Compiler Package
Application Note: <STL V.1.00.00>
User’s Manual

This document explains the usage of STL for the Renesas C/C++ compiler (hereafter referred to as ‘STL’) V.1.00.00.

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1. Introduction
This manual explains the procedures for adding functions of STL V.1.00.00 to the following C/C++ compiler manufactured by Renesas Electronics Corporation (hereafter referred to as ‘Renesas Electronics’) and the limitations on usage due to the compiler specifications.

- RX family C/C++ compiler V.1.00.00 or a later version (hereafter referred to as ‘RXC’)
- SuperH family C/C++ compiler V.9.04.00 or a later version (hereafter referred to as ‘SHC’)

1.1 Main Basis of the STL
The following version of the open source STLport provides the main basis for this STL.

- STLport-5.2.1

Usage of this product is based on the license policy for STLport, as described at URL [http://www.stlport.org].

1.2 Unsupported Functions
Of the functions indicated for the product in section 1.1, Main Basis of the STL, this STL does not support those in Table 1.

For the list of supported functions, refer to the application note, List of Functions Supported by the STL.

Table 1 Unsupported Functions

<table>
<thead>
<tr>
<th>Unsupported Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>ifstream, iomanip, ios, iosfwd, iostream, istream, ostream, sstream, streambuf, stringstream, hash_map, hash_set, pthread_alloc, rope, slist, type_traits, unordered_map, unordered_set, locale, signal, time, ciso646, wchar_t, wctype, stream input/output of complex classes, stream input/output of string classes, and stream input/output of wstring classes</td>
</tr>
</tbody>
</table>

Notes: 1. These functions are only supported by RXC.
   2. The char type is excepted. For details, refer to section 3.1, Limitations on Using Class complex.
   3. The char type is excepted. For details, refer to section 6.3, Limitations on Using Stream Input/Output Handling.
   4. For details, refer to section 6.3, Limitations on Using Stream Input/Output Handling.

1.3 Disclaimer
Renesas Electronics does not customer support this STL. Renesas Electronics assumes no liability for the use of this STL. You should fully test the product installing STL as your own responsibility.

2. Installing STL to Your Project
This section explains the procedure for installing STL functions to be used in RXC or SHC.

2.1 Location of the STL
Place the directory [stlport], which is included in this STL, anywhere you wish.

When you install the compiler package that includes this STL, the directories will be expanded as shown in figure 1. The following assumes that the directory of active High-performance Embedded Workshop (hereafter referred to as ‘HEW’) is ‘C:\Program Files\Renesas\Hew’, in which case directory [stlport] is expanded as below.

<stlport directory> = C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\stlport
2.2 Setting up the Environment

When the STL is used with RXC or SHC, the <stlport directory> as allocated in section 2.1 must be added to the directories of include files for use in building. There are two ways to add the directory: one is by using the [Option dialog box] for the toolchain of the HEW and the other is by using the command line. Each of the methods is explained in the following subsections.

2.2.1 Setting the Directory from the HEW (RXC or SHC)

This subsection explains how to specify a directory containing include files from the [Options] dialog box for the toolchain of the HEW. Follow the procedure below. Figures 2 to 5 show examples of the displays for RXC.

1. Select the following item from the [Build] menu.
   For RXC: [RX Standard Toolchain…] (figure 2)
2. Open [Include file directories] from [Show entries for:] on the [C/C++] tabbed page in the dialog box (figure 3).
3. Click on the [Add…] button.
4. Select [HEW installation directory] as [Relative to:].
5. Enter ‘EXAMPLES/STL/1_0_0/stlport’ in [Sub-Directory:] and click on the [OK] button (figure 4).
6. Open the [Option dialog box] and check that ‘$(HEWDIR)/EXAMPLES/STL/1_0_0/stlport’ has been added.
7. Click on the [OK] button (figure 5).

The STL will now be available.
Figure 3  Position for Setting a Directory of Include Files

Figure 4  Example of Specifying the Directory
2.2.2 Setting the Directory from the Command Line (RXC)

This subsection explains the procedure for adding a directory of include files by setting environment variables in RXC.

