e² studio
Integrated Development Environment
User’s Manual: Getting Started Guide

RENESAS MCU
RZ Family

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General Precautions in the Handling of Microprocessing Unit and Microcontroller Unit Products

The following usage notes are applicable to all Microprocessing unit and Microcontroller unit 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. Precaution against Electrostatic Discharge (ESD)
   A strong electrical field, when exposed to a CMOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop the generation of static electricity as much as possible, and quickly dissipate it when it occurs. Environmental control must be adequate. When it is dry, a humidifier should be used. This is recommended to avoid using insulators that can easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors must be grounded. The operator must also be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions must be taken for printed circuit boards with mounted semiconductor devices.

2. Processing at power-on
   The state of the product is undefined at the time 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 time 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 time 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 time when power is supplied until the power reaches the level at which resetting is specified.

3. Input of signal during power-off state
   Do not input signals or an I/O pull-up power supply while the device is powered off. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Follow the guideline for input signal during power-off state as described in your product documentation.

4. Handling of unused pins
   Handle unused pins in accordance 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 the 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.

5. Clock signals
   After applying a reset, only release the reset line after the operating clock signal becomes stable. When switching the clock signal during program execution, wait until the target clock signal is 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. Additionally, 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.

6. Voltage application waveform at input pin
   Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between $V_{IL}$ (Max.) and $V_{IH}$ (Min.) due to noise, for example, the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between $V_{IL}$ (Max.) and $V_{IH}$ (Min.).

7. Prohibition of access to reserved addresses
   Access to reserved addresses is prohibited. The reserved addresses are provided for possible future expansion of functions. Do not access these addresses as the correct operation of the LSI is not guaranteed.

8. Differences between products
   Before changing from one product to another, for example to a product with a different part number, confirm that the change will not lead to problems. The characteristics of a microprocessing unit or microcontroller unit products in the same group but having a different part number might differ in terms of 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.
How to Use This Manual

This manual describes the role of the e² studio integrated development environment for developing applications and systems and provides an outline of its features.

e² studio is an Integrated Development Environment (IDE) for RX family, RL78 family and RZ family, integrating the necessary tools for the development phase of software (design, implementation, and debugging) into a single platform.

By providing an integrated environment, it is possible to perform all development using just this product, without the need to use many separate tools.

Readers
This manual is intended for users who wish to understand the functions of the e² studio and who design software and hardware applications.

Purpose
This manual aims to provide the user with the explanation of the features provided by e² studio when they commence the development of their hardware and software systems using the targeted devices.

Organization
This manual can be broadly divided into the following sections.

CHAPTER 1 GENERAL
CHAPTER 2 INSTALLATION
CHAPTER 3 IMPORT / GENERATE PROJECT
CHAPTER 4 BUILD
CHAPTER 5 DEBUG
CHAPTER 6 HELP

How to Read This Manual
It is assumed that the readers of this manual have general knowledge of electronics, logic circuits, and microprocessors.

Conventions
Data significance: Higher digits on the left and lower digits on the right
Active low representation: XXX (overscore over pin or signal name)
Note: Footnote for item marked with Note in the text
Caution: Information requiring particular attention
Remark: Supplementary information
Numeric representation: Decimal … XXXX
<table>
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<tr>
<th>Abbreviation</th>
<th>Full Form</th>
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<tr>
<td>API</td>
<td>Application Programming Interface</td>
</tr>
<tr>
<td>ARM</td>
<td>Advanced RISC Machine</td>
</tr>
<tr>
<td>CAN</td>
<td>Controller Area Network</td>
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<tr>
<td>CDT</td>
<td>C/C++ Development Tooling</td>
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<tr>
<td>CG</td>
<td>peripheral Code Generator</td>
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<tr>
<td>CPU</td>
<td>Central Processing Unit</td>
</tr>
<tr>
<td>ELF/DWARF</td>
<td>Executable and Linkable Format / Debugging With Attributed Record Formats</td>
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<td>FIT</td>
<td>Firmware Integration Technology</td>
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<td>GB</td>
<td>Gigabyte</td>
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<td>GCC</td>
<td>GNU Compiler Collection</td>
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<td>GDB</td>
<td>GNU project DeBugger</td>
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<td>GHz</td>
<td>Giga Hertz</td>
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<td>GUI</td>
<td>Graphical User Interface</td>
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<td>IDE</td>
<td>Integrated Development Environment</td>
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<tr>
<td>I/O</td>
<td>Input / Output</td>
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<tr>
<td>JTAG</td>
<td>Joint Test Action Group</td>
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<tr>
<td>LCD</td>
<td>Liquid Crystal Display</td>
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<tr>
<td>LED</td>
<td>Light Emitting Diode</td>
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<td>LVDS</td>
<td>Low-Voltage Differential Signalling</td>
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<tr>
<td>MCU</td>
<td>Microcontroller Unit</td>
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<tr>
<td>OS</td>
<td>Operating System</td>
</tr>
<tr>
<td>PC</td>
<td>Personal Computer or Program Counter</td>
</tr>
<tr>
<td>PMOD</td>
<td>Peripheral MODule (an open standard defined by Digilent Inc™)</td>
</tr>
<tr>
<td>RTOS</td>
<td>Real Time Operating System</td>
</tr>
<tr>
<td>SC</td>
<td>Smart Configurator</td>
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<tr>
<td>SD</td>
<td>Secure Digital</td>
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<td>SFR</td>
<td>Special Function Registers</td>
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<tr>
<td>SVN</td>
<td>SubVersioN</td>
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<td>TFT</td>
<td>Thin Film Transistor</td>
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<tr>
<td>URL</td>
<td>Uniform Resource Locator</td>
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1. General

Renesas e² studio is the Integrated Development Environment for Renesas embedded microcontrollers. e² studio is based on the industry-standard open-source Eclipse IDE framework and the C/C++ Development Tooling (CDT) project, covering build (editor, compiler, and linker control) and debug phases with an extended GNU Debug (GDB) interface support.

This chapter describes the system configuration and operating environment for the e² studio IDE for developing applications for the RZ family high-end ARM-based microprocessors.

1.1 System Configuration

Below is an example of a typical system configuration.

![System Configuration Example - RZ/A1H Renesas Starter Kit](image)

1.2 System Requirements

Below are the system requirements for this product.

