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# CB30SIM V.1.11

Programming Manual

Custom Builder for M3T-PD30SIM

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# 1. Overview

## 1.1. Outline of this manual

This manual describes how to write a program when creating custom command or custom window programs using CB30SIM. For details on how to use CB30SIM, please refer to the "CB30SIM User's Manual."

## 1.2. What is CB30SIM?

CB30SIM is an entirely new development environment that allows you to create your exclusive commands or windows that operate on PD30SIM, the simulator debugger for the M16C family.

## 1.3. What can be done with CB30SIM?

By using CB30SIM you can easily create (program) custom commands and custom windows for PD30SIM.

CB30SIM provides an integrated support for all operations from programming custom commands and windows to compiling and debugging them.

The custom commands and windows thus created can be used readily on PD30SIM.

In short, CB30SIM lets you upgrade the functions of PD30SIM and customize it easily for yourself.

Since the custom commands and windows created using CB30SIM can control the simulators directly, various debug functions you may wish to have such as those listed below can easily be obtained.

- Reference and modify target memory contents
- Reference and analyze real-time trace data
- Control target program execution by running and stopping program and single-stepping source lines
- Build automatic target system testing environment

## 1.4. Features of CB30SIM

1. A window design similar to that of PD30SIM is adopted for operational integrity with PD30SIM.
2. An integrated development environment for programming, compiling, and debugging is provided.
3. The commands and windows that operate on PD30SIM can be created by yourself.
4. The program description language supported for CB30SIM is the C-language subset.
5. Various libraries like those listed below are available for CB30SIM:
  - Standard function library (stdlib.lib)
  - Simulator operating function library (system.lib)
  - Window operating function library (winlib.lib)

## **2. Custom Command Programming**

This chapter describes how to program the custom commands of PD30SIM.

### **2.1. Procedure for creating custom commands**

To create a custom command using CB30SIM, follow the procedure described below.

1. **Creating a project**

A project is a set of the source programs necessary to create custom commands. Create one project for one custom command to be created. For details on how to create a project, refer to the "CB30SIM User's Manual," Section 3.1.1, "Creating New Project for Custom Command Program".

2. **Creating source programs**

Write the operation of a custom command in a source file. For details on how to create a source file, refer to the "CB30SIM User's Manual," Section 3.1.2, "Creating New Source File". For details on how to add the source file to a project, refer to the "CB30SIM User's Manual," Section 3.1.3, "Adding Source File to Project".

3. **Building a command program**

The term "build" refers to creating a custom command program by compiling the source programs created above. For details about this operation, refer to the "CB30SIM User's Manual," Section 3.1.4, "Building a Program".

4. **Debugging a command program**

If the custom command program created does not work as intended, debug it. For details on how to debug, refer to the "CB30SIM User's Manual," Section 2.1, "CB30SIM Window".

5. **Adding custom command to PD30SIM**

To use the custom command thus completed, add it to PD30SIM. For details on how to add, refer to "Customize Functions" in the "PD30SIM User's Manual."

Described in this manual is the method for programming in 2, "Creating source programs" outlined above. For other details, refer to the corresponding sections in the "CB30SIM User's Manual."

## 2.2. Example of source program for the simplest custom command

This section explains the method of programming with CB30SIM by using a source program for the simplest custom command as an example.

- Example of custom command

|              |                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command name | hello                                                                                                                                                                                                                                                                                                                                                                                                    |
| Format       | hello address <RET>                                                                                                                                                                                                                                                                                                                                                                                      |
| Content      | <ul style="list-style-type: none"> <li>● Display a character string "Hello CB30SIM World!" in the script window.</li> <li>● Then input the character string from the script window.</li> <li>● After entering the character string, store it at the address that is specified in the first parameter of the command.</li> <li>● If any error occurs during processing, terminate the command.</li> </ul> |

- Example of source program

```

#include <stdlib.h>
#include <system.h>

int main(int argc, char **argv)
{
    char    str[128];
    int     val, i, len;

    if(argc != 2){
        exit(0);
    }
    printf("Hello CB30SIM World!¥n");
    if(gets(str) == NULL){
        exit(1);
    }
    if(_exp_eval(argv[1], EXP_DEFAULT, EXP_LABEL, &val) == FALSE){
        exit(1);
    }
    len = strlen(str);
    for(i = 0; i < len; i++){
        if(_mem_put(val + i, 1, &(str[i])) == FALSE){
            exit(1);
        }
    }
    exit(0);
}

```

*/\* 1. Program is executed \*/  
/\* from main() function \*/*

*/\* 2. Command is terminated \*/  
/\* if one parameter is nonexistent \*/*

*/\* 3. Character string is output \*/  
/\* to script window \*/*

*/\* 4. Character string is input \*/  
/\* from script window \*/*

*/\* 5. Assembler expression is \*/  
/\* analyzed to get value \*/*

*/\* 6. Memory contents are modified \*/*

- Explanation
  1. The source program of the custom command begins from the main() function. The programming language used is the C-language subset specifically designed for use in CB30SIM. Specifications of this language are detailed in the "CB30SIM User's Manual," Section 4, "Programming Language Specifications". The major differences with the C language are as follows:
    - Aggregates (structures and unions) are not supported.
    - Real types (float and double) are not supported.Stored in argc is the number of arguments, and what is stored in argv is the address that contains the pointer array that contains a pointer to the area at which the character string specified in the argument is stored. This is the same as the arguments of the main() function in the standard C language are handled.

Note that although the main() function is the only function used in this example, multiple user-defining functions can be used in the same way as in the C language.
  2. To quit the command in the middle, use the exit() function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.1.9, "exit: Terminate program execution".
  3. To display a character string in the script window, use the printf() function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.1.17, "printf: Output characters with format (to Script Window)".
  4. To input a character string from the script window, use the gets() function. This function is used in almost the same way as the gets() function in the C language. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.1.8, "gets: Input character string (from Script Window)".
  5. To analyze an assembler expression to get a value, use the \_exp\_eval() function. Labels and symbols can be used in the expressions analyzed by this function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.2.59, "\_exp\_eval: Analyze assembler expression".
  6. To set a value in the target CPU memory, use the \_mem\_put() function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.2.189, "\_mem\_put: Set memory value".

### 2.3.Functions that can be used in programming a custom command

The functions that can be used in programming a custom command can broadly be classified into the following two groups.

1. Standard functions

The functions similar to the standard C-language functions that are assumed to be relatively frequently used are supported.

2. Debugger operating functions

The functions necessary to operate the debugger are supported.

### 2.4.Method for using the standard functions

When using the standard functions, include the header file `stdlib.h` in the function you are going to use. Specifications of the standard functions are detailed in the "CB30SIM User's Manual," Section 5.1, "Standard Functions (stdlib.lib)".