Specifically, the INC_RX environment variable is used to set <stlport directory> as a standard include directory by writing <stlport directory> to the left of the names of existing include directories.

The standard include directories are specified in sequence and separated by semicolons, as in INC_RX = <stlport directory>:<standard include directory>.

A standard example is shown below.

INC_RX = C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\stlport
        ;C:\Program Files\Renesas\Hew\Tools\Renesas\RX\1_0_0\Include

If you do not want to change the environment variable, the directory can be specified by the include option of the compiler.

Specify the directory by using the include option of the compiler as follows.

-include = <stlport directory>

As a concrete example, this might be part of the following command.

> ccrx tp.cpp -cpu = rx600 -include = "C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\stlport"

The STL will now be available.
2.2.3  Setting the Directory from the Command Line (SHC)

This subsection explains the procedure for adding a directory of include files by setting environment variables in SHC. Specifically, the SHC_INC or SHC_LIB environment variable is used to set `<stlport directory>` as a standard include directory by writing `<stlport directory>` to the left of the names of existing include directories.

The standard include directories are specified in sequence and separated by semicolons, as in SHC_INC = `<stlport directory>;<standard include directory>`.

A standard example is shown below.

```
SHC_INC = C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\stlport
;C:\Program Files\Renesas\Hew\Tools\Renesas\SH9_4_0\Include
```

If you do not want to change the environment variable, the directory can be specified by the include option of the compiler.

Specify the directory by using the include option of the compiler as follows.

```
-include = <stlport directory>
```

As a concrete example, this might be part of the following command.

```
> shc tp.cpp –cpu = sh2a –include = "C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\stlport"
```

The STL will now be available.

3.  Procedure for Using Class complex

In RXC and SHC, the complex class is implemented in the EC++ library. However, the float_complex and double_complex classes are implemented as separate classes in that library, which differs from the standard template for the complex class of C++. Installing the STL makes the standard template class available. This section explains the usage and limitations on the complex class of the STL.

3.1  Limitations on Using Class complex

The following describes limitations on using the complex class in RXC or SHC.

(a) The complex class has a single type argument for the template, and this is used to specify the precision of the real and imaginary parts. Only the following three types are specifiable.

- complex<float>
- complex<double>
- complex<long double>

If a type other than those above is specified, the operation is unregulated in the language specification.

(b) In RXC or SHC, the Namespace for the template of the complex class and the mathematical functions is std, although that for the functions in the EC++ library is global.

```c
// To declare a complex class, std:: is required.
std::complex<float> f1(4.0f, 3.0f);
```

```c
// std:: is required for abs (complex), but must not be added to count or endl.
count << std::abs(f1) << endl;
```

```c
// std:: must not be added for the standard library of RXC or SHC.
// Accordingly, std:: must not be added to abs (long).
count << abs(-10L) << endl;
```

(c) Stream input/output is only available for the char type.

The stream input/output library for RXC or SHC is used for stream input/output. This library is only usable for the char type. Stream input/output of wide characters (wchar_t) is not supported.
3.2 Including Source Files

In some of the operations for complex classes in this STL, the mathematical-function and stream-input/output libraries for RXC or SHC are used. As well as the mathematical libraries for RXC or SHC, other source files are required.

Table 2 Libraries and Additional Source Files for Class complex

<table>
<thead>
<tr>
<th>Functions for Use</th>
<th>EC++ Library</th>
<th>Additional Source File</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arithmetic operations and comparison</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Acquisition of real part and imaginary part</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Mathematical functions</td>
<td>• Mathematical (C99)</td>
<td>• complex.cpp</td>
</tr>
<tr>
<td></td>
<td>• Mathematical (C99) (float-type functions)</td>
<td>• complex_trig.cpp</td>
</tr>
<tr>
<td>Stream input/output</td>
<td>• Stream input/output class</td>
<td>• complex_io.cpp</td>
</tr>
</tbody>
</table>

The additional source files are stored in the following directory.

