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---

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# C Compiler Package for 740 Family V.1.01

## User's Manual

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## Preface

Before reading this user's manual, please read the release notes included with your product. Product configuration, product handling, precautions and other important information are written in it.

### Target reader

This user's manual is written for:

- Those who have experience in developing and debugging embedded application programs in C language
- Those who use High-performance Embedded Workshop for the first time

### Reference manuals

For more information about the terms used and the functions of High-performance Embedded Workshop and details on how to use it, please refer to the manual given below. This manual can also be consulted on-line.

High-performance Embedded Workshop V.4.02 User's Manual

For more information about the terms used and the functions of the C compiler ICC740 from LAR Systems (hereafter referred to as the ICC740), and for details on how to use it, please refer to the PDF manual included with the ICC740.

## 1. Overview

The C Compiler Package for 740 Family is a development environment system that has been realized by combining the ICC740 and the High-performance Embedded Workshop, providing a powerful support for developing programs in C and assembly languages.

The following items of software are included in the C Compiler Package for 740 Family.

- SC74

This is a source file converter that allows you to convert the source files created for the Assembler Package for 740 Family into the source file format of the assembler A740 included with the ICC740. This software is outside the scope of technical support by Renesas. For details on how to use the SC74, please refer to the included file `license.txt`.

This user's manual describes how to install each tool in your computer, and details on how to develop ICC740 projects in the High-performance Embedded Workshop.

## 2. Quick Tour

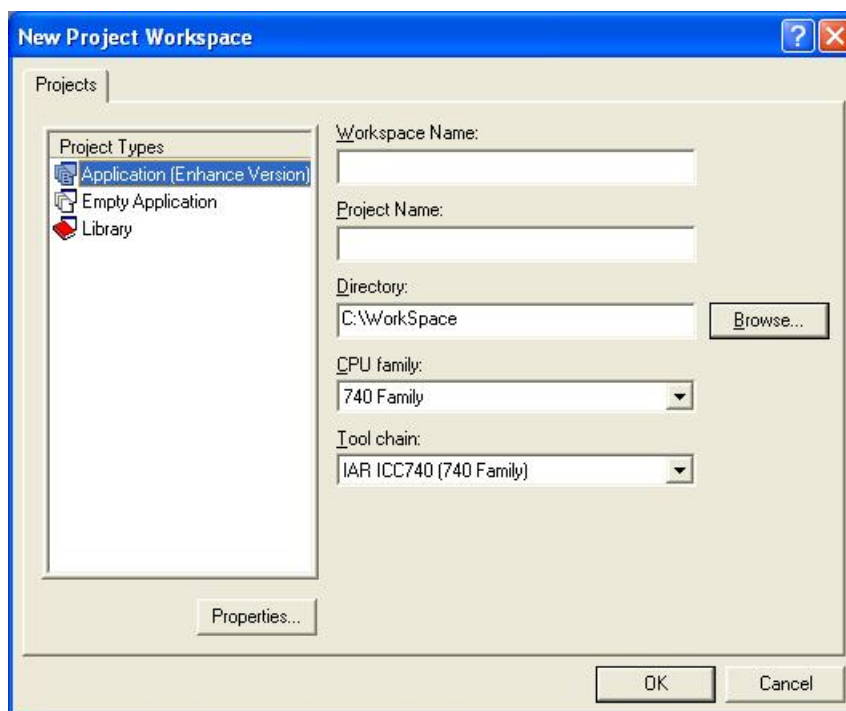
This chapter explains how to develop application programs using ICC740 through a quick tour. Each procedure is detailed in Chapter 3 and those that follow.

### 2.1. Creating a New Project

We will create a new workspace.

In the New Project Workspace dialog box of the C Compiler Package for 740 Family (see Figure 1), select a CPU family and tool chain as shown below.

CPU family: 740 Family  
Tool chain: IAR ICC740 (740 Family)