Hardware Environment:

- Processor: At least 1GHz (hyper-threading/multi-core supporting CPU)
- Main Memory: At least 4GB of free space. 8GB is recommended.
- Hard disk Capacity: At least 2GB of free space
- Display: Resolution at least 1,024 x 768; at least 65,536 colors
- Interface: USB 2.0 (High-speed/Full-speed). High-speed is recommended.

Software Environment:

Windows® 8.1 (32/64-bit versions) and Windows® 10 (32/64-bit versions)

64-bit OS is required for e² studio 2020-04 or later.
1.3 Supported Compiler

RZ family devices use GNU compilers for ARM architecture. Each device has a recommended version of the GNU compiler. Refer to https://www.renesas.com/rz. These compilers can be installed during the installation of e² studio by selecting them in the Additional Software pane (an Internet connection is required - see chapter 2.1) or can be downloaded from the web page below and installed separately (toolchain integration will be necessary).

- GNU ARM Embedded toolchain (GCC 6; 6-2016-q4-major or higher version): https://developer.arm.com/open-source/gnu-toolchain/gnu-rm/downloads
- GNU ARM Embedded toolchain (GCC\textsuperscript{note} 5; 5-2016-q3-update or lower version): https://launchpad.net/gcc-arm-embedded/+download
- GNUARM-NONE toolchain: https://gcc-renesas.com/rz/rz-download-toolchains/

Refer to chapter 2.2 for compiler installation and chapter 2.6 for e² studio toolchain integration.

Note: ‘GCC’ stands for ‘the GNU Compiler Collection’ (Refer to https://gcc.gnu.org/).

1.4 Additional Tool for Compiler Update

Libgen Update for GNU ARM Embedded Toolchains is a tool used to build ‘newlib’ specific libraries which is a C standard library implementation intended for embedded systems. Instead of a ‘prebuilt’ version of a library (a library built with a set configuration when the toolchain is created), the Libgen Update allows users to have their own ‘project-built’ library build configuration, using a custom set of options.

Libgen Update for GNU ARM Embedded Toolchains can be installed during the installation of e² studio if selected (an Internet connection is required), or can be downloaded from the web page below:

- Libgen for GNU ARM embedded toolchain (V1.2018.02 or higher version) https://gcc-renesas.com/rz/rz-download-toolchains/

Refer to chapter 2.2 for the installation of Libgen Update for GNU ARM Embedded Toolchains.

1.5 Supported Emulator

Segger J-Link Lite (RZ) and other emulators

For more detail, see RZ family product web page: https://www.renesas.com/rz
2. **Installation**

The latest e² studio IDE installer package can be downloaded from Renesas website for free. Renesas now supports both 32-bit and 64-bit versions of e² studio.

Please check detailed information from: [https://www.renesas.com/e2studio](https://www.renesas.com/e2studio). Note that user has to login to the Renesas account (in MyRenesas page) for the software download.

This chapter describes the installation and un-installation for the e² studio IDE.

e² studio installer can be used to upgrade e² studio as well as new installation. However, it does not support update between major versions such as from v5.x to v6.y, or from v6.m to v7.n.

Please uninstall the earlier versions before installation. Alternatively, install new e² studio into a new folder if you would like to keep earlier versions.

The detailed information is described below.

### 2.1 Installation of e² studio IDE (64-bit version)

1. Double-click on e² studio installer to invoke the e² studio installation wizard page. Click [Install].

   **Note:** If e² studio was installed in your PC, the option to modify, remove the existing version or install e² studio to a different location will be displayed.

![Figure 2-1. 64-bit e2 studio installation wizard](image-url)
2. Welcome page

User can change the install folder by clicking [Change…]. Click [Next] to continue.

**Note1:** If you would like to have multiple versions of e² studio, please specify new folder here.

**Note2:** Multi-byte characters cannot be used for e² studio installation folder name.

![Installation of 64-bit e² studio – Welcome page](image)

Figure 2-2 Installation of 64-bit e² studio – Welcome page
3. Device Families

Select Devices Families to install. Click the [Next] button to continue.

Figure 2-3. Installation of 64-bit e2 studio – Device Families
4. Extra Features

Select Extra Features (i.e. Language packs, SVN & Git support, RTOS support…) to install. For non-English language users, please select Language packs at this step.

Click the [Next] button to continue.

![Figure 2-4 Installation of 64-bit e2 studio – Extra Features](image)
5. Customise Features

Select the components to install and click the [Next] button to continue.

Figure 2-5 Installation of 64-bit e2 studio – Features
6. Additional Software

Select additional software (i.e. compilers, utilities, QE…) and click [Next] to continue.

**Note:** With no Internet access available, additional software installation can be skipped because software catalog cannot be downloaded. The additional software can be installed later.

![Figure 2-6 Installation of 64-bit e² studio – Additional Software](image)
7. License Agreement

Read and accept the software license agreement. Click the [Next] button.

Please note that user must accept the license agreement, otherwise installation cannot be continued.

Figure 2-7 Installation of 64-bit e² studio – Licenses
8. Shortcuts

Select shortcut name for start menu and click [Next] button to continue.

**Note:** If e² studio was installed in another location, it is recommended to rename to distinguish from the other e² studio(s).

![Image of e² studio 2020-04 Setup]

Figure 2-8 Installation of 64-bit e² studio – Shortcuts
9. Summary

Components list to be installed is shown. Please confirm the contents and click the [Install] button to install the Renesas e² studio IDE.

![Summary of installation](image)

Figure 2-9 Installation of 64-bit e² studio – Summary

10. Installing...

The installation is performed. Based on selected items of Addition Software, new dialogs are opened to proceed with installation for these softwares.
11. Results

Installation results are listed here. Please note if any errors are shown.

Click [OK] button to complete the installation.

Figure 2-10 Installation of 64-bit e² studio – Results
2.2 Installation of e² studio IDE (32-bit version)

1. Double-click on e² studio installer to invoke the e² studio installation wizard page. Click [Install].

   Note: If e² studio was installed in your PC, the option to modify, remove the existing version or install e² studio to a different location will be displayed. If you would like to have multiple versions of e² studio, please specify “Install to a different location” here. Click the [Next] button to continue.

![Figure 2-11. 32-bit e² studio installation wizard](image)

2. Welcome page
   Click the [Next] button to continue.

![Figure 2-12. Welcome page of 32-bit installer](image)
3. Install Folder

The default installation location is set to: `C:\Renesas\e2_studio`. Enter the install folder directly into the textbox or click the **Browse**… button to modify it. Click the **Next** button to continue.