#### 2.4.1.Using heap area manipulating functions

This section explains how to use the functions for manipulating the heap area by using the function shown below as an example.

| Function name       | Description                    |
|---------------------|--------------------------------|
| <code>malloc</code> | Allocate memory from heap area |

[Program example]

```
char *regist_name(char *name)
{
    char    *p;
    int     len;

    if(name != NULL){                /* This line is processed only when name is
    /* not NULL */
        len = strlen(name);          /* Get length of character string */
        p = malloc(len + 1);         /* Allocate area of len + 1 bytes */
        if(p == NULL){              /* Memory allocation failed if p is NULL */
            return NULL;            /* Error */
        }
        strcpy(p, name);            /* Duplicate character string */
        return p;                   /* Return stored area */
    }
    return NULL;                    /* Error */
}
```

Shown above is a program example used to create a user-defined function that stores the character string specified by the argument `name` in the heap area using the `malloc()` function.

### 2.4.2. Using character string manipulating functions

This section explains how to use the functions for manipulating character strings by using the functions shown below as an example.

| Function name | Description                                     |
|---------------|-------------------------------------------------|
| strcmp        | Compare character strings                       |
| strtoi        | Convert character string into value             |
| sprintf       | Output character string with format (to memory) |

[Program example]

```
int eval_str(char *str1, char *str2, char *str3)
{
    int    value;

    if(strcmp(str1, "go") == 0){          /* When str1 is "go" */
        if(strtoi(str2, 0, &value) == TRUE){
            /* When str2 was converted into value */
            /* Output to str3 with format included */
            sprintf(str3, "%06X(%d)", value, value);
            return TRUE;                 /* Succeeded */
        }
    }
    return FALSE;                       /* Error */
}
```

Shown above is a program example used to create a user-defined function that when the argument "str1" is "go," converts the numeral-representing character string specified by the argument "str2" into a numeric value and outputs it to the area specified by the argument "str3" with a format included.

### 2.4.3. Using input/output functions

This section explains how to use the input/output functions by using the functions shown below as an example.

| Function name | Description                                            |
|---------------|--------------------------------------------------------|
| gets          | Input character string (from Script Window)            |
| printf        | Output character string with format (to Script Window) |

[Program example]

```
int echo_str()
{
    char    str[1024];

    if(gets(str) != NULL){               /* Character string was obtained */
        printf("Your input is [%s].\n", str); /* Output with format included */
        return TRUE;                    /* Succeeded */
    }
    return FALSE;                       /* Error */
}
```

Shown above is a program example used to create a user-defined function that outputs the character string entered in the input area of the Script Window to the window's display area with a format included.

#### 2.4.4. Using file manipulating functions

This section explains how to use the file manipulating functions by using the functions shown below as an example.

| Function name | Description                       |
|---------------|-----------------------------------|
| fopen         | Open file                         |
| fclose        | Close file                        |
| fprintf       | Output data with format (to file) |

[Program example]

```
int put_file(char *filename, int data1, int data2, int data3, int data4)
{
    int    fd;

    if((fd = fopen(filename, "w")) == NULL){ /* Open file */
        return FALSE;                       /* Error */
    }
    fprintf(fd, "Data1 = %d\n", data1);      /* Output data1 */
    fprintf(fd, "Data2 = %d\n", data2);      /* Output data2 */
    fprintf(fd, "Data3 = %d\n", data3);      /* Output data3 */
    fprintf(fd, "Data4 = %d\n", data4);      /* Output data4 */
    fclose(fd);                              /* Close file */
    return TRUE;                             /* Succeeded */
}
```

Shown above is a program example used to create a user-defined function that creates the file specified by the argument "filename" and outputs the data specified by arguments "data1" through "data4" to the file with a format included.

## 2.5.Method for using the debugger operating functions

When using the debugger operating functions, include the header file system.h in the function you are going to use. Specifications of the debugger operating functions are detailed in the "CB30SIM User's Manual," Section 5.2, "System Call Functions for Debugger Operation (system.lib)".

### 2.5.1.Using execution controlling functions

This section explains how to use the functions or controlling program execution by using the functions shown below as an example.

| Function name           | Description              |
|-------------------------|--------------------------|
| <code>_cpu_go</code>    | Execute program free-run |
| <code>_cpu_stop</code>  | Stop program execution   |
| <code>_cpu_reset</code> | Reset target system      |

[Program example]

```
int go_stop_10()
{
    int    i;

    for(i = 0; i < 10; i++){
        if(_cpu_go() == FALSE){
            return FALSE;
        }
        if(_cpu_stop() == FALSE){
            return FALSE;
        }
    }
    if(_cpu_reset() == FALSE){
        return FALSE;
    }
    return TRUE;
}
```

*/\* Repeat 10 times \*/*  
*/\* Execute program in \*/*  
*/\* free-run mode \*/*  
*/\* Error in the above \*/*

*/\* Stop program execution \*/*  
*/\* Error in the above \*/*

*/\* Reset target system \*/*  
*/\* Error in the above \*/*

*/\* Succeeded \*/*

Shown above is a program example used to create a user-defined function that repeats program execution and stopping in free-run mode 10 times before resetting the target system.

### 2.5.2.Using register manipulating functions

This section explains how to use the functions for manipulating registers by using the functions shown below as an example.

| Function name             | Description               |
|---------------------------|---------------------------|
| <code>_reg_get_pc</code>  | Get program counter value |
| <code>_reg_put_reg</code> | Set register value        |

[Program example]

```
int pc_inc_intb()
{
    int    reg;

    if(_reg_get_pc(&reg) == FALSE){           /* Get PC value */
        return FALSE;                       /* Error in the above */
    }
    reg = (reg & 0xffff) + 1;                /* Low-order 16 bits + 1 */
    if(_reg_put_reg(reg, IN1_REG_1_A0) == FALSE){/* Set value in table A0 */
        return FALSE;                       /* Error in the above */
    }
    return TRUE;                            /* Succeeded */
}
```

Shown above is a program example used to create a user-defined function that sets the current value of the program counter in the table A0 register after incrementing the value of its 16 low-order bits by 1.

### 2.5.3.Using memory manipulating functions

This section explains how to use the memory manipulating functions by using the functions shown below as an example.

| Function name         | Description      |
|-----------------------|------------------|
| <code>_mem_get</code> | Get memory value |
| <code>_mem_put</code> | Set memory value |

[Program example]

```
int inc_1000H()
{
    char    data[128];
    int     i;

    if(_mem_get(0x1000, 128, data) == FALSE){ /* Get 128 bytes beginning with */
        return FALSE;                       /* address 1000H */
        /* Error in the above */
    }
    for(i = 0; i < 128; i++){                /* Repeat 128 times */
        (data[i])++;                         /* Increment data */
    }
    if(_mem_put(0x1000, 128, data) == FALSE){ /* Set 128 bytes beginning with */
        return FALSE;                       /* address 1000H */
        /* Error in the above */
    }
    return TRUE;                            /* Succeeded */
}
```

Shown above is a program example used to create a user-defined function that increments 128 bytes of memory values beginning with address 1000H by 1.