C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\src

3.2.1 Arithmetic Operation and Comparison of complex

When complex classes are only used in arithmetic operations and comparison, no additional source files are required.

```cpp
std::complex<float> f1(2.0f, 4.0f), f2(1.0f, 0.0f);
f1 += f2;
```

3.2.2 Acquisition of Real Part and Imaginary Part of a complex Class

When complex classes are only used to acquire their real and imaginary parts, no additional source files are required.

```cpp
f1.real();
f1.imag();
```

As shown above, member functions real() and imag() are available for the complex class.

3.2.3 Passing complex Classes to Mathematical Functions

When complex classes are passed to mathematical functions for arithmetic operations, libraries for RXC or SHC and additional source files must be included.

- Libraries for RXC or SHC
  As shown in figure 6, tick on the checkboxes for ‘math.h’ and ‘mathf.h’. For RXC, the library structure must be ‘C99’.
  *If ‘C99’ is not set in RXC, an error ‘L2310 (E) Undefined external symbol “_hypot”’ will occur.

- Additional source files
  Add ‘complex.cpp’ and ‘complex_trig.cpp’ to the project in the way shown in figures 7, 8, and 9.

These settings make the mathematical functions available.

However, since the mathematical functions which handle the complex class belong within the std Namespace, a scope-resolution operator is required as shown below.

```cpp
std::pow (f1, 5);
```
3.2.4 Passing complex Classes to Stream Input/Output

When complex classes are passed to stream input/output for the input or output of values, the libraries for RXC or SHC and additional source files must be included.

- **Libraries for RXC or SHC**
  As shown in figure 6, tick on the checkbox for ‘ios(EC++)’.

- **Additional source files**
  As shown in figures 7, 8, and 9, add ‘complex_io.cpp’ to a project.

Those settings make stream input/output available.
Figure 7   Adding a File to a Project

Figure 8   Selecting the Additional Source Files
Figure 9  Project File after Adding the Source Files
4. Procedure for Using Wide Characters

When wide characters (wstring or wchar_t) are to be used, specify the library structure as ‘C99’ and tick on the checkbox for ‘wchar.h(C99): Performs wide character’.

![Figure 10 Specifying the Library When Using Wide Characters](image-url)
5. Procedure for Using an Exception Class (exception or stdexcept)

When an exception class (exception or stdexcept) is used in RXC or SHC, all of the procedures in the remainder of this section must be executed.

5.1 Setting Compiler Options

For SHC, tick on the checkboxes for ‘Use try, throw and catch of C++’ and ‘Enable/disable runtime information’ as shown in figure 11.

![Figure 11 Setting Options When Using the Exception Class in SHC](image-url)
For RXC, tick on the checkboxes for ‘Use try, throw and catch of C++’ and ‘Use dynamic_cast and typeid of C++’ as shown in figure 12.

Figure 12  Setting Options When Using the Exception Class in RXC
5.2 Setting the Optimizing Linkage Editor Option

For both SHC and RXC, as shown in figure 13, select ‘Run prelinker’ for ‘Prelinker control’.

Figure 13 Setting the Optimizing Linkage Editor Option When Using the Exception Class
5.3 Setting the Standard Library

For SHC, as shown in figure 14, deselect ‘Check against EC++ language specification’ in [Miscellaneous options] under the [Other] item for [Category]. Since RXC does not have this option, the standard library setting is not required.

5.4 Including Source Files

For both SHC and RXC, as shown in figure 15, add the provided source file ‘stdexcept_base.cpp’ to the project.

The additional source files are stored in the following directory.

C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\src
As shown in figure 16, check that 'stdeexcept_base.cpp' has been added to the workspace.
6. Procedure for Using Class string

6.1 Essentials on Using Stream Input/Output Handling

When string classes are to be used with iostream of RXC or SHC, the following standard libraries provided with RXC or SHC must be included.

- ios(EC++): class library for stream input/output
- ctype.h: library for character operations

The following source file must also be included in the user project.

- string_io.cpp

6.2 Including Source Files

When stream input/output handling is to be used, add ‘string_io.cpp’ to the project in the way shown in figures 17, 18, and 19.