**Note1:** If you would like to have multiple versions of e² studio, please specify new folder here.  
**Note2:** Multi-byte characters cannot be used for e² studio installation folder name.

![Figure 2-13. Installation of 32-bit e² studio – Install Folder](image-url)
4. Device Families

Select Devices Families to install. Make sure you tick the checkbox for **Support for RZ Devices**.

![Figure 2-14. Device Families Page (32-bit): Support for RZ Devices](image-url)
Note: Support for RZ/G Devices is the option for RZ/G Linux application project generation and debugging. (Only 32-bit version of e² studio has this option.) If you need to develop applications for Linux on RZ/G device, please select this too.

Figure 2-15. Device Family Page (32-bit): Support for RZ/G Devices
5. Extra Components

Select the required extra components (e.g. language packs, SVN & Git support, RTOS support...). For example, select RTOS if using a RTOS such as FreeRTOS or OpenRTOS. Click the Next button to continue.

![Extra Components Selection](image)

Figure 2-16. Extra Components Page (32-bit): RTOS is selected
6. Components

The components needed by the selected **Device Families**, are automatically selected. Please check the selected components and then click the **Next** button to continue.

![Components Page (32-bit e² studio)](image)

*Figure 2-17. Components Page (32-bit e² studio)*
7. Additional Software

Check that additional software (i.e. GCC ARM Embedded (it is same with GNU ARM Embedded toolchain) and LibGen for GCC ARM Embedded) are selected. The additional software list is automatically populated according to the selected device families. The selected software's installer will be invoked by the e² studio installer (for more information, see chapter 2.3). If you want to use a version of GCC ARM Embedded which is not included in the list, please download and install it separately (see chapter 1.3). Click the Next button to continue.

Figure 2-18. Additional Software Page (32-bit e² studio)
8. License Agreement
Read and accept the software license agreement by selecting the Next button.
Please note that you have to accept the license agreement, otherwise installation cannot be continued.

![Figure 2-19. Additional Software Page (32-bit e² studio)](image)

9. Shortcuts
Select a shortcut name for the start menu and click the Next button to continue.

![Figure 2-20. Shortcuts Page (32-bit e² studio)](image)
10. Summary
   Click the Install button to install the Renesas e² studio IDE.

   ![Image](image1.png)
   **Figure 2-21. Summary Page (32-bit e² studio)**

11. Installing…
    The installation is performed. Depending on selected items of additional software, new dialog prompts may appear during the installation process. Please see chapter 2.2 for more detailed information.

12. Results
    Click the OK button to complete the installation.

   ![Image](image2.png)
   **Figure 2-22. Summary Page (32-bit e² studio)**
2.3 Installation of Additional Software

The e² studio installer invokes other installers which were selected within the Additional Software pane (such as GNU Compilers or Libgen Update for GNU ARM Embedded Toolchains).

2.3.1 GNU ARM Embedded Toolchain

If it was selected in the Additional Software pane of e² studio, you will see the installation wizard for the GNU ARM Embedded Toolchain during the installation process.

1. Click Next.
2. After reading the license agreement, click I Agree.
3. Select the destination folder. The default folder is recommended.
4. At the end of the installation, you can select options such as adding the path to the Windows environment variable, and adding registry information.

![Image of GNU ARM Embedded Toolchain installation wizard]

Figure 2-23. Installation of GNU ARM Embedded Toolchain
2.3.2 Libgen Update for GNU ARM Embedded Toolchains

If it was selected in the Additional Software pane of e² studio, you will see the installation wizard for the Libgen Update for GNU ARM Embedded Toolchains during the installation process. If you do not wish to update the GNU ARM Embedded Toolchain, terminate the Libgen Update for GNU ARM Embedded Toolchains by clicking the \( \times \) (close) button.

1. Click **Click here to select your GNU ARM Embedded Toolchain installation folder**.

2. Select the folder for the GNU ARM Embedded Toolchain to update.

![Figure 2-24. Libgen Update for GNU ARM Embedded: Select Toolchain Folder](image)
3. Next, click **Install Libgen Update for GNU ARM Embedded Toolchains.**

![Libgen Update for GNU ARM Embedded Toolchains](image)

**Figure 2-25. Libgen Update for GNU ARM Embedded: Update Toolchain**

If you want to update another toolchain, download **Libgen Update for GNU ARM Embedded** separately and run it (refer to Chapter 1.4).
2.4 Uninstallation of the e² studio IDE

The e² studio IDE can be uninstalled by following the usual steps to uninstall a program in a Windows OS.

1. Search for **Apps & features** in the Windows Search Box. Click on the search result to go to **Apps & features**.
2. From the currently installed programs list, choose ‘e² studio’ and click the **Uninstall** button.
3. Click the **Uninstall** button again to confirm the deletion of e² studio.

At the end of the uninstallation, the e² studio IDE will be deleted from the installed location and Windows shortcut menus will be removed.

2.5 Major Version Upgrade for the e² studio IDE

The **Check for Updates** operation does not work for major version upgrades (a major digit version number increase, for example from version 6.3.0 to version 7.0.0), you need to use the e² studio installer for major upgrades. Please note that you should not overwrite the existing installation. Before installing the new version, you must uninstall the old one. However, to keep both the old and new IDE versions, you can install the new version to a different location.

2.6 Update e² studio plugins

The e² studio IDE supports online and offline updates for minor version updates (i.e. minor digit number increases, for example going from version 7.3.0 to version 7.4.0). This allows the available software components to be updated over the internet or without an internet connection.

2.6.1 Online Minor Version Update

This chapter shows how to perform a minor version update online:

1. From the **Help** menu, click **Check for Updates** to display the **Available Updates** panel.

---

**Figure 2-26. Check for Updates Menu**
2. All the software components are selected by default in the **Available Updates** panel. This allows you to update them all to the latest version (an example is shown in Figure 2-2). Click the **Next** button to proceed.

![Available Updates Panel](image)

**Figure 2-27. e² studio – Available Updates Panel (1/3)**

3. Select the **Next** button to continue the update.

![Update Details Panel](image)

**Figure 2-28. e² studio – Available Updates Panel (2/3)**
4. Read and accept the software license agreement. Click the **Finish** button to complete the update.