#### 2.5.4. Using software break manipulating functions

This section explains how to use the functions for manipulating software breaks by using the functions shown below as an example.

| Function name             | Description               |
|---------------------------|---------------------------|
| <code>_break_set</code>   | Set/enable software break |
| <code>_break_reset</code> | Clear software break      |

[Program example]

```
int go_F000H()
{
    if(_break_set(0xF000) == FALSE){          /* Set software break at address F000H */
        return FALSE;                       /* Error in the above */
    }
    if(_cpu_gb() == FALSE){                 /* Execute program with break */
        return FALSE;                       /* Error in the above */
    }
    _cpu_wait();                            /* Wait until target execution is stopped */
    if(_break_reset(0xF000) == FALSE){      /* Clear software break at address F000H */
        return FALSE;                       /* Error in the above */
    }
    return TRUE;                            /* Succeeded */
}
```

Shown above is a program example used to create a user-defined function that executes a program until it is stopped at address F000H.

### 2.5.5. Using debug information manipulating functions

This section explains how to use the functions for manipulating debug information by using the functions shown below as an example.

| Function name                | Description                          |
|------------------------------|--------------------------------------|
| <code>_line_addr2line</code> | Get source line of indicated address |
| <code>_exp_eval</code>       | Analyze assembler expression         |
| <code>_c_exp_eval</code>     | Analyze C-language expression        |

[Program example]

```
int str_eval(char *str, int *is_c, char *filename, int *line, int *find_line)
{
    int    value, val;
    char   s1[128], s2[128], s3[128];

    if(_exp_eval(str, EXP_DEFAULT, EXP_LABEL, &value) == TRUE){
        *is_c = FALSE;           /* Assembler expression */
    }else if(_c_exp_eval(str, &value, &val, s1, s2, s3) == TRUE){
        *is_c = TRUE;           /* C-language expression */
    }else{
        return FALSE;          /* Error in analyzing expression */
    }
    if(_line_addr2line(value, line, filename) == TRUE){
        *find_line = TRUE;      /* Source file name and line number */
                                /* found */
    }else{
        *find_line = FALSE;     /* Source file name and line number */
                                /* nonexistent */
    }
    return TRUE;
}
```

Shown above is a program example used to create a user-defined function that determines whether the character string specified by the argument `str` is an assembler or a C-language expression and gets the source file name and line number that corresponds to the address obtained by analyzing the expression.

### 2.5.6. Using scrip command executing functions

This section explains how to use the functions for executing script commands by using the functions shown below as an example.

| Function name        | Description                      |
|----------------------|----------------------------------|
| <code>_syscom</code> | Execute PD30SIM's script command |

[Program example]

```

int DB(int addr)
{
    char    str[128];

    sprintf(str, "DumpByte %X", addr);          /* Create script command character */
                                                /* string */
    if(_syscom(str) == FALSE){                 /* Execute script command */
        return FALSE;                          /* Error in the above */
    }
    return TRUE;                               /* Succeeded */
}

```

Shown above is a program example used to create a user-defined function that executes a DumpByte script command using the address specified by the argument `addr` as the first argument.

### 2.5.7. Using DOS command executing functions

This section explains how to use the functions for executing DOS commands by using the functions shown below as an example.

| Function name        | Description         |
|----------------------|---------------------|
| <code>_doscom</code> | Execute DOS command |

[Program example]

```

int CP(char *src, char *dest)
{
    char    str[256];

    sprintf(str, "copy %s\Y\Y*. * %s\Y\Y*. *", src, dest); /* Create DOS command character */
                                                            /* string */
    if(_doscom(str) == FALSE){                             /* Execute DOS command */
        return FALSE;                                       /* Error in the above */
    }
    return TRUE;                                           /* Succeeded */
}

```

Shown above is a program example used to create a user-defined function that executes a DOS command to copy a file from the directory specified by the argument `src` to the directory specified by the argument `dest`.

## **3. Custom Window Programming**

This chapter explains how to program the custom windows of PD30SIM.

### **3.1. Procedure for creating a custom window**

To create a custom window using CB30SIM, follow the procedure described below.

#### **1. Creating a project**

A project is a set of the source programs necessary to create custom windows. Create one project for one custom window to be created. For details on how to create a project, refer to the "CB30SIM User's Manual," Section 3.2.1, "Creating New Project for Custom Window Program".

#### **2. Creating source programs**

Write the operation of a custom window in the framework source file that is automatically generated by CB30SIM when creating a project. For details on how to edit the framework source file, refer to the "CB30SIM User's Manual," Section 3.2.2, "Editing Automatically Created Framework Source File".

#### **3. Building a window program**

The term "build" refers to creating a custom window program by compiling the source programs created above. For details about this operation, refer to the "CB30SIM User's Manual," Section 3.1.4, "Building a Program".

#### **4. Debugging a window program**

If the custom window program created does not work as intended, debug it. For details on how to debug, refer to the "CB30SIM User's Manual," Section 2.1, "CB30SIM Window".

#### **5. Adding custom window to PD30SIM**

To use the custom window thus completed, add it to PD30SIM. For details on how to add, refer to "Customize Functions" in the "PD30SIM User's Manual."

Described in this manual is the method for programming in 2, "Creating source programs" outlined above. For other details, refer to the corresponding sections in the "CB30SIM User's Manual."

### 3.2. Example of source program for the simplest custom window

This section explains the method of programming with CB30SIM by using a source program for the simplest custom window as an example.

- Example of custom window

|             |                                                                                                                                                                                                                                                                              |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Window name | Hello Window                                                                                                                                                                                                                                                                 |
| Content     | <ul style="list-style-type: none"> <li>● Display "Hello Window" in title</li> <li>● Window size is 300 x 200 pixels</li> <li>● Display characters "Hello CB30SIM World!" and start a new line</li> <li>● Get current PC value and display it in hex after "PC = "</li> </ul> |

- Example of source program (excerpt from framework source file)

```

OnCreate()          /* 1. OnCreate() function in framework source file */
{
    /* Write message handler code here, please. */
    /* 2. Display "Hello Window" in title */
    _win_set_window_title("Hello Window");
    /* 3. Set window size to 300 x 200 (pixels) */
    _win_set_window_size(300, 200);
}

OnDraw()           /* 4. OnDraw() function in framework source file */
{
    /* Write message handler code here, please. */
    int    pc;
    /* 5. Set drawing start position at (0, 0) (cursor coordinates) */
    _win_set_cursor(0, 0);
    /* 6. Display "Hello CB30SIM World!" in window */
    _win_printf("Hello CB30SIM World!¥n");
    _reg_get_pc(&pc);
    /* 7. Display PC value in window */
    _win_printf("PC = %05X¥n", pc);
}

```

The lines printed in plain style are the codes automatically generated in the framework source file by CB30SIM. The lines printed in bold face are the codes added by the user.

- Execution example



- Explanation

1. The source file (called the "framework source file") automatically generated by CB30SIM when creating a custom window project contains several functions written in it beforehand. These functions are special ones that are automatically called by PD30SIM when any operation is performed on the custom window. These functions are called the "handle functions."

The OnCreate() handle function is called immediately before creating a window in order to initialize the window frame size, title, and necessary variables. This handle function is executed first of all functions when you start up a custom window program. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.4.4, "OnCreate Handle Function".

2. To set the title of a custom window, use the `_win_set_window_title()` function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.3.23, "`_win_set_window_title`: Set custom window title".

3. To set the size of a custom window, use the `_win_set_window_size()` function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.3.38, "`_win_set_window_size`: Set custom window size".