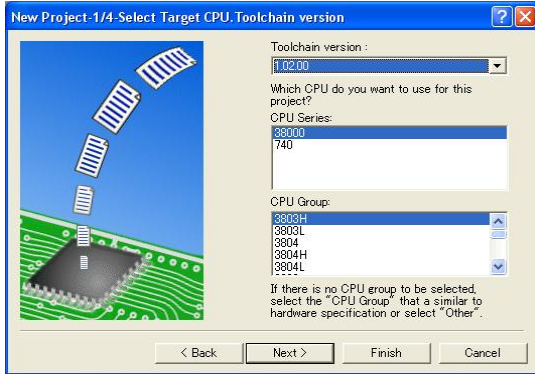


**Figure 1 New Project Workspace dialog box**

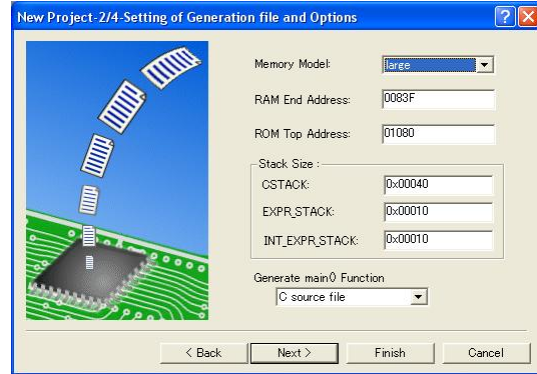
After selecting Application (Enhance Version), set a workspace name and a project name and then click the OK button.

Use the New Project wizard (see Figure 2) to create a project.

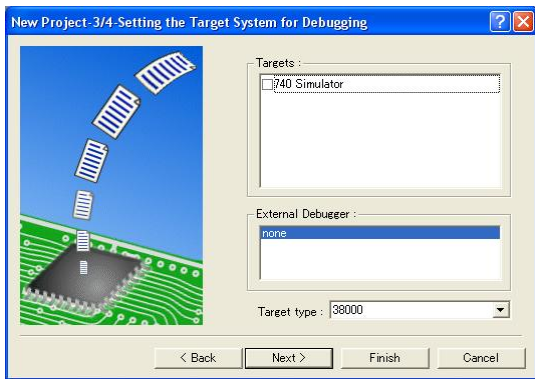
In step 3 of the New Project wizard, select the check box labeled “740 Simulator.”



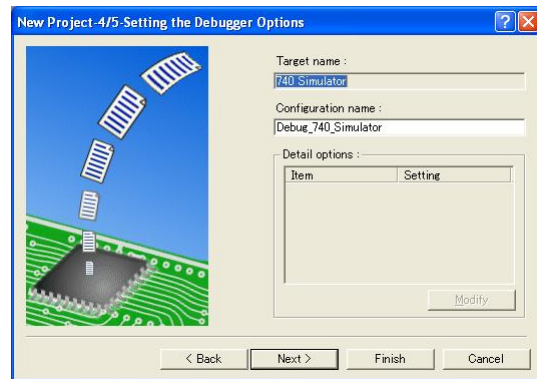
(1) Step 1



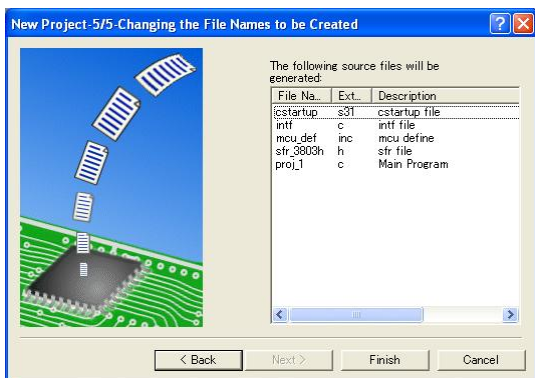
(2) Step 2



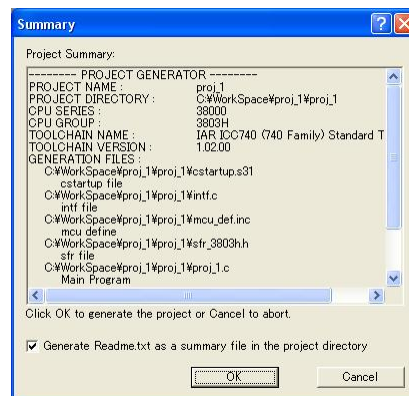
(3) Step 3



(4) Step 4



(5) Step 5



(6) Summary

Figure 2 [New Project] Wizard

The C Compiler Package for 740 Family may be used to create the configurations and sessions described Table 1.

**Table 1 Configuration and Session**

Configuration

Debug	This is a configuration for Debug.
Release	This is a configuration for Release.

Session

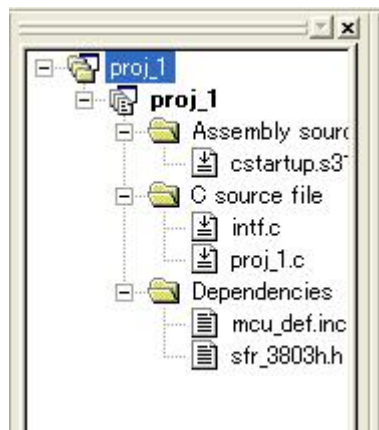
DefaultSession	This is a session with no targets selected.
Session740_Simulator	This is a session for 740 Simulator.