![Figure 2-29. e² studio – Available Updates Panel (3/3)](image)

5. Click the **Help → About e² studio** menu option to check the version number and verify the update.

![Figure 2-30. e² studio – About e² studio Panel](image)
2.6.2 Offline Minor Version Update

This chapter shows how to update e² studio using the update function of the installer.

1. Download the desired new version of e² studio offline installer from the following Renesas URL:
   http://www.renesas.com/e2studio_download
   
   **Note**: Offline update using the ‘Differential Update Program’ is only applicable for e² studio version 3.X and below.

2. Double-click to run the installer file downloaded in step 1. The installer will detect the existing version and you can choose to upgrade the current version, or install the new version of e² studio to a different folder.

3. Click **Upgrade** followed by **Next** to start the update.

![Figure 2-31. Upgrade e² studio from Offline Installer](image)

4. Follow the steps shown in Chapter 2.1 **Installation of e² studio IDE**. Step 2 **Install Folder** will be skipped since the upgrade option will use the same destination folder as the existing e² studio installation.
2.7 Register Toolchain to e² studio

The e² studio installer can install toolchains (such as GCC ARM Embedded) automatically during e² studio installation with a valid Internet connection. However, in situations where an Internet connection is not available during e² studio installation, toolchains that are needed can be installed later by using installer files from the web site and then registered to e² studio. For the toolchain download site for RZ, please refer to chapter 1.3.

e² studio scans for installed toolchains on start up. After a new toolchain installation, e² studio will pop up a toolchain integration window to allow for toolchain selection.

Figure 2-32. e² studio Toolchain Integration

To check for installed compilers, click the Integrate non-integrated toolchains icon from the toolbar, or click Help → Add Renesas Toolchains to open Renesas Toolchain Management as shown below. Check the desired toolchain to integrate it with e² studio.

Figure 2-33. e² studio Add Renesas Toolchains
If the desired toolchain is not listed, Click **Add…** and specify the location where it is installed.

**Figure 2-34. Toolchain Management: Register New Toolchain**
3. Import / Generate Project

This chapter describes how to import existing projects (such as sample code in software packages) and how to generate a new project.

Note: Multi-byte characters cannot be used for the e² studio installation folder name, project name, project folder, or source file names.

3.1 Import Existing Project

Renesas provides various useful sample projects in the RZ device software package. These sample projects can easily be imported into e² studio. You can also import your own projects this way.

1. Download the software package.

2. Open the Import dialog with a click on “Import projects…” link in Project Explorer (if there is no projects in the workspace) or select the menu File → Import.

![Figure 3-1. Import Menu](image)
3. Select **General → Existing Projects into Workspace** and click **Next**.

4. Select the folder or project archive file then click **Browse** and select the project folder in the workspace.

![Figure 3-2 Select Folder or Archive File Included Project Files](image)

5. Projects generated by legacy e² studio (before V6.0) will need to be upgraded. Click the **Project Upgrade Required** pop-up message (continued on the next page).

![Figure 3-3. Project Upgrade](image)
Alternatively, run **Upgrade Legacy e2 studio Projects**... from the project right-button context menu.

![Figure 3-4. Manual Project Upgrade](image)

6. Select the projects to upgrade and click **Finish** (Figure 3-5).

![Figure 3-5. Migration Required Dialog Box](image)
3.2 New Project Generation

When creating a new project, the method of creating the project differs between RZ/A2M and other RZ groups. This chapter explains how to generate a project for each device.

3.2.1 Project Generation of RZ/A2M

This chapter illustrates an example when using the RZ/A2M Evaluation Board Kit. The RZ/A2M project type can be selected from ‘Loader Project’ or ‘Application Project’. On the RZ/A2M, both types of project need to be built and downloaded when debugging.

A ‘Loader Project’ is a project for generating a loader program, and an ‘Application Project’ is a project for creating a user application program. A ‘Loader Project’ sets the serial flash memory of the RZ/A2M Evaluation Board Kit so that it can be accessed at high speed, and then branches to the ‘Application Project’ (if the loader program has not been downloaded, the application program cannot be executed).

When using it on your own system, change the program according to the specifications of the serial flash memory being used.

To create a new project, launch the e² studio IDE from the Windows start menu and specify a workspace directory.

1. Click File → New → C/C++ Project to open the New Project Creation Wizard.

![Figure 3-6. Open New Project Creation Wizard](image)
2. Select the template for the new project (for example Renesas RZ: GCC for Renesas RZ C/C++ Executable Project). Click Next to proceed.

![Figure 3-7. Select Project Template](image)

3. First, create a loader project. Enter the project name ('Loader'). Click Next to proceed.

![Figure 3-8. Specify Project Name](image)
4. Select the following settings:
   - Language: ‘C’
   - Toolchain: ‘GCC ARM Embedded’
   - Toolchain Version: ‘6.3.1.20170620’
   - Target Device: ‘R7S921053’
   - Project Type: ‘Loader Project’

   Select **Create Hardware Debug Configuration** and then **J-Link ARM**. Click **Next** to proceed.

![Figure 3-9. Select Toolchain, Device & Debug Settings: e.g. RZ/A2M Renesas Starter Kit](image)

5. Click **Next** to proceed because Loader Projects do not support Smart Configurator.

![Figure 3-10. Select Coding Assistant Settings](image)
6. In the initial settings, USB and RTC are not used. In 'Loader Project', click **Next** to proceed.

![Figure 3-11. Select Peripheral Usage Options](image)

7. Keep default settings for additional CPU options and click **Next** to proceed.

![Figure 3-12. Select Additional CPU Options](image)
8. Select ‘Project-Built’ and click **Next** to proceed.

![Figure 3-13. Library Generator Settings: Select Project Built](image)

9. A project summary is displayed. Click **Finish** to generate the project.

![Figure 3-14. New Project Creation Wizard (Summary)](image)
10. A new C project named ‘Loader’ will be created.

![Figure 3-15. New C Project Created](image)

11. Next, create an Application project.

Click File → New → C/C++ Project to open the New Project Creation Wizard.

![Figure 3-16 Open New Project Creation Wizard](image)
12. Select the template for the new project (for example, Renesas RZ: ‘GCC for Renesas RZ C/C++ Executable Project’). Click Next to proceed.

![Figure 3-17. Select Project Template](image)

13. Now, create the Application Project. Enter the project name (‘Application’). Click Next to proceed.

![Figure 3-18. Specify Project Name](image)
Select the following settings.