4. The OnDraw() handle function is called when, for example, displaying part (or the whole) of a window that is hidden behind some other window in order to redraw the window. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.4.6, "OnDraw Handle Function".

5. To set the cursor position, use the `_win_set_cursor()` function. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.3.3, "`_win_set_cursor`: Set cursor position".

6. To output a character string at the current cursor position of the window, use the `_win_printf()` function. In this case, the cursor is moved to a position next to the last character that is output. Specifications of this function are detailed in the "CB30SIM User's Manual," Section 5.3.1, "`_win_printf`: Output character string with format (to Custom Window)".

### 3.3.About the handle functions

A custom window functions as one of PD30SIM windows. Therefore, a custom window exchanges information with PD30SIM and the OS as it goes on operating.

When an operation is performed on the custom window or an elapsed time is notified by the system timer, PD30SIM calls the corresponding handle function of the custom window program for the operation performed or the notification received. The processing written in a handle function is executed when such an operation is performed on the custom window that requires calling the handle function.

All handle functions do not have an argument. Nor are their returned values evaluated by PD30SIM.

For the OnMouseMove() handle function that is called when the mouse is moved, and the OnSize() handle function that is called when the window size is changed, for example, the data showing the current mouse position and the window size before the change are stored in the area indicated by a global variable \_HandleMsgBlock located in a library immediately before calling the handle function.

By referencing the data stored in \_HandleMsgBlock within the handle function, it is possible to get the information associated with the operation performed or the notification received. The procedure for getting such information is automatically written in the framework source file.

For details about the handle functions, refer to the "CB30SIM User's Manual," Section 5.4, "Handle Functions for Custom Window".

**[Precaution] Since the handle functions are special functions called by PD30SIM, do not try to call them freely like a user-defined function. This is because such an operation could make it impossible for PD30SIM to call them correctly.**

### 3.4.About framework source file

CB30SIM automatically generates a source file (i.e., the framework source file) when creating a project. All of the handle functions called by PD30SIM and the procedures for acquiring data are written in this file.

Among such procedures written in the framework source file are the codes to get the information associated with the operation performed on the custom window or the received notification from \_HandleMsgBlock and copy it to the local variable(s) of the handle function.

If processing for the operations performed on the custom window is wanted, write it in each corresponding handle function in the framework source file after the comment shown below.

```
/* Write message handler code here, please. */
```

**[Precaution] Do not delete the handle functions written in the framework source file. CB30SIM will become unable to build correctly. Do not modify the local variable setup procedures written in the handle functions either. The custom window program may become unable to operate correctly.**

### 3.5.Method for using handle functions

This section describes how to use the handle functions written in the framework source file.

**[Precaution]** Since the handle functions are special functions called by PD30SIM, do not try to call them freely like a user-defined function. This is because such an operation could make it impossible for PD30SIM to call them correctly.

#### 3.5.1.Using the OnCreate handle function (to start creating a window)

When PD30SIM starts executing a custom window program, the OnCreate() function is called only once immediately before creating a custom window. In this function, set the position at which a window opens, the window size when opened, and the window title, as well as generate control items (e.g., buttons).

The OnCreate handle function that is automatically created is shown below.  
(There is no information associated with it.)

```
OnCreate()
{
    /* Write message handler code here, please. */
}
```

The OnCreate() handle function is the first function executed among all functions in the custom window program source file.

When creating a window, the handle functions are called in order of OnCreate -> OnSize -> OnDraw.

#### 3.5.2.Using OnDestroy handle function (to start destroying a window)

When a system menu is selected to close a custom window that is open, the OnDestroy() handle function is called only once immediately before destroying the custom window. In this function, free the heap area and system timer and perform related other operations. The control items are automatically destroyed after this function is executed.

The OnDestroy handle function that is automatically created is shown below.  
(There is no information associated with it.)

```
OnDestroy()
{
    /* Write message handler code here, please. */
}
```

The OnDestroy() handle function is the last function executed among all functions in the custom window program source file.

After processing of the OnDestroy() handle function is terminated, PD30SIM frees the control items used and destroys the custom window before it finishes executing the custom window program.

### 3.5.3. Using the OnDraw handle function (to request redrawing a window)

The OnDraw() handle function is called in the cases described below. In this function, PD30SIM draws a window in the window drawing area.

- When part (or the whole) of a custom window is hidden behind some other window and the hidden part is exposed  
    In this case, the window drawing area is cleared immediately before calling the OnDraw() handle function.
- When one of the window manipulating functions to redraw a window is called  
    There are following two redraw functions:
  1. `_win_redraw_clear()`  
    If this function is called, the window drawing area is cleared immediately before calling the OnDraw() handle function.
  2. `_win_redraw()`  
    If this function is called, the window drawing area is not cleared immediately before calling the OnDraw() handle function.

The OnDraw handle function that is automatically created is shown below.  
(There is no information associated with it.)

```
OnDraw()
{
    /* Write message handler code here, please. */
}
```

Since the OnDraw() handle function is called rather frequently, Mitsubishi recommends that this function be used for only drawing a window, and that the OnEvent() handle function, etc. be used to get or process the data required for drawing (e.g., memory and register values) that takes time.

### 3.5.4. Using the OnEvent handle function (for status change of PD30SIM)

The OnEvent() handle function is called when the status of PD30SIM has changed. In this function, processing is performed that corresponds to a change of the PD30SIM status.

A change of the PD30SIM status refers to one of the following events:

1. When a new target program is downloaded
2. When the target program is single-stepped
3. When a register value is modified
4. When the information to be displayed by PD30SIM is modified

The type of change that has occurred to the status of PD30SIM is passed to the local variable nEventID. Types of status are detailed in the "CB30SIM V.1.10 User's Manual," Section 5.4.7, "OnEvent Handle Function".

Since processing need to be performed for multiple status changes by one handle function, a procedure that is taken normally is that a switch statement, etc. is used at the beginning of the function to determine the type of change indicated by the local variable nEventID and control is made to branch off to processing that corresponds to the status change that has occurred.

The OnEvent handle function that is automatically created is shown below.  
(The information associated with it is nEventID.)

```
OnEvent()
{
    int      nEventID;

    nEventID = ((int *)_HandleMsgBlock)[0];

    /* Write message handler code here, please. */
}
```

If the target memory value is modified in PD30SIM's dump window, etc., the OnEvent() handle function is called for nEventID == EVT\_PUT\_MEM. For a custom window where memory values are displayed, the memory values are reacquired to update the display.

Note that when the target program is executing, the OnEvent() handle function is periodically called for nEventID == EVT\_TIME\_10MS. It is recommended that processing which need to be performed periodically only when the target program is executing (e.g., processing based on sampling) be written at a place to which control branches for nEventID == EVT\_TIME\_10MS.

### [About window drawing processing]

The following explains how processing is performed to draw a window using the OnDraw() and OnEvent() handle functions described above.