When you create a new workspace, you will have Debug and DefaultSession preselected for the configuration and session, respectively (see Figure 3).



**Figure 3 Displaying the configuration and session**

Furthermore, the Projects tab of the Workspace window will be displayed as shown below (see Figure 4).



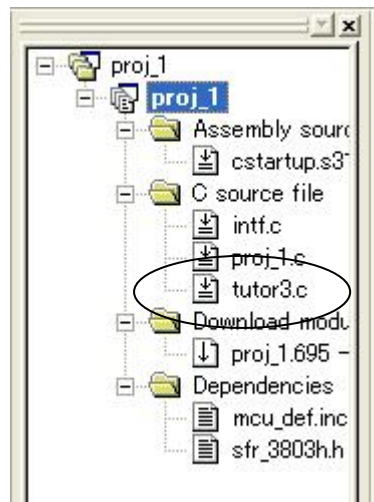
**Figure 4 the Projects tab of the Workspace window**

## 2.2. Creating and Registering a File

We'll create a source program. This time we use `tutor3.c` present in the `SmpTw74` folder. Copy `tutor3.c` to your project folder.

The `SmpTw74` folder is created in the folder in which you installed ICC740 (normally `\Program Files\IAR Systems\ew23\740`).

Simply because you placed a file in the project folder does not mean that you'll have registered it. So use `Add Files` on the `Project` menu to register (see Figure 5).



**Figure 5 Project tab with files registered**

Furthermore, correct a file `proj_1.c` and a file `intf.c` as shown below. Double-click on a file to launch the editor.

correction of a file `proj_1.c`

```
#include <intr740.h>
void tutor3( void );

void main(void)
{
    tutor3();
}
```

correction of a file `intf.c`

```
/*
void interrupt[0] I_BRK(void){

}
*/
void interrupt[2] I_AD_SIO3T(void){
```

tutor3.c:

The source file tutor3.c was derived from the sample program of IAR Systems by altering it for use with 740 Simulator. Processing by this program and the source code of it are shown below.

### Processing

The program comprises an infinite loop in a while statement of the tutor3() function.

The variable my\_char assumes values 'a' to 'z' at random depending on the function.

When the variable my\_char assumes the value 'i', a BRK instruction interrupt is generated by the function.

The function brk\_interrupt() is executed by a BRK instruction interrupt, setting the variable my\_char to '.'. The statement interrupt[0x00] of this function sets the address of the function brk\_interrupt() in the BRK instruction interrupt vector for the 3803 group.

Thereafter, processing in an infinite loop of the main function is repeated.

Source program tutor3.c

```

/*-----
 * File: tutor3.c
 *
 * Purpose: Handling real time interrupts
 *
 * Usage: ICC -r -L -q tutor3.c
 *        XLINK -r -f <link file> tutor3
 *
 * Description: Using BRK vector to print a character
 *
 * Copyright 1997 IAR Systems
 *
 * $Id: tutor3.c 1.3 1998/01/15 09:24:55Z Laban Exp $
 *-----*/

#pragma language=extended    /* enable use of extended keywords */

#include <stdlib.h>
#include <stdio.h>
#include "intr740.h"          /* include intrinsics */

/*****
 *          Variables          *
 *****/

char my_char = '*';
int call_count = 0;

/*****
 *          Start of code          *
 *****/

void interrupt [0x00] brk_interrupt(void)
{
    //    putchar('I');
    my_char='.';
}

void execute_brk(void)
{
    break_instruction();    /* Use intrinsic function */
}

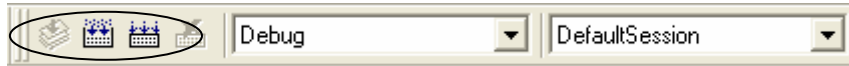
void do_foreground_process(void)
{
    call_count++;
    //    putchar(my_char);
    my_char = rand() % 26 + 'a';
}

void tutor3(void)
{
    while (1)
    {
        do_foreground_process();
        if (my_char=='i') execute_brk();
    }
}

```

### 2.3. Building a Project

To build a project, use the Build, the Build All, or the Build File button. We will select the Build All button by clicking on it here (see Figure 6).



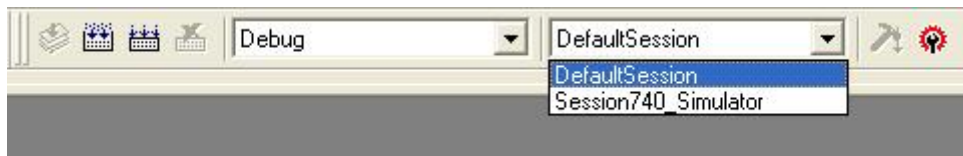
**Figure 6 Build, Build All, and Build File button**

### 2.4. Starting the Debugger

If no more errors are found in building a project, you now can debug it.