- Language: ‘C’ or ‘C++’
- Toolchain: ‘GCC ARM Embedded’
- Toolchain Version: ‘6.3.1.20170620’
- Target Device: ‘R7S921053’
- Project Types: ‘Application Project’

Select **Create Hardware Debug Configuration** and then **J-Link ARM**. Click **Next** to proceed.

![Select Toolchain, Device & Debug Settings: e.g. RZ/A2M Renesas Starter Kit](image-url)
15. The Coding Assistant feature can be selected if required.

**Note:**
- *Smart Configurator* supports a single user interface that combines the functionalities of Code Generator and FIT Configurator. Smart Configurator encompasses a unified clock configuration view, an interrupt configuration view and a pin configuration view.

Select **Use Smart Configurator**, click **Next** to proceed.

![Figure 3-20. Select Coding Assistant Settings](image)

16. In the initial settings, USB and RTC are not used. When using USB and RTC, select the peripheral module / channel to be used.

![Figure 3-21. Select Peripheral Usage Options](image)
17. Keep the default settings for additional CPU options and click **Next** to proceed.

![Figure 3-22. Select Additional CPU Options](image)

18. Select **Project-Built** and click **Next** to proceed.

![Figure 3-23. Select Library Generator Settings](image)
19. A project summary is displayed. Click **Finish** to generate the project.

![New GCC for Renesas RZ Executable Project](image)

*Figure 3-24. New Project Creation Wizard (Summary)*

20. Click **Open Perspective**.

![Open Associated Perspective Wizard](image)

*Figure 3-25. Open Associated Perspective Wizard*
21. A new C project named ‘Application’ is created.

![Figure 3-26. New C Project Created](image)

This project consists of an application file `Application.c` and a set of automatically generated files. All these project and source files are listed in the Project Explorer panel reflecting the folder structure of the project, just as seen in the standard file explorer.

**Notes for backing up projects:**

- Project properties are stored in files or folders with filenames or folder names that are prefixed with a '.' (dot), for example '.project'. It is necessary to include these files or folders when archiving the project for backup purposes.
- In order to restore properties shared among projects, for instance when one project makes reference to another project's files, please backup the whole workspace folder.
3.2.2 Project Generation for RZ groups (RZ/A1, RZ/T)

This chapter illustrates an example when using the RZ/A1H Renesas Starter Kit.

The created project runs within the large-capacity internal RAM of the RZ/A1. When executing with flash memory, change the program according to the specifications of the serial flash memory and memory placement.

RZ/T project generation is almost same with RZ/A1H.

For RZ/G, e² studio supports RZ Linux C/C++ project for developing Linux application. The Support for RZ/G option has to be selected during e² studio installation. Refer to Figure 2-2.

To create a new project, invoke e² studio IDE from the Windows Start menu and specify a workspace directory.

1. Click File → New → C/C++ Project to open the new project creation wizard.

![Figure 3-27. Open New Project Creation Wizard](image)

2. Select template for the new project (for example, Renesas RZ: ‘GCC for Renesas RZ C/C++ Executable Project’). Click Next to proceed.

![Figure 3-28. Select Project Template](image)
3. Enter the project name. Click **Next** to proceed.

![Figure 3-29. Specify Project Name](image)

Select the following settings.

For example using the RZ/A1H Renesas Starter Kit:

- Language: ‘C’
- Toolchain: ‘GCC ARM Embedded’
- Toolchain Version: ‘4.9.20150529’
- Target Device: ‘R7S721001’

Select **Create Hardware Debug Configuration** and then **J-Link ARM**. Click **Next** to proceed.

![Figure 3-30. Select toolchain, device & debug settings: e.g. RZ/A1H Renesas Starter Kit](image)
4. The Coding Assistant feature can be selected if required.

**Note:**
- The *Peripheral Code Generator (CG)* supports the generation of driver and peripheral function code based on GUI settings. Functions are provided as APIs and are not limited to peripheral initialization.
- *Smart Configurator* supports a single user interface that combines the functionalities of Code Generator and Middleware Configurator. Smart Configurator encompasses a unified clock configuration view, an interrupt configuration view and a pin configuration view.

5. Peripheral Code Generator and Smart Configurator may not be available for some devices.

6. Click **Next** to proceed.

![Figure 3-31. Select Coding Assistant Settings](image)

7. Keep the default settings for additional CPU options and click **Next** to proceed.

![Figure 3-32. Select Additional CPU Options](image)
8. If the selected compiler was not updated by Libgen Update for GNU ARM Embedded Toolchains, a warning message about the Library Generator will be shown in the next dialog box. Without the Library Generator, there may be project build errors during compilation. Refer to chapter 2.2.2 and run Libgen Update for GNU ARM Embedded Toolchains.

Figure 3-33. Library Generator Settings Warning Message

9. A project summary is displayed. Click Finish to generate the project.

Figure 3-34. New Project Creation Wizard (Summary)
10. A new C project named ‘Tutorial’ will be created.

This project consists of an application file Tutorial.c and a set of automatically generated files. All these project and source files are listed in the Project Explorer panel reflecting the folder structure of the project, just as seen in the standard file explorer.

Notes for backing up projects:

- Project properties are stored in files or folders with filenames or folder names that are prefixed with a ‘.’ (dot), for example ‘.project’. It is necessary to include these files or folders when archiving the project for backup purposes.

- In order to restore properties shared among projects, for instance when one project makes reference to another project's files, please backup the whole workspace folder.
4. Build

This chapter describes the build configurations and key build features of the e² studio IDE.

4.1 Build Option Settings

A new project generated with default options should run well, but it is possible to change build options with the following configuration dialogs.

1. Right click on project ‘Tutorial’ and select Properties or use shortcut keys Alt + Enter to open the Properties window.

The Properties window is supported at the workspace, project and source level. The Properties window for project supports more configurations which apply across all the files within the same project workspace.

Figure 4-1. Opening the Properties Window
2. Click **C/C++ Build → Settings → Toolchain** to view or change the toolchain version.

![Figure 4-2. Change Toolchain Version](image)

3. Click **C/C++ Build → Environment** to select the current build configuration and add or edit environment variables.

![Figure 4-3. Build Settings for Compiler: Environment](image)
4. The build option allows user to retain all the toolchain configuration settings, including the path name specified by the environment variables. The current build configuration is **HardwareDebug**, as shown in Figure 4-3.

Build option details are described in the compiler user manual which is stored at {Compiler installation directory}\share\doc. For example, it can be found in C:\Program Files (x86)\GNU Tools ARM Embedded\4.9 2015q3\share\doc.

