A note on Using High-performance Embedded Workshop (IDE) --With Creating Projects for the SH4AL-DSP CPU-Cored MCUs--

Please take note of the following problem in using High-performance Embedded Workshop:

- With creating projects for the SH4AL-DSP CPU-cored MCUs

1. Description
   If you perform a build after creating a project for any member of the SH4AL-DSP CPU-cored MCUs, SuperH RISC engine family, incorrect library files may be linked, which causes link errors to arise.

2. Conditions
   This problem occurs if the following conditions are satisfied:
   (1) Among the versions of the Windows edition of the C/C++ compiler package for the SuperH RISC engine family, any of the following has already been installed:
       V.8.00 Release 00 through V.9.00 Release 00
   (2) Then, V.9.00 Release 01 or later of the same edition of the compiler package is installed in addition.
   (3) Under the above conditions is created a project that uses the compiler package installed in (1) above from scratch.

3. Workaround
   Delete the library files not to be linked by using the following procedure:
   (1) Open the Build menu and select "SuperH RISC engine Standard Toolchain." The SuperH RISC engine Standard Toolchain dialog box appears.
   (2) Click the Link/Library tab; then select "Input" out of the Categories pull-down list and "Library files" out of the Show
entries for pull-down list.
(3) Select "$(TCINSTALL)\lib\sh4aldspnb.lib" out of the Library File list and click the Delete button.
(4) Click the OK button.

4. Schedule of Fixing the Problem
We plan to fix this problem in the next release of the C/C++ compiler package for the SuperH RISC engine family.

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