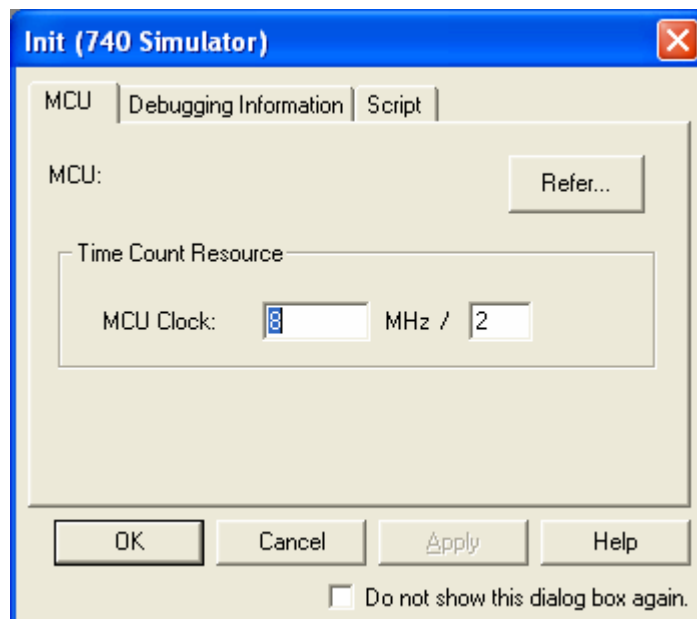
Select a session to launch the debugger (see Figure 7).

This time we use the 740 Simulator, so select Session740\_Simulator.



**Figure 7 Displaying the Session**

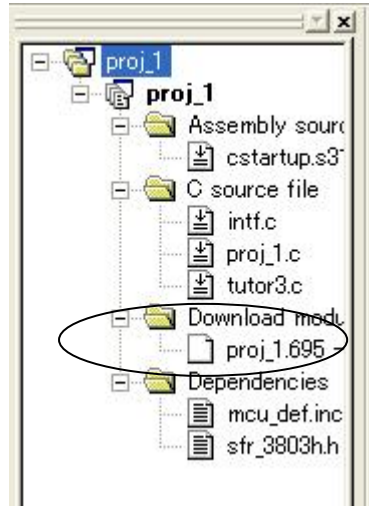
When you select Session740\_Simulator, the dialog box shown below will be displayed (see Figure 8).



**Figure 8 Init dialog box of 740 Simulator**

In this dialog box you need to select the MCU you want to use. Click on the Refer button and select M38000.sfr file from the ensuing list.

Click OK, and the Project tab will be displayed like the one shown below (see Figure 9).

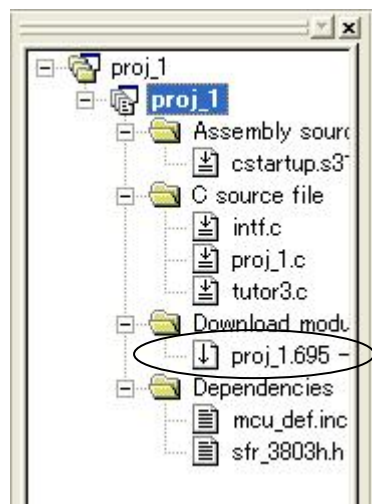


**Figure 9 Project tab to which the Download modules is added**

#### 2.4.1. Debugging a Program

To download a program, use Download Modules on the Debug menu.

When the system has finished downloading a program, the “Download modules” icon on the Projects tab changes shape (see Figure 10).



**Figure 10 Project tab after downloading a program**

Before you can run a program, you must first reset the CPU.

Choose Reset CPU on the Debug menu.

The cstartup.s31 file will be displayed as shown below (see Figure 11).

```

136 ;-----;
137 ; RCODE - where the execution actually begins ;
138 ;-----;
139 RSEG RCODE:ROOT
140 init_C
141 01080 CLD ; set default mode
142 01081 CLT
143 01082 LDM #CPUM_INIT, 3BH ; set stack page
144 01085 LDX #LOW (SFE(CSTACK)-1) ; set up stack pointer
145 01087 TXS
146

```

**Figure 11 Displaying cstartup.s31 after reset**

#### 2.4.2. Executing up to the main() Function

First, we will run the program up to the main() function.

And set a breakpoint in the main() function.

Double-click on main.c to open the file.

Then move the mouse to the displayed position on line No. 7 and double-click there.