**Note:** As seen above, there is a Tool Chain Editor setting under C/C++ Build, but please do not change the configuration in this option. The Tool Chain Editor is used for toolchains which are NOT supported by Renesas build support plugins.

### 4.2 Building the Sample Project

A project can be built by one of the ways below:

1. Right click on the project and select **Build Project**
2. Click on the project to set focus and select **Project → Build Project**
3. Click on the project to set focus and click on the **icon**
4. Click on the project to set focus and press **Ctrl + B**

![Figure 4-4. Building the Sample 'Tutorial' Project](image)

5. The Console pane shows a Build Finished message to indicate a successful build. At the end of this build, files output to the $\{CWD\}$ directory consists of makefile, Tutorial.elf, Tutorial.map, Tutorial.hex, etc.
6. **Tutorial.elf** is the standard load module in ELF/DWARF format used for debugging.

![Figure 4-5. Project Has Built Successfully](image)

### 4.3 Exporting Build Configuration Settings

The **Project Reporter** feature can export project and build configuration settings from the e² studio IDE to a file for easy checking and comparison of project/build environment settings.

1. Right-click in the **Project Explorer** pane to bring up the context menu
2. Select **Save build settings report** to save the build settings report

![Figure 4-6. Project Reporter](image)
5. Debug

This chapter describes the operation of the debug configuration and key debugging features of e² studio. The following illustration refers to 'Tutorial' project built (in Chapter 4.2) and is based on the hardware configuration of a Segger J-Link emulator and an RSK RZ/A1H board.

To open the specific perspective used for debugging, open ‘Tutorial’ project workspace in e² studio IDE and select the Debug perspective.

A perspective defines the layout of views (related to development tools) on the Workbench. Each perspective consists of a combination of views, menus and toolbars that enable user to perform a specific task.

For instance, the C/C++ perspective has views that help user to develop C/C++ programs and the Debug perspective has views that enable user to debug the program. If you attempt to connect to the debugger in the C/C++ perspective, then the IDE will then prompt you to switch to the Debug perspective.

One or more perspectives can exist in a single Workbench window. Each perspective can be customized, and new ones can be added.

Note: For more information on debug, please refer to ‘e² studio Debug Help’ as described in chapter 6.

5.1 Change Existing Debug Configurations

The debug configuration has to be configured when debugging for the first time and only needs to be done once. An existing debug configuration can be changed as follows.

1. Click the ‘Tutorial’ Project in the Project Explorer pane to set the focus.
2. Click Run \(\rightarrow\) Debug Configurations... or icon (downward arrow) \(\rightarrow\) Debug Configurations... to open the Debug Configurations window.
3. In the **Debug Configurations** window, go to **Renesas GDB Hardware Debugging** → **Tutorial HardwareDebug**. Click on the **Main** tab to ensure the load module is **Tutorial.elf**.

![Create, manage, and run configurations](image)

**Figure 5-3. Select Load Module**

4. Switch to the **Debugger** tab, set ‘J-Link ARM’ as the debug hardware and ‘R7S721001’ as the target device.

![Debugger tab](image)

**Figure 5-4. Select Target Device**
5. Under the **Debugger** tab, go to the **Connection Settings** sub tab to configure the following based on the settings in Segger J-Link emulator and RSK RZ/A1H board:

   - Interface
   - Type = ‘SWD’
   - Speed = ‘Auto’

**Note:** The debug configuration shown in Figure 5-5 is an example. Incorrect settings may cause malfunction or damage to the hardware. So please verify the board and emulator settings carefully before connection.

![Create, manage, and run configurations](image)

**Figure 5-5. Change Connection Settings**
6. Switch to the **Debug Tool Settings** sub tab, based on the RSK RZ/A1H board to ensure:

   - Memory
     Endian = ‘Little Endian’

![Create, manage, and run configurations](image)

**Figure 5-6. Change Debug Tool Settings**

7. Click the **Apply** button to confirm the settings. Then click **Debug** to execute the debug launch configuration to connect to the Segger J-Link and RSK RZ/A1H board.

8. After the successful connection, select the **Debug** view to show target debugging information in a tree hierarchy. The program entry point is set to the function 
\_PowerON\_Reset() in file *start.S*.

![Figure 5-7. User Target Connection in the Debug View](image)
5.2 Create New Debug Configurations

The simplest way to create a new debug configuration is by duplicating an existing one. It can be performed by the following steps.

1. Repeat step 1 in chapter 5.1 to open the Debug Configurations window.

2. Select a debug configuration (e.g. ‘Tutorial HardwareDebug’) and then click the icon (this duplicates the currently selected launch configuration). A new debug launch configuration (e.g. ‘Tutorial HardwareDebug (1)’) is created. It can be renamed to identify the settings by typing in the Name textbox and then clicking the Apply button.

3. The debug configuration can be configured as described in chapter 5.1. For example, change the interface speed to ‘4000’.

![Figure 5-8. Duplicate A Selected Debug Launch Configuration](image)
4. The launch configuration is marked with ‘[local]’ and a ‘*’ marker indicating that it is not yet attached to any project. Please specify project name in the **Common** tab.

![Figure 5-9. Attach Launch Configuration to a Specific Project](image)

**5.3 Launch Bar**

This chapter explains the usage of the **Launch Bar**, which is supported from V6.0.0 or later. The **Launch Bar** is located in the toolbar area of e² studio’s main window. This simple interface includes build and debug buttons for the selected launch target.

![Figure 5-10. The Launch Bar Interface](image)

The **Launch Bar** buttons behave as follows:

- The build button ![build](image) builds the load module of the selected launch configuration. 
  
  Note: There is another build button ![build](image) in the project management toolbar which builds the active build configuration in **Project Explorer**. Note that the launch bar does not reflect the active build state of **Project Explorer**, so care must be taken to ensure that you’re not building one configuration, and then launching another.

- The debug ![debug](image) button triggers the launch of the debugger.

- The stop ![stop](image) button terminates the selected launch target.

The **Launch Bar** and build button can be hidden through the following dialog.

- Click **Window** menu → **Preferences**, then click **Run/Debug** → **Launching** → **Launch Bar**
5.4 Basic Debugging Features

This chapter explains the debug views supported by the e² studio IDE.