There are following two ways in which the OnDraw() handle function normally is used:

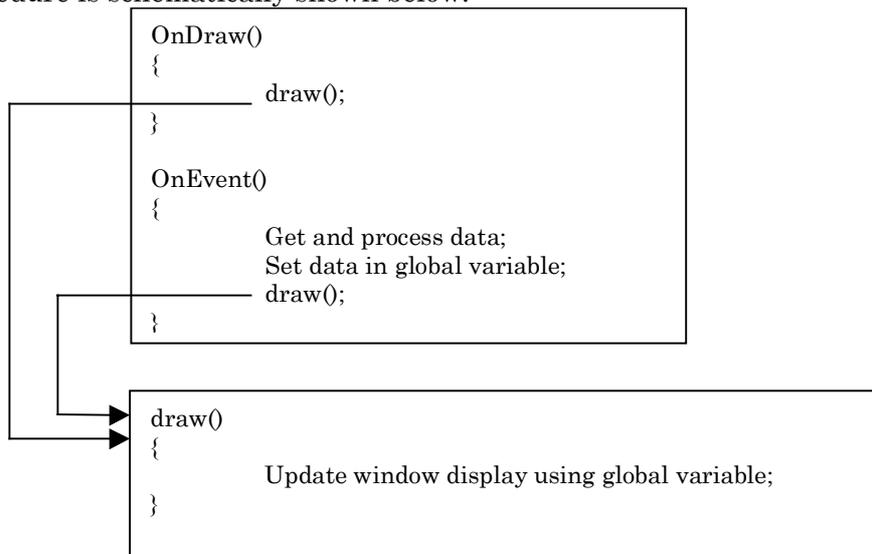
1. Drawing processing is not performed in this function; instead, some other function that performs the entire drawing processing is called.  
(The OnDraw() handle function works merely as one that receives a redrawing request. All drawing processing is performed by calling some other function.)
2. Drawing processing is performed in this function. (In some cases, a "subcontract" function may be called.)  
(The OnDraw() function must always be executed to perform the processing to draw a window.)

The following explains the difference between these two methods and how each method is used.

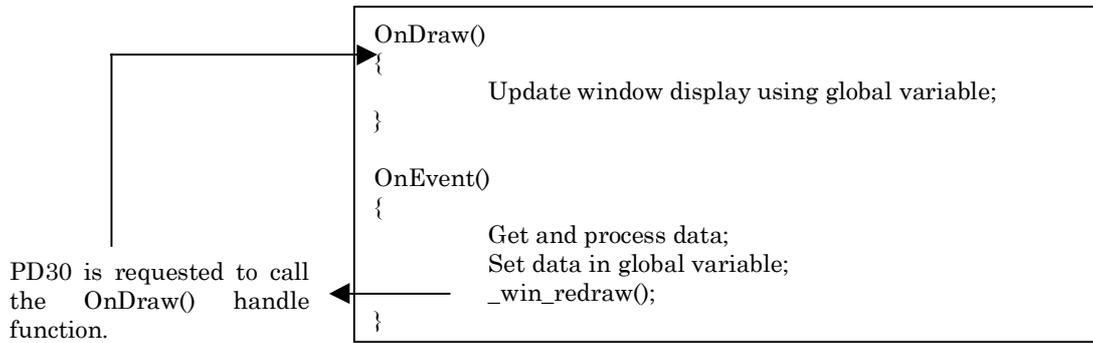
Drawing processing need to be performed at times other than when the OnDraw() function is called. For example, assume a window (e.g., PD30SIM's memory window) in which a specific memory content is displayed successively. For such a window, every time the target memory value is modified, the window display must be updated with a new memory value.

In such a case, the OnEvent() handle function may be used to get the target memory value which is then stored in a global variable and drawn to the window by a drawing function.

If method 1 is used for drawing to a window, get a memory value in the OnEvent() handle function and then call a function directly from it that performs drawing processing. Thus, method 1 is that when drawing is required, a function to perform drawing processing is called directly after acquiring the data necessary for the drawing. This procedure is schematically shown below.



If method 2 is used for drawing to a window, get a memory value in the OnEvent() handle function and then call the \_win\_redraw() or \_win\_redraw\_clear() function in order to request PD30SIM to call the OnDraw() handle function. Thus, method 2 is that when drawing is required, the OnDraw() function is called indirectly by requesting it from PD30SIM after acquiring the data necessary to perform drawing processing. This procedure is schematically shown below.



The OnDraw() handle function is frequently called, even on an unintended occasion such as when some other window crosses in front of a window. Therefore, it is desirable that the OnDraw() handle function be used for only drawing, and that time-consuming processing (e.g., acquiring and processing data) be performed at other timing.

### 3.5.5. Using the OnSize handle function (to change window size)

The OnSize() handle function is called when the size of a custom window is changed. In this function, PD30SIM performs processing that corresponds to a change of the customer window size.

The type of size change (e.g., maximize or iconify) and the new width and height of the client area are passed to local variables nType, cx, and cy, respectively. Types of size changes are detailed in the "CB30SIM User's Manual," Section 5.4.18, "OnSize Handle Function".

The OnSize handle function that is automatically created is shown below. (The information associated with it are nType, cx, and cy.)

```
OnSize()
{
    int      nType;
    int      cx;
    int      cy;

    nType = ((int *)_HandleMsgBlock)[0];
    cx = ((int *)_HandleMsgBlock)[1];
    cy = ((int *)_HandleMsgBlock)[2];

    /* Write message handler code here, please. */
}
```

For custom window programs that change drawing, etc. by using a window's size information, use global variables to hold the window sizes (cx, cy) acquired by the OnSize() handle function.

Since the OnSize() handle function is called following the OnCreate() handle function when creating a window, it can also be used to get the window size when created.

### 3.5.6. Using the OnCommand handle function (to manipulate control items (buttons))

The OnCommand() handle function is called when one of the generated control items (buttons) is operated on. In this function, perform the processing that corresponds to the control item that is operated on.

The control item's command ID, notification code, and handle respectively are passed to local variables nID, nMsg, and hHandle. The OnCommand() handle function is detailed in the "CB30SIM User's Manual," Section 5.4.3, "OnCommand Handle Function".

The OnSize handle function that is automatically created is shown below.  
(The information associated with it are nId, nMsg, and hHandle.)

```
OnCommand()
{
    int      nId;
    int      nMsg;
    int      nHandle;

    nId = ((int *)_HandleMsgBlock)[0];
    nMsg = ((int *)_HandleMsgBlock)[1];
    nHandle = ((int *)_HandleMsgBlock)[2];

    /* Write message handler code here, please. */
}
```

Buttons are the only control item supported by CB30SIM.

The local variable nMsg is not used for buttons; nMsg is reserved for use in future versions of CB30SIM.

### 3.5.7. Using the OnHScroll and other handle functions (to manipulate scroll bars)

The OnHScroll() handle function is called when the horizontal scroll bar is operated on.

Similarly, the OnVScroll() handle function is called when the vertical scroll bar is operated on. In these functions, perform the processing that corresponds to the scroll bar that is operated on.

The operation code for the scroll bar (e.g., drag, page scroll) and the scroll thumb (slider) position respectively are passed to local variables "nSBCode" and "nPos". The operation code and scroll thumb position detailed in the "CB30SIM User's Manual," Section 5.4.8, "OnHScroll Handle Function".