A breakpoint will be set as shown in the diagram below (see Figure 12).

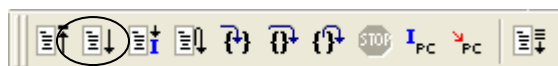
```

14 #include "sfr_3803h.h"
15
16 void tutor3( void );
17
18 void main(void)
19 {
20 010A3 ● tutor3();
21 }
22

```

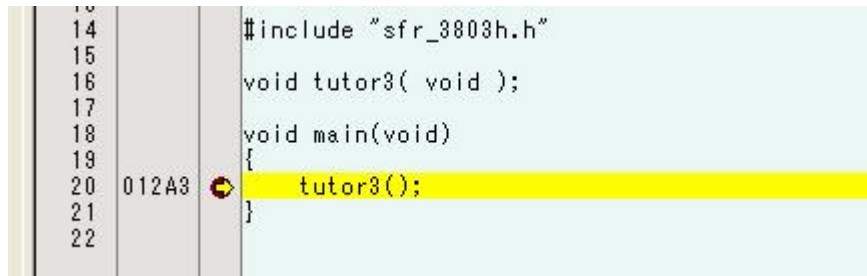
**Figure 12 Setting a breakpoint**

While in this state, click on the Go button (see Figure 13).



**Figure 13 Debug Run toolbar**

The program will be run way up to this breakpoint position, and a yellow arrow will be added to line No. 7 (see Figure 14).



```
14 #include "sfr_3803h.h"
15
16 void tutor3( void );
17
18 void main(void)
19 {
20     tutor3();
21 }
22
```

**Figure 14 Stopping with a breakpoint**

Next, click on the Step In button. You will see tutor3.c file displayed in the window.

### 2.4.3. Confirming Interrupt Generation

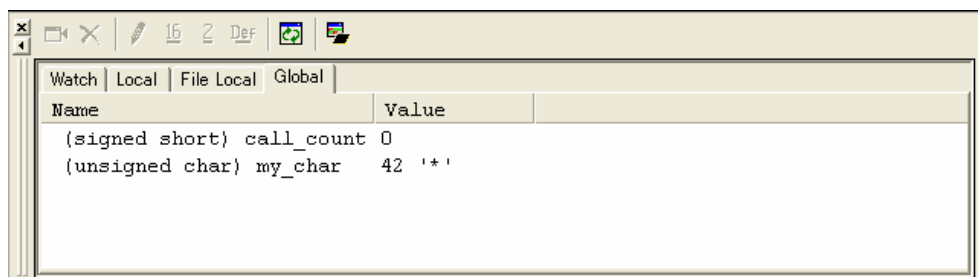
We will now confirm interrupt generation.

The `brk_interrupt()` function is not called from any function. It can only be called by executing the BRK instruction.

Execution of the BRK instruction is handled by the `break_instruction()` function in the `execute_brk()` function. This `break_instruction()` function is an inline function that is replaced by the BRK instruction. The `execute_brk()` function is called when the variable `my_char` is set to 'i.'

The value of the variable `my_char` may be watched in the C Watch window. To open this window, choose the Symbol and the C Watch on the View menu.

The C Watch window shown below will appear (see Figure 15).



**Figure 15 C Watch window**

You select the Global tab in this window.

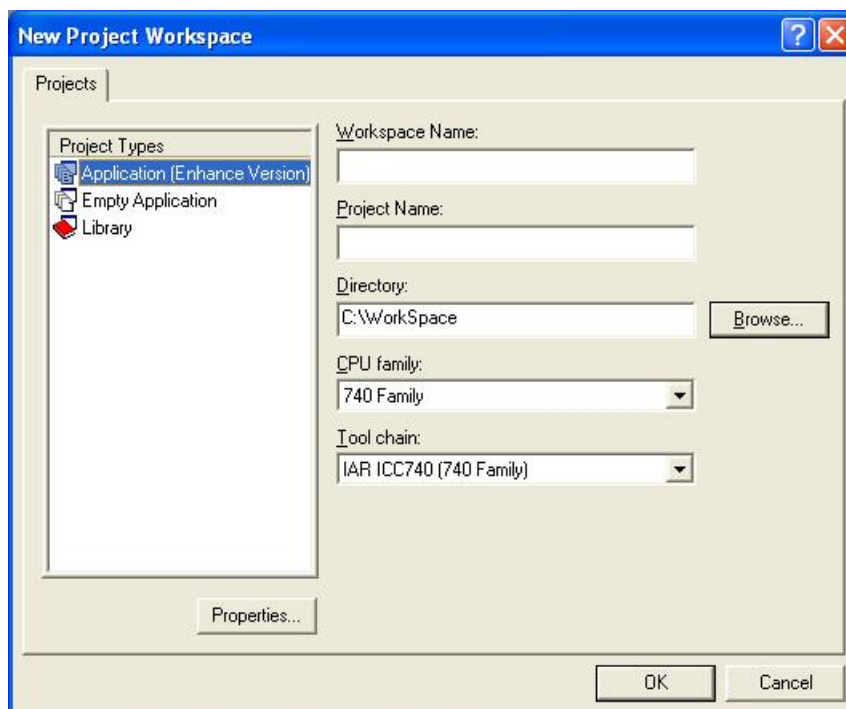
Set a breakpoint in the line No. 37 and No. 57 in the file `tutor3.c` and click the Go button several times. Then, when the variable `my_char` is set to `'i'` and is clicked the Go button, a yellow arrow will be added to the line No. 37. This allows you to confirm that an interrupt has been generated.