- Standard GDB Debug (supported by Eclipse IDE framework): breakpoints, expressions, registers, memory, disassembly and variables
- Renesas Extension to Standard GDB Debug: eventpoints, I/O registers and trace.

The following are some useful buttons which exist in the Debug view:

![Image of Useful Toolbars in Debug Views]

The program is run by clicking the button or by pressing F8.

The program can be paused on a breakpoint or by clicking the button. When the program is paused, you can perform the following operations:

- The button or F5 can be used for stepping into the next method call at the currently executing line of code.
- The button or F6 can be used for stepping over the next method call (executing but without entering it) at the currently executing line of code.
- The button can be clicked again to resume running.

The button can be clicked to end the selected debug session and/or process, and the button can be clicked to disconnect the debugger from the selected process.

Some other operations are as following:

- The button can be clicked to start new debug session.
- The button can be clicked to reset the program to the power-on-reset entry point.
- The button is used for re-downloading the binary file to the target system.


Note: To demonstrate the features in following section, please use the sample code for the RZ/A1H from the Renesas website as follows:


2. Follow the instructions in chapter 3.1 to import the project “RZ_A1H_Tutorial_RSK” to the workspace.

3. Open the project properties, select **C/C++ Build → Settings** in the left pane. Select tab **Toolchain** and select the GNU ARM Embedded toolchain for the project. Click **Apply and Close**.

![Figure 5-12. Update Project Toolchain](image)

---

**Figure 5-12. Update Project Toolchain**
4. Right click on the project name in Project Explorer, select Change Device to select the correct device.

**Figure 5-13. Change Device**
5. After selecting the new device, click **Next → Next** to review changed information for the new device. If everything is OK, click **Finish**.

Figure 5-14. Changed Information after Changing Device
6. Switch to the **Tool Settings** tab, select **Cross ARM C Linker → General**, and add the script file generated by the compiler to the script file list. Click **Apply and Close**.

![Figure 5-15. Add Compiler Generated Script File](image)

7. Build the project and make sure that it is successful.
5.4.1 Breakpoints View

The Breakpoints view stores the breakpoints that were set on executable lines of the program. If a breakpoint is enabled during debugging, the execution suspends before that line of code executes. e² studio allows software and hardware breakpoints to be set explicitly in the IDE. Any breakpoints added via double click on the marker bar are by default hardware breakpoints. If the hardware resources are not available, then the breakpoint setting will fail. In case of a hardware breakpoint setting failure, an error message will prompt you to switch to a software breakpoint.

To set the default breakpoint type (hardware or software):

1. Right-click on the marker bar to bring up the context menu. For a hardware breakpoint, select Breakpoint Types → e² studio Breakpoint. For a software breakpoint, select Breakpoint Types → C/C++ Breakpoints.

To set a breakpoint:

1. Open main.c and double-click on the marker bar located in the left margin of the C/C++ Editor pane to set a breakpoint. A dot (hardware breakpoint) or (software breakpoint) is displayed in the marker bar depending on the Breakpoint Type selected. Breakpoint Type is hardware breakpoint by default.
2. Alternatively, right-click at the marker bar to choose Toggle Hardware Breakpoint or Toggle Software Breakpoint to set a hardware breakpoint or a software breakpoint.
3. Click Windows → Show View → Breakpoints or the breakpoints icon (or use shortcut key ALT + Shift + Q, B) to open the Breakpoints view to view the corresponding software breakpoints set. Software breakpoints can be enabled and disabled in the Breakpoints view.

To disable breakpoints, you can choose to disable specific breakpoints or to skip all breakpoints:

1. To disable a specific breakpoint, right-click on the software breakpoint or hardware breakpoint located in the left margin of the C/C++ Editor pane and select Disable Breakpoint, or uncheck the related line in the breakpoints view. A disabled breakpoint is displayed as a white dot ( or ).
2. To skip all breakpoints, click on the icon in the breakpoints view. A blue dot with a backslash will appear in the editor pane as well as in the breakpoints view.

Figure 5-16. Breakpoints view
5.4.2 Expressions View

The Expressions view monitors the value of global variables, static variables or local variables during debugging. For all RZ/A1H debuggers, these variables (including the local variables in scope) can be set for real-time refresh.

![Figure 5-17. Expressions View](image)

To watch a global variable:

1. Click Window ➔ Show View ➔ Expressions or the icon to open the Expressions view.
2. Drag and drop a global variable over to the Expressions view. Alternatively, right-click on the global variable and select the Add Watch Expression... menu item to add it to the Expressions view.
3. In the Expressions view, right-click to select the Real-time Refresh menu item. This refreshes the expression value in real-time when program is running. The character ‘R’ indicates that this global variable will be updated in real-time.
4. To disable the real time refresh, simply right-click to select the Disable Real-time Refresh menu item.
5.4.3 Registers View

The Registers view lists the information about the general registers of the target device. Changed values are highlighted when the program stops.

![Figure 5-18. Registers View](image)

To view the general register ‘r0’:

1. Click Window → Show View → Registers or the icon to open the Registers view.
2. Click ‘r0’ to view the values in a different radix.

Values that have been changed are highlighted in yellow in the Registers view when the program stops.
5.4.4 Memory View

The Memory view allows users to view and edit the memory presented in ‘memory monitors’. Each monitor represents a section of memory specified by its base address. The memory data in each memory monitor can be presented in different ‘memory renderings’, which are predefined data formats (e.g. hex integer, signed integer, unsigned integer, ASCII, image, etc.)

To view the memory of a variable (e.g. \texttt{g\_data\_block\_content}):

1. Click Window $\rightarrow$ Show View $\rightarrow$ Memory or the \icon{icon} icon to open the Memory view.
2. Click the icon to \icon{Monitor Memory} open Monitor Memory dialog box. Enter the address of the variable \texttt{g\_data\_block\_content}.

![Figure 5-19. Memory View (1/2)](image-url)

The global variable \texttt{g\_data\_block\_content} is presented in memory renderings of ‘Hex Integer’ format.
To add new renderings format (e.g. ASCII) for the variable `g_data_block_content`:

1. Click the `New Renderings...` tab and select ‘ASCII’ to add the rendering.

   This creates a new tab named ‘&g_data_block_content < ASCII>’ next to the tab ‘&g_data_block_content <Hex Integer>’.

---

Figure 5-20. Memory View (2/2)
5.4.5 Disassembly View

The Disassembly view shows the loaded program as assembler instructions mixed with the source code for comparison. The currently executing line is highlighted by an arrow marker in the view. In the Disassembly view, user can set breakpoints on assembler instructions, enable or disable these breakpoints, step through the assembler instructions and even jump to a specific instruction in the program.