The OnHScroll handle function that is automatically created is shown below.  
(The information associated with it are nSBCode and nPos.)

```
OnHScroll()
{
    int      nSBCode;
    int      nPos;

    nSBCode = ((int *)_HandleMsgBlock)[0];
    nPos = ((int *)_HandleMsgBlock)[1];

    /* Write message handler code here, please. */
}
```

The local variable nPos is used only when nSBCode is SB\_THUMBPOSITION or SB\_THUMBTRACK.

When the scroll operation is completed, these functions are called for nSBCode == SB\_ENDSCROLL to notify the end of scroll operation to window.

### 3.5.8. Using the OnLButtonDbClk and other handle functions (to manipulate mouse)

Following handle functions are called when the mouse is operated on.

| Handle function | Cases where the function is called             |
|-----------------|------------------------------------------------|
| OnLButtonDbClk  | When the left mouse button is double-clicked.  |
| OnLButtonDown   | When the left mouse button is pressed.         |
| OnLButtonUp     | When the left mouse button is released.        |
| OnMouseMove     | When the mouse cursor is moved.                |
| OnRButtonDbClk  | When the right mouse button is double-clicked. |
| OnRButtonDown   | When the right mouse button is pressed.        |
| OnRButtonUp     | When the right mouse button is released.       |

In these functions, perform the processing that corresponds to the kind of operation performed on the mouse.

The key code that is pressed at the same time the mouse is operated on and the mouse cursor's x and y coordinates respectively are passed to local variables nFlags, x, and y. The key code is detailed in the "CB30SIM User's Manual," Section 5.4.11, "OnLButtonDbClk Handle Function".

The OnHScroll handle function that is automatically created is shown below.  
(The information associated with it are nFlags, x, and y.)

```
OnLButtonDbClk()
{
    int    nFlags;
    int    x;
    int    y;

    nFlags = ((int *)_HandleMsgBlock)[0];
    x = ((int *)_HandleMsgBlock)[1];
    y = ((int *)_HandleMsgBlock)[2];

    /* Write message handler code here, please. */
}
```

When the mouse button is double-clicked, the above handle functions are called in order of OnXButtonDown -> OnXButtonUp -> OnXButtonDbClk -> OnXButtonUp. (X is L when the left button is concerned or R when the right button is concerned.)

### 3.5.9. Using the OnChar and other handle functions (to manipulate keys)

Following handle functions are called when a key is operated on the keyboard.

| Handle function | Cases where the function is called                                                                                      |
|-----------------|-------------------------------------------------------------------------------------------------------------------------|
| OnChar          | When a WM_KEYDOWN message is converted into character code. Stored in the key code is the converted ASCII code.         |
| OnKeyDown       | When any key other than the system key is pressed. Stored in the key code is the virtual key code of the pressed key.   |
| OnKeyUp         | When any key other than the system key is released. Stored in the key code is the virtual key code of the released key. |

In these functions, perform the processing that corresponds to the kind of operation performed on the keyboard.

The key code, repeat count value, and scan code value of the pressed key are passed to local variables nChar, nRepCnt, and nFlags, respectively. The key code and the repeat count and scan code values are detailed in the "CB30SIM User's Manual," Section 5.4.9, "OnKeyDown Handle Function".

The OnChar handle function that is automatically created is shown below.  
(The information associated with it are nChar, nRepCnt, and nFlags.)

```
OnChar()
{
    int    nChar;
    int    nRepCnt;
    int    nFlags;

    nChar = ((int *)_HandleMsgBlock)[0];
    nRepCnt = ((int *)_HandleMsgBlock)[1];
    nFlags = ((int *)_HandleMsgBlock)[2];

    /* Write message handler code here, please. */
}
```

When a key that can be converted into character code is pressed, the above handle functions are called in order of OnKeyDown -> OnChar -> OnKeyUp. If a key is held down, the handle functions are called in order of OnKeyDown -> (OnChar) -> OnKeyDown (OnChar) -> ... -> OnKeyUp. (The OnChar handle function is called only when a key is pressed that can be converted into character code.)

If the pressed key corresponds to one of ASCII characters, the corresponding ASCII code is stored in nChar. For keys that do not correspond to ASCII characters such as in the case of function keys, a corresponding virtual key code value is stored in nChar. For details about virtual key code, refer to the "CB30SIM User's Manual," Section 5.4.9, "OnKeyDown Handle Function".

### 3.5.10.Using the OnTimer handle function

The OnTimer() handle function is called at preset intervals when the system timer provided by Windows is used. In this function, write the processing that is executed at preset intervals.

The timer's identification number is passed to local variable nIDEvent. This identification number can be set as desired by the user when using Windows' system timer.

Since processing need to be performed for multiple timer-related processing by one handle function, a procedure that is taken normally is that a switch statement, etc. is used at the beginning of the function to determine the type of timer indicated by the local variable nIDEvent and control is made to branch off to processing that corresponds to the timer concerned.

The OnTimer handle function that is automatically created is shown below.  
(The information associated with it is nIDEvent.)

```
OnTimer()
{
    int        nIDEvent;

    nIDEvent = ((int *)_HandleMsgBlock)[0];

    /* Write message handler code here, please. */

}
```

Note that when the target program is executing, the OnEvent() handle function is periodically called for nEventID == EVT\_TIME\_10MS. It is recommended that processing which need to be performed periodically only when the target program is executing (e.g., processing based on sampling) be serviced by the OnEvent() handle function.

**[Precaution] The total number of system timers is limited by the OS used. Use of too many system timers than necessary could affect the operation of other applications.**

### 3.6.Functions that can be used in programming a custom window

The functions that can be used in programming a custom window are broadly classified into the following three groups:

#### 1.Standard functions

The functions similar to the standard C-language functions that are assumed to be relatively frequently used are supported.

#### 2.Debugger operating functions

The functions necessary to operate the debugger are supported.

#### 3.Window manipulating functions

The functions necessary to manipulate a window are supported.

### 3.7.Method for using window manipulating functions

When using the window manipulating functions, include the header file `winlib.h` in the function you are going to use.

Specifications of the window manipulating functions are detailed in the "CB30SIM User's Manual," Section 5.3, "System Call Functions for Window Operation (winlib.lib)".

#### 3.7.1.Using drawing functions

This section explains how to use the drawing functions by using the functions shown below as an example.

| Function name                 | Description             |
|-------------------------------|-------------------------|
| <code>_win_printf</code>      | Output text with format |
| <code>_win_set_cursor</code>  | Set cursor position     |
| <code>_win_set_color</code>   | Set text color          |
| <code>_win_set_bkcolor</code> | Set background color    |
| <code>_draw_frame_rect</code> | Draw rectangle          |

The functions whose name begins with `_win` draw an object on cursor coordinates (the coordinate system specified by row and column). One character of system font is output to one column of cursor coordinate.

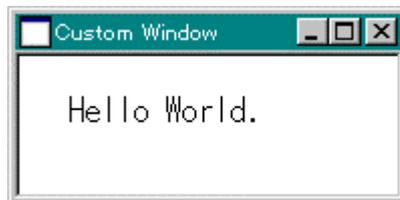
The functions whose name begins with `_draw` draw an object on pixel coordinates (the coordinate system specified by a dot position).