We are now finished with a quick tour.

### 3. Create a New Project

In the New Project Workspace dialog box of the C Compiler Package for 740 Family (see Figure 1), select a CPU family and tool chain as shown below.

CPU family: 740 Family  
Tool chain: IAR ICC740 (740 Family)

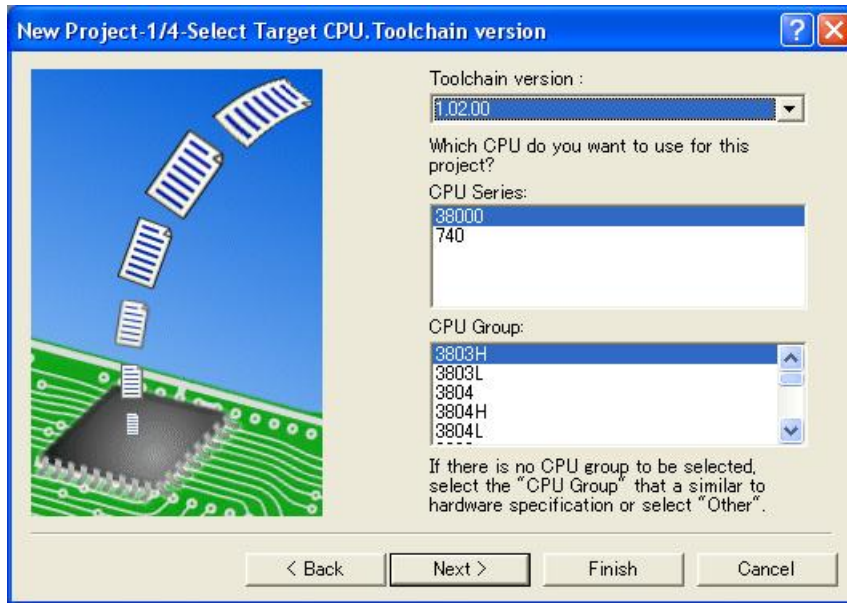


**Figure 16 New Project Workspace dialog box**

#### 3.1. A New Project

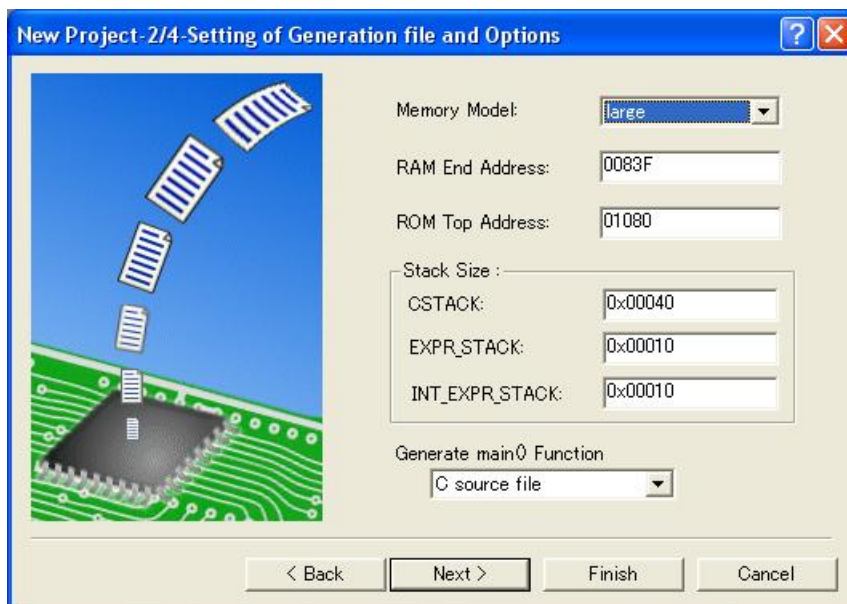
The ICC740 requires setting up a processor group, memory model and stack area before you can develop a project.

