

## A Note on Using the High-performance Embedded Workshop --On the Tooltip Watch Function--

Please take note of the following problem in using the High-performance Embedded Workshop, an integrated development environment:

- On the Tooltip Watch function\*

\* This function is used for referencing values of the variables defined in the source program. To do so, display the source program that contains the variable whose value you want to reference in the Editor window; then hover your mouse pointer over the variable's name. The value of the variable will be told in the pop-up window as a tip.

### 1. Version Concerned

High-performance Embedded Workshop\* V.4.00.02

- \* The High-performance Embedded Workshop is bundled with the software products (a C compiler and others) that support it.

To check for the version number of your High-performance Embedded Workshop, open the Help menu and select the About High-performance Embedded Workshop command.

### 2. Description

Suppose that the value of a variable were separated into 1-byte blocks, and the value of any block fell within a range of 0x80--0xff. If this variable is displayed in the Editor window using the Tooltip Watch function, the values of all the upper 1-byte blocks to the left of the above-mentioned block will be represented by 0xff in a 64-bit value.

Examples of representation in hexadecimal notation:

Value of Variable	Value Represented Using Tooltip Watch Function
0x7f7f7f80	0xffffffffffff80

0x807f	0xfffffffffff807f
0x80	0xfffffffffff80

### 3. Conditions

This problem occurs if the product concerned is used in combination with the following products:

- (1) C/C++ compiler package for the SuperH RISC engine family V.7.1.01 through V.9.00 Release 03
- (2) C/C++ compiler package for the H8, H8S, and H8SX families V.5.0.03 through V.6.01 Release 01
- (3) E10A-USB emulators  
 HS0005KCU01H  
 HS0005KCU02H  
 NOTICE:  
 Be sure to see Section 4, "To the Users Who Are Using the E10A-USB Emulator," in RENESAS TOOL NEWS "The High-performance Embedded Workshop, an Integrated Development Environment, Revised to Its V.4.00.00" (No. RSO-HEW-050126D), issued on January 26, 2005.
- (4) E7 emulator  
 HS0007TCU01H
- (5) E8 emulator  
 R0E000080KCE00
- (6) E6000H emulators  
 All the versions for the High-performance Embedded Workshop
- (7) E6000 emulators  
 All the versions for the High-performance Embedded Workshop
- (8) E10A emulators  
 All the versions for the High-performance Embedded Workshop
- (9) E10T emulators  
 All the versions for the High-performance Embedded Workshop
- (10) E10T-USB emulator  
 HS0005TCU01H
- (11) E200F emulators  
 R0E0200F0EMU00  
 R0E0200F1EMU00

#### 4. **Workaround**

Use the Instant Watch function\* instead of the Tooltip Watch function. The Instant Watch function can also reference values of the variables defined in the source program.

\* To use this function, follow these steps:

- (1) Select the variable whose value you want to reference in the Editor window.
- (2) Right-click an unoccupied area of the Editor window to open a pop-up menu.
- (3) In the menu, select the Instant Watch command. The Instant Watch dialog box will appear.

#### 5. **Schedule of Fixing the Problem**

We plan to fix this problem in the next release of the product.

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