The following shows an example where character strings "Hello world" are output to a custom window.

```
OnDraw()
{
    /* Write message handler code here, please. */
    _win_set_cursor(3, 1);           /* Set cursor position to (3, 1) */
    _win_printf("Hello World.");    /* Output character string */
}
```

The lines printed in plain style are the codes automatically generated in the framework source file by CB30SIM. The lines printed in bold face are the codes to be added by the user. (The same applies in the examples that may follow.)

Display example



The following shows an example where "Hello world" is output in inverse video.

```
OnDraw()
{
    /* Write message handler code here, please. */
    int      old_color; /* Variable used to save text color before change */
    int      old_bkcolor; /* Variable used to save background color before change */

    _win_set_cursor(3, 1); /* Set cursor position to (3, 1) */
                          /* Set text color to white */
    old_color = _win_set_color(COLOR_WHITE);
                          /* Set background color to black */
    old_bkcolor = _win_set_bkcolor(COLOR_BLACK);
    _win_printf("Hello World."); /* Output character string */
    _win_set_color(old_color); /* Restore text color */
    _win_set_bkcolor(old_bkcolor); /* Restore background color */
}
```

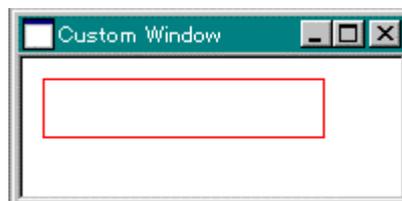
Display example



The following shows an example where a red rectangular area is drawn.

```
OnDraw()
{
    /* Write message handler code here, please. */
                          /* Draw a red rectangle whose upper left */
                          /* coordinate is (10, 10) and lower right */
                          /* coordinate is (150, 40) */
    _draw_frame_rect(10, 10, 150, 40, COLOR_RED);
}
```

Display example



### 3.7.2. Using functions to manipulate control items (buttons)

Buttons are supported as the control item that can be attached to a custom window created by CB30SIM. This section explains how to use the control item manipulating functions by using the functions shown below as an example.

| Function name                     | Description        |
|-----------------------------------|--------------------|
| <code>_win_button_create</code>   | Create button      |
| <code>_win_button_set_text</code> | Change button text |

The following shows an example where the button is assigned a label "button" when created and the label is changed between uppercase and lowercase each time the button is entered.

```

#define      IDB_BUTTON      (1000)  /* Define button ID number */
int         hButton;         /* Variable to store button handle */
int         count;           /* Variable to store button-pressed count */

OnCommand()
{
    int      nId;
    int      nMsg;
    int      nHandle;

    nId = ((int *)_HandleMsgBlock)[0];
    nMsg = ((int *)_HandleMsgBlock)[1];
    nHandle = ((int *)_HandleMsgBlock)[2];

    /* Write message handler code here, please. */
    switch(nId){
    case IDB_BUTTON:           /* If button ID is IDB_BUTTON */
        if(++count % 2){       /* If button-pressed count is odd number */
            /* Change label to "BUTTON" */
            _win_button_set_text(hButton, "BUTTON");
        }else{                 /* If button-pressed count is even number */
            /* Change label to "button" */
            _win_button_set_text(hButton, "button");
        }
    }
    break;
}

OnCreate()
{
    /* Write message handler code here, please. */
    count = 0;                 /* Initialize button-pressed count to 0 */
                                /* Create button whose upper left coordinate */
                                /* is (10, 10) and lower right coordinate is */
                                /* (100, 4) that has a label "button" and */
                                /* IDB_BUTTON as its ID and hold button's */
                                /* handle in hButton */
    hButton = _win_button_create(10, 10, 100, 40, "button", IDB_BUTTON);
}

```

Display example (when created)



Display example (when button is entered)



### 3.7.3. Using functions to manipulate the status bar

This section explains how to use the status bar manipulating functions by using the functions shown below as an example.

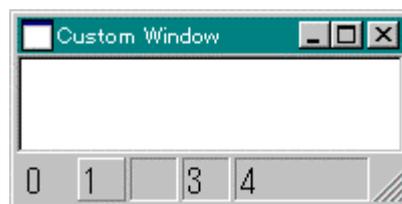
| Function name                        | Description             |
|--------------------------------------|-------------------------|
| <code>_win_statusbar_create</code>   | Create status bar       |
| <code>_win_statusbar_set_pane</code> | Set items of status bar |
| <code>_win_statusbar_set_text</code> | Set text of status bar  |

The following shows an example for a status bar that has five items.

```
OnCreate()
{
    /* Write message handler code here, please. */
    _win_statusbar_create(5); /* Create status bar that has five items */
        /* et 0th item (leftmost item) in SBPS_NOBORDER */
        /* style and in size of 20 pixels */
    _win_statusbar_set_pane(0, SBPS_NOBORDER, 20);
        /* Draw "0" in 0th item */
    _win_statusbar_set_text(0, "0");
        /* Set 1st item in SBPS_POPOUT style and in size of */
        /* 20 pixels */
    _win_statusbar_set_pane(1, SBPS_POPOUT, 20);
        /* Draw "1" in 1st item */
    _win_statusbar_set_text(1, "1");
        /* Set 2nd item in SBPS_DISABLED style and in size of */
        /* 20 pixels */
    _win_statusbar_set_pane(2, SBPS_DISABLED, 20);
        /* Set 3rd item in SBPS_NORMAL style and in size of */
        /* 20 pixels */
    _win_statusbar_set_pane(3, SBPS_NORMAL, 20);
        /* Draw "3" in 3rd item */
    _win_statusbar_set_text(3, "3");
        /* Set 4th item in SBPS_STRETCH | SBPS_NORMAL */
        /* style Since SBPS_STRETCH style is set, 4th item */
        /* stretches as window is expanded or reduced */
    _win_statusbar_set_pane(4, SBPS_STRETCH | SBPS_NORMAL, 0);
        /* Draw "4" in 4th item */
    _win_statusbar_set_text(4, "4");
}
```

Specify the style of the status bar item in the third argument of the `_win_statusbar_set_pane()` function. Styles are detailed in the "CB30SIM User's Manual," Section 5.3.32, "`_win_statusbar_set_pane`: Set status bar items".