For 740 Family C Compiler Package V.1.01 Release 02, use the New Project wizard to create a new project.



**Figure 17 [New Project] Wizard : Step 1**

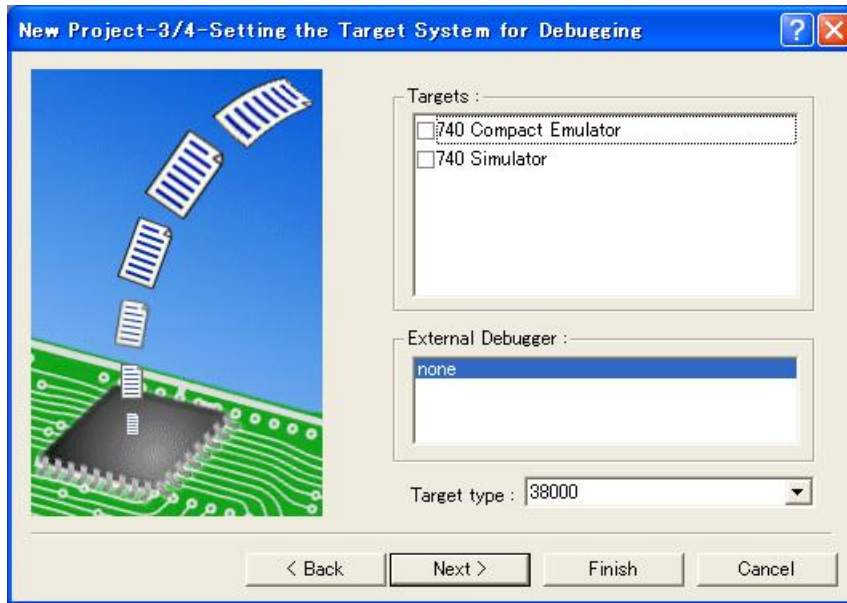
Select the CPU series and group of the microcomputer you use.



**Figure 18 [New Project] Wizard : Step 2**

Here, you set a memory model, RAM and ROM addresses, and a stack size.

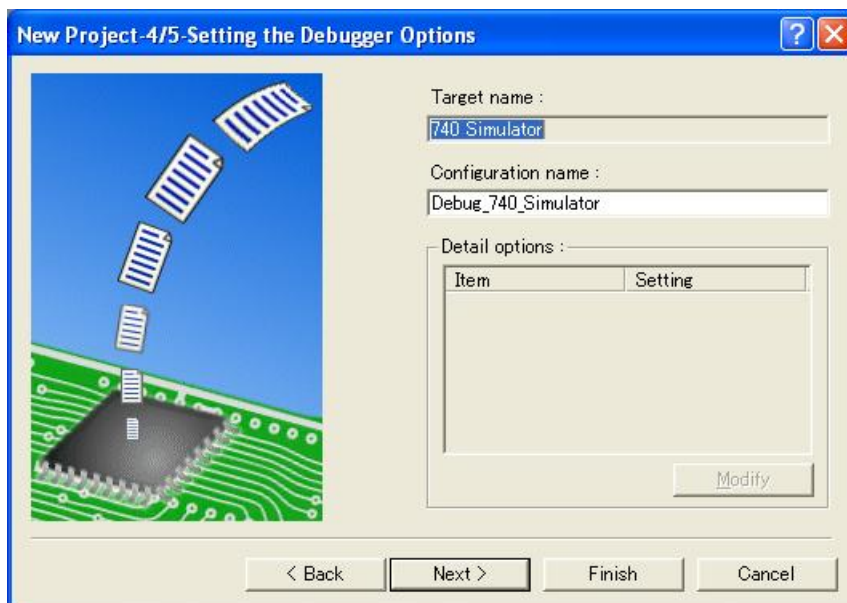
The values shown here represent the minimum memory size case of each CPU group. Alter these values to be appropriate for the product you use.



