performance Embedded Workshop), or the C/C++ Compiler Package for RX Family (without IDE), take note of the problem regarding the following point.

- Aggregates having initial values (RXC#034)
 Note: The number at the end of the above item is from a consecutive index of problems in the compiler packages for the RX family of MCUs.
 - 1. Product and Versions Concerned
 - C/C++ Compiler Package for RX Family (IDE: CubeSuite+) V1
 Order type name: R0C5RX00QSW01D and R0C5RX00QSW01N
 CC-RX compiler V1.02.00 through V1.02.01
 - C/C++ Compiler Package for RX Family (IDE: CubeSuite+) V2
 Order type name: RTCRX0000CL02WDR and RTCRX0000CL02WNR
 CC-RX compiler V2.00.00 through V2.02.00
 - C/C++ Compiler Package for RX Family (IDE: High-performance Embedded Workshop) V.1.00 Release 00 through V.1.02 Release 01 Order type name: R0C5RX00XSW01R
 CC-RX compiler V1.00.00 through V1.02.01
 - C/C++ Compiler Package for RX Family (without IDE)

Order type name: RTCRX0000CC02WRR and RTCRX0000CC02WNR CC-RX compiler V2.01.00 through V2.02.00

2. Description

When an aggregate with an initial value is defined as an automatic variable in the C99 or C++ language, in the case of "(number of initializers) < (number of elements)", elements whose initial values have not been set will not be initialized to 0 and they will become indeterminate values.

3. Conditions

This problem arises if the following conditions are all met:

- (1) Either -lang=c99 or -lang=cpp is specified as a compiler option (see Note 1).
- (2) There is a definition of an aggregate (structure or array) of an automatic variable with an initial value.
- (3) In the aggregate of (2), the number of initializers is smaller than the number of elements.
- (4) In the aggregate of (2), there is not even one constant expression (see Note 2) as an initializer.

Note 1:

When an aggregate with an initial value is defined as an automatic variable in a language other than C99 and C++, describing an initializer that is not a constant expression breaches the language specifications. Under present circumstances, however, a compile error does not occur and the result is not guaranteed.

For languages other than C99 and C++, likewise as shown above, if the above conditions (1) to (4) are all met, the initial value will become an indeterminate value.

Note 2:

A constant expression stands for an arithmetic expression consisting of only constant values and addresses for static variables.

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Example 1: Case of C99 language - sample1.c
```

```
// Compile option: -cpu=rx600 -lang=c99 /* Condition (1) */
int get01a(void);
int get01b(void);
void check_ptr01(int *);
void func01(void)
{
   int array01[8] = /* Condition (2) */
   { get01a(), get01b(), }; /* Conditions (3) and (4) */
```

```
/* array[2] to array[7] become */
                       /* indeterminate values here. */
      check_ptr01(array01);
   }
  Example 2: Case of C++ language - sample2.cpp
  // Compile option: -cpu=rx600 -lang=cpp /* Condition (1) */
   struct Str02
      short a02, b02, c02, d02;
   };
   short var02a;
   short var02z;
   void check_ptr01(int *);
   void func01(void)
   {
       struct Str02 st02 = /* Condition (2) */
                      /* Conditions (3) and (4) */
       { var02a };
                      /* st02.b02, st02.c02, and st02.d02 */
                      /* become indeterminate values here. */
       var02z = st02.c02;
   }
4. Workarounds
 To avoid this problem, do any of the following:
   (1) Add at least one initializer of a constant expression that becomes
     0.
   (2) Do not set an initial value to the aggregate, but set the value at
     program execution.
  Example of applying workaround (1) to Example 1 of above 1.3:
   int get01a(void);
   int get01b(void);
   void check ptr01(int *);
   void func01(void)
   {
       int array01[8] =
       { get01a(), get01b(), 0}; /* Initializer that becomes */
                        /* 0 is added. */
```

/* Not only array[2] but */

```
/* array[3] to array[7] are also */
                       /* initialized to 0. */
     check_ptr01(array01);
 }
Example of applying workaround (2) to Example 2 of above 1.3:
                   /* Because memset is used */
 #include
 struct Str02
      short a02, b02, c02, d02;
 };
 short var02a;
 short var02z;
 void check_ptr01(int *);
 void func01(void) {
      struct Str02 st02;
                          /* Initial value is not set */
                        /* in the definition. */
    memset(&st02,0,sizeof(st02)); /* The entire st02 is */
                        /* initialized to 0. */
      st02.a02 = var02a;
                               /* Initialized by assignment. */
      var02z = st02.c02;
 }
```

- 5. Schedule for Fixing the Problem
 - C/C++ Compiler Package for RX Family (IDE: CubeSuite+) V1 and
 C/C++ Compiler Package for RX Family (IDE: High-performance Embedded Workshop)

We do not plan to make modifications. Please apply any of the above workarounds to avoid the problem.

C/C++ Compiler Package for RX Family (IDE: CubeSuite+) V2 and
 C/C++ Compiler Package for RX Family (without IDE)

This problem will be fixed in the next version.

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