The additional source files are stored in the following directory:

C:\Program Files\Renesas\Hew\EXAMPLES\STL\1_0_0\src

![Figure 17 Adding a File to a Project](image-url)
Figure 18  Selecting an Additional Source File

Figure 19  Project File after Adding the Source File
6.3 Limitations on Using Stream Input/Output Handling

In RXC or SHC, the standard stream inputs and outputs, cin and cout, are defined in the EC++ library. However, compared with the specifications in standard C++, the differences shown in Table 3 apply.

Table 3 Differences in Standard Stream Input/Output between Standard C++ and EC++

<table>
<thead>
<tr>
<th>Namespace</th>
<th>Standard C++</th>
<th>EC++</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard stream input/output</td>
<td>cin, cout, cerr, clog</td>
<td>cin, cout</td>
</tr>
<tr>
<td></td>
<td>wcin, wcout, wcerr, wclog</td>
<td></td>
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This means, for example, that code which includes ‘std::cout << strl;’ will cause a compilation error. In such a case, use ‘::cout << strl;’.

The EC++ library supports cin and cout, but does not support cerr and clog.

Wide characters are supported in the standard C library for RXC but not supported in the EC++ library. Accordingly, wcin and wcout, which are used for the input and output of wide characters, are not supported.

If a program includes ‘std::wcout << wstrl;’, consider the following alternatives.

- Switching the output by using wprintf()
- Using cout or cin after the character string type has been converted from wstring to string
7. Note

7.1 Initial Processing and Postprocessing for Global Class Objects (SHC/RXC)

When a global class object is used in the C++ language, Global Class Object Initial Processing (_CALL_INIT) and Global Class Object Postprocessing (_CALL_END) must be called before and after the main function.

This is because the declaration of a global class object is not executed even if a function is executed, so Global Class Object Initial Processing (_CALL_INIT), which explicitly calls a constructor for the target class, and Global Class Object Postprocessing (_CALL_END), which calls a destructor, must be called.

On generation of a project, when the generation of a start-up routine and of a main function in the C source file (figure 20) are specified in the High-performance Embedded Workshop, Global Class Object Initial Processing (_CALL_INIT) and Global Class Object Postprocessing (_CALL_END) are commented out in resetprg.c. Remove the comment marks if the function calls are required.

![Figure 20](https://example.com/figure20.png)

Code snippet:

```c
void PowerON_Reset_PC(void)
{
    // _CALL_INIT();
    ...
    main();
    // _CALL_INIT();
    ...
}

resetprg.c

A file is generated with Global Class Object Initial Processing and Global Class Object Postprocessing commented out.
```
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### Revision Record

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General Precautions in the Handling of MPU/MCU Products

The following usage notes are applicable to all MPU/MCU products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

1. Handling of Unused Pins
   Handle unused pins in accord with the directions given under Handling of Unused Pins in the manual.
   — The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible. Unused pins should be handled as described under Handling of Unused Pins in the manual.

2. Processing at Power-on
   The state of the product is undefined at the moment when power is supplied.
   — The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the moment when power is supplied.
   In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the moment when power is supplied until the reset process is completed.
   In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the moment when power is supplied until the power reaches the level at which resetting has been specified.

3. Prohibition of Access to Reserved Addresses
   Access to reserved addresses is prohibited.
   — The reserved addresses are provided for the possible future expansion of functions. Do not access these addresses; the correct operation of LSI is not guaranteed if they are accessed.

4. Clock Signals
   After applying a reset, only release the reset line after the operating clock signal has become stable. When switching the clock signal during program execution, wait until the target clock signal has stabilized.
   — When the clock signal is generated with an external resonator (or from an external oscillator) during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Moreover, when switching to a clock signal produced with an external resonator (or by an external oscillator) while program execution is in progress, wait until the target clock signal is stable.

5. Differences between Products
   Before changing from one product to another, i.e. to a product with a different part number, confirm that the change will not lead to problems.
   — The characteristics of an MPU or MCU in the same group but having a different part number may differ in terms of the internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.
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