Display example



### 3.7.4. Using functions to manipulate the scroll bar

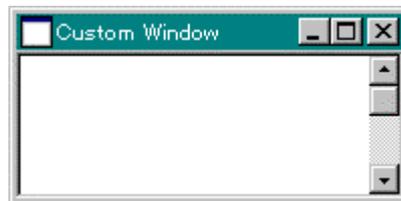
This section explains how to use the scroll bar manipulating functions by using the functions shown below as an example.

| Function name                   | Description                             |
|---------------------------------|-----------------------------------------|
| <code>_win_vscroll_range</code> | Set scroll range of vertical scroll bar |
| <code>_win_vscroll_pos</code>   | Set position of vertical scroll box     |

The following shows an example for displaying a vertical scroll bar in the window.

```
OnCreate()
{
    /* Write message handler code here, please. */
    _win_vscroll_range(0, 100);      /* Set scroll range to 0 through 100 */
}
```

Display example



Shown below is an example of the OnVScroll() handle function in which processing is written that corresponds to the up/down operation of the scroll bar.

```

int  VScrollPageSize;          /* Contain number of lines per page */
int  VScrollPos;              /* Store thumb position */

OnVScroll()
{
    int      nSBCode;
    int      nPos;

    nSBCode = ((int *)_HandleMsgBlock)[0];
    nPos = ((int *)_HandleMsgBlock)[1];

    /* Write message handler code here, please. */
    switch(nSBCode){
    case SB_BOTTOM:            /* Scroll to the bottom */
        VScrollPos = 100;
        break;
    case SB_ENDSCROLL:        /* Finish scrolling */
        break;
    case SB_LINEDOWN:        /* Scroll one line down */
        VScrollPos++;
        break;
    case SB_LINEUP:          /* Scroll one line up */
        VScrollPos--;
        break;
    case SB_PAGEDOWN:        /* Scroll one page down */
        VScrollPos += VScrollPageSize;
        break;
    case SB_PAGEUP:          /* Scroll one page up */
        VScrollPos -= VScrollPageSize;
        break;
    case SB_THUMBPOSITION: /* Scroll to absolute position */
        /* (Current position is specified by nPos)*/
    case SB_THUMBTRACK:      /* Drag scroll box to specified position */
        /* (Current position is specified by nPos) */
        VScrollPos = nPos;
        break;
    case SB_TOP:             /* Scroll to the top */
    default:
        VScrollPos = 0;
    }
    if(VScrollPos < 0)      /* Processing performed when output of scroll */
        /* range */
        VScrollPos = 0;
    if(VScrollPos > 100)
        VScrollPos = 100;
    _win_vscroll_pos(VScrollPos); /* Set scroll thumb position */
    _win_redraw_clear();        /* Redraw custom window */
}

```

### 3.7.5.Using functions to manipulate dialog box

This section explains how to use the dialog box manipulating functions by using the functions shown below as an example.

| Function name                 | Description             |
|-------------------------------|-------------------------|
| <code>_win_dialog</code>      | Create input dialog box |
| <code>_win_message_box</code> | Create message box      |

The following shows an example where an input dialog box is used to get a value. This function opens the input dialog box, asking the user to input a value, and when "eisuke" is input, returns TRUE; otherwise, it returns FALSE after displaying an error in the message box.

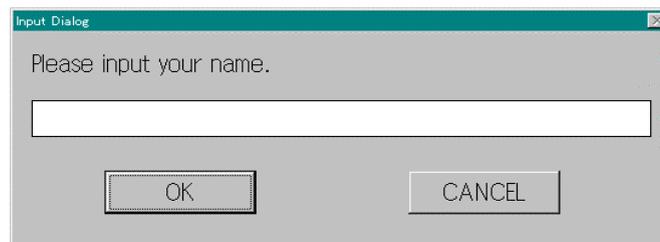
```
int check_name()
{
    char    name[100];

    /* Open input dialog box, asking for input */
    if(_win_dialog("Please input your name.", name) == TRUE){
        /* OK button is input */
        if(strcmp(name, "eisuke") == 0){
            /* Character string is "eisuke" */
            return TRUE;
        }
    }

    /* Display error in message box */
    _win_message_box(" Name is incorrect ", "Error!",
        MB_ICONEXCLAMATION | MB_OK);

    return FALSE;
}
```

Display example



Input dialog box



Message box

### 3.7.6. Using functions to manipulate the window frame

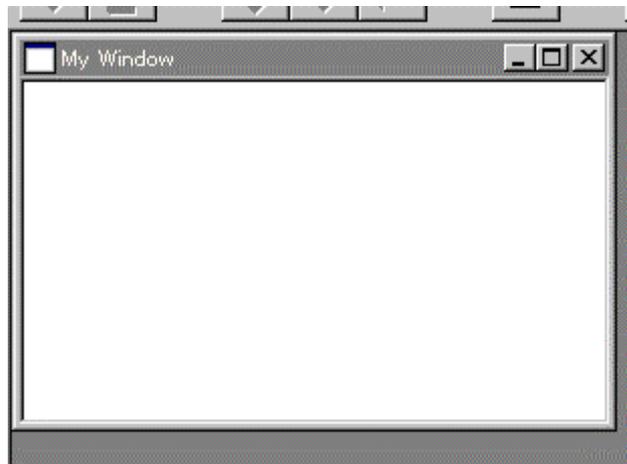
This section explains how to use the window frame manipulating functions by using the functions shown below as an example.

| Function name                      | Description                            |
|------------------------------------|----------------------------------------|
| <code>_win_redraw</code>           | Redraw custom window                   |
| <code>_win_redraw_clear</code>     | Redraw custom window (with area clear) |
| <code>_win_set_window_title</code> | Set title of custom window             |
| <code>_win_set_window_pos</code>   | Set position of custom window          |
| <code>_win_set_window_size</code>  | Set size of custom window              |

The following shows an example where the custom window is titled "My Window" and its size when opened is (300 x 200) pixels and the window is opened at a position (0, 0). The window position is referenced to the upper left corner of the PD30SIM window's client area as its origin (0, 0), with pixels in the rightward direction defined by `x` and those in the downward direction defined by `y`.

```
OnCreate()
{
    /* Write message handler code here, please. */
    _win_set_window_title("My Window"); /* Set window title */
    _win_set_window_size(300, 200);      /* Set window size */
    _win_set_window_pos(0, 0);          /* Set window position */
}
```

Display example



### 3.7.7. Using functions to operate the system timer

This section explains how to use the system timer operating functions by using the functions shown below as an example.

| Function name                | Description        |
|------------------------------|--------------------|
| <code>_win_timer_set</code>  | Set system timer   |
| <code>_win_timer_kill</code> | Clear system timer |

The following shows an example where the system timer is used to increment a counter every 200 ms.

```
#define      IDT_1    (10)                /* Define timer ID number */
int         count;                       /* Counter */

OnCreate()
{
    /* Write message handler code here, please. */
    _win_timer_set(IDT_1, 200);          /* Set system timer */
    count = 0;                          /* Initialize counter to 0 */
}

OnDestroy()
{
    /* Write message handler code here, please. */
    _win_timer_kill(IDT_1);            /* Clear system timer */
}

OnTimer()
{
    int      nIDEvent;

    nIDEvent = ((int *)_HandleMsgBlock)[0];

    /* Write message handler code here, please. */
    if(nIDEvent == IDT_1){              /* If system timer is IDT_1 */
        count++;                        /* Increment counter by 1 */
    }
}
```

Note that when the target program is executing, the `OnEvent()` handle function is periodically called for `nEventID == EVT_TIME_10MS`. It is recommended that processing which need to be performed periodically only when the target program is executing (e.g., processing based on sampling) be serviced by the `OnEvent()` handle function.

**[Precaution]** The total number of system timers is limited by the OS used. Use of too many system timers than necessary could affect the operation of other applications.

# MEMO

# CB30SIM V.1.11 Programming Manual

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# CB30SIM V.1.11 Programming Manual



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