This allows the assembly source to be linked with the C source (active debug context).

Figure 5-21. Disassembly View
To view both C and assembly codes in a mixed mode:

1. Click **Window → Show View → Disassembly** or the **icon** to open the **Disassembly** view.

2. Click the **icon** to enable synchronization between the assembly source and the C source (active debug context).

3. In the **Disassembly** view, right-click on the address column to select **Show Opcodes** and **Show Function Offsets**.

4. You can enable and disable source addresses within the editor using the context menu.

![Figure 5-22. Source Addresses Menu](image)
5.4.6 Variables View

The Variables view displays all of the valid local variables in the current program scope.

Please refer to the Expressions View section to watch global variables or external variables out of the current program scope.

![Variables View](image1)

**Figure 5-23. Variables View**

To observe a local variable (e.g. strdata in function `main()

1. Click Window → Show View → Variables or the icon to open the Variables view.
2. Step into the function `main()` to view the value of local variable `strdata`.

**Note:**

Variables which are optimized out or temporarily allocated to accumulator registers may not appear in this view. Please refer to the Disassembly view if necessary.
5.4.7 **Eventpoints View**

An event refers to a combination of conditions set for executing break or trace features during program execution. The **Eventpoints** view allows you to set up or view defined events from various categories e.g. trace start, trace stop, trace record, event break, before PC, performance (timer) start and performance (timer) stop.

The number of events that can be set and the setting conditions differ with each MCU. There are two types of event:

- **Execution address**: The emulator detects execution of the instruction at the specified address by the CPU. It can be a ‘before PC’ (before Program Counter) break (the event condition is satisfied immediately before execution of the instruction at the specified address) or other events (where the event condition is satisfied immediately after execution of the instruction at the specified address).

- **Data access**: The emulator detects access under a specified condition to specified address or specified address range. *This allows the setup of complex address and data matching criteria.*

Event combination (e.g. OR, AND (cumulative) and Sequential) can be applied to two or more events.

To set an event break for a global variable when a variable is accessed (e.g. when `g_adc_result` is assigned a new value):

1. Click **Window → Show View → Eventpoints** or the ![Eventpoints icon](image) to open the **Eventpoints** view.
2. Double-click the **Event Break** option to open **Edit Event Break** dialog box.
3. Click the **Add…** button to continue.

![Figure 5-24. Edit Event Break](image)

4. Select **Data Access** as the eventpoint type.
5. Go to the **Address Settings** tab, click the ![Address icon](image) and browse for the symbol `g_adc_result` (the address of this global variable is `&g_adc_result`).
6. Next, switch to the **Data Access Settings** tab, select ‘Write’ for **Data Settings**. Click **OK** to proceed.

![Add Eventpoint](image)

**Figure 5-25. Add Eventpoint**

7. Ensure that the event break for `&g_adc_result` is set and enabled in the **Eventpoints** view. Reset to execute the program from the start.

![Event Break](image)

**Figure 5-26. Execution of Event Break**

Figure 5-26 shows that when `g_adc_result` is assigned a new value, the program stops at code line number 303 of `adc.c` (where `g_adc_result` is assigned new value).
5.4.8 IO Registers View

IO Registers is also known as the Special Function Registers (SFR). The IO Register view displays all the registers set defined in a target-specific I/O file, including their address, hexadecimal and binary values. You can further customize your own IO registers view by selectively adding I/O registers to the Selected Registers pane.

To view selected I/O registers (e.g. OSTM0CMP in OSTM0):

1. Click Windows → Show View → Others… In the ‘Show View’ dialog, click IO Registers under Debug or the  icon to open the IO Registers view.
2. Under the All Registers tab, locate OSTM0 in the IO Registers view. Expand the OSTM0 I/O register list.
3. Drag and drop the ‘OSTM0CMP’ to the Selected Registers pane. A green dot • besides the I/O register indicates the status of being the selected register(s).
4. Switch to the Selected Registers tab to view ‘OSTM0CMP’ of the ‘OSTM0’ I/O register.

The expanded I/O register list may take a longer time to load in the All Registers pane. Hence, it is advisable to customize and view multiple selected I/O registers from the Selected Registers pane.
5.4.9 Trace View

Tracing means the acquisition of bus information per cycle from the trace memory during user program execution. The acquired trace information is displayed in the Trace view. It is helpful when tracking the program execution flow to search for and examine points where problems have arisen.

The trace buffer is limited to a size of 1 to 32 Mbytes. The oldest trace data is overwritten with the new data once the buffer has become full.

Tracing is not fully supported on the RZ/A1H.
5.5 How to debug (RZ/A2M)

This chapter describes how to debug referring to the ‘Loader’ and ‘Application’ projects built in Chapter 3.2.1 and based on the hardware configuration: Segger J-Link emulator and RZ/A2M Evaluation Board Kit as target board.

1. Click the ‘Loader’ project in the Project Explorer pane to set focus.
2. Build the ‘Loader Project’ (refer to Chapter 4.2), to create the ‘Loader.elf’ file.

4. Click the button of Launch Bar, and connect to target board and download ‘Loader.elf’ file to it.

5. Click the button on the Launch Bar to stop the debug session.
6. Click the ‘Application’ project in Project Explorer pane to set focus.
7. Build the ‘Application Project’ (refer to Chapter 4.2), to create the ‘Application.elf’ file.
8. Select ‘Loader HardwareDebug’ in the Launch Configuration of the Launch Bar.

9. Click the button on the Launch Bar, to connect to the target board and download the ‘Application.elf’ file to it.
10. After downloading the ‘Application.elf’ file, click the button to restart the program from the entry point of ‘Loader.elf’.
6. Help

The help system allows you to browse, search, bookmark and print help documentation from a separate Help window or help view within the workbench. You can also access an online forum dedicated to e² studio from here.

Click on the Help tab to pull down the help menu.

![Figure 6-1. Help Menu](image)

**Quick Help Tips**

1. Click **Welcome** for an overview of e² studio, a link to access the IDE tutorial and sample, and to view the release notes.

2. Click **Help Contents** to open a separate Help window with search function.

3. Click **RenesasRulz Community Forum** to go online forum that is dedicated to topics and discussion related to e² studio IDE. Internet connection is required.
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