**Figure 19 [New Project] Wizard : Step 3**

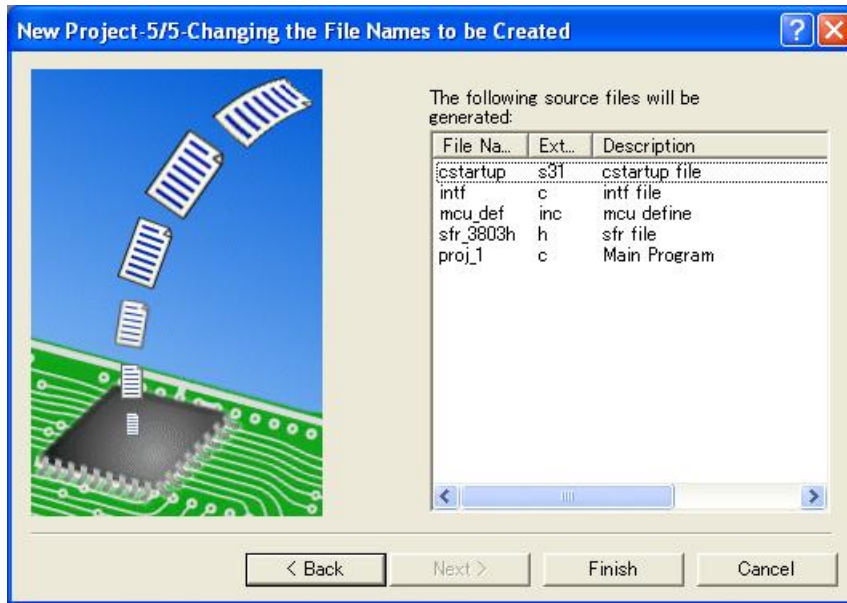
Select the debug target. The diagram shown above applies to the case where the system has a compact emulator already installed.

When you select the debug target, the dialog box shown below is displayed.



**Figure 20 [New Project] Wizard : Step 4**

Set a configuration name.



**Figure 21 [New Project] Wizard : Step 5**

The wizard here lists the files registered to the project.

**Table 2 The Generated Source File**

File	Contents
cstartup.s31	This is a start up file. The content of step 1 of the New Project wizard is reflected.
intf.c	This is a template file for interrupt functions.
mcu_def.inc	This is an information file to the MCU. The content of step 1 of the New Project wizard is reflected.
sfr_3803h.h	This is a SFR header file to the MCU. The content of step 1 of the New Project wizard is reflected.
proj_1.c	This is a C source file that includes the main() function.

Alter any file listed here according to the microcomputer and system you use. For details about the microcomputer you use, refer to the data sheet of your microcomputer.

## Description of Include File (mcu\_def.inc)

cstartup.s31 includes the include file (mcu\_def.inc) described here.

Set the following contents according to the MCU which you use.

Setting value of CPU mode register (address003B<sub>16</sub>)

```

#define CPUM_INIT      4CH
#define QZ              1
#define IDCODE         0

QZMACRO  MACRO
RSEG    RESERVE1
BLKB    01H
BLKB    01H
BLKB    01H
BLKB    01H
BLKB    01H
BLKB    01H
RSEG    FUNCTION SET ROM
BYTE    0FFH
RSEG    RESERVE2
BLKB    01H
ENDM

IDCODEMACRO  MACRO
RSEG    ID_CODE
BYTE    0FFH
BYTE    0FFH
BYTE    0FFH
BYTE    0FFH
BYTE    0FFH
BYTE    0FFH
ROMCP:
BYTE    0FFH
ENDM
  
```

**Setting of MCU which you Use**

	QZ	IDCODE
Mask ROM version	0	0
QzROM version	1	0
Flash version or versions which require ID code	0	1

\* Setting value may be different depending on MCUs. Refer to the comment of the include file (mcu\_def.inc) every MCU for details.

**<Macro of QzROM version>**  
 Setting of function set ROM area and ROM code protect  
 Basically, it is not necessary to alter the line describes BLKB.  
 \* The object including this setting can be used for mask ROM version without any change.

Setting of function set ROM data

ROM code protect  
Not set on the program

**<Macro of flash version or versions which require ID code>**  
 Setting of ID code and ROM code protect  
 \* The object including this setting can be used for mask ROM version without any change.

Setting of ID code

Setting of ROM code protect

<Notes>

- The value of "CPUM\_INIT" is set in the CPU mode register at reset start. The CPU mode register has an MCU including a bit which can be written only once. Check it in the datasheet of an applicable MCU.
- Do not write any comment on #define line.

## Description of Interrupt Function File (intf.c)

The interrupt function file describes an interrupt function which individual MCU has. A program of the interrupt function to be used can be described and used on this file. If necessary, please add it to the project file.

```

void interrupt[0] BRK(void){
}
void interrupt[2] AD_SIO3T(void){
}
void interrupt[4] Int4_CNTR2(void){
}
    :
    :

```

The C Compiler Package for 740 Family may be used to create the configurations and sessions described Table 3.

**Table 3 Configuration and Session**

### Configuration

Debug	This is a configuration for Debug.
Release	This is a configuration for Release.
Debug_740_Simulator	This is a configuration for 740 Simulator. The content of step 4 of the New Project wizard is reflected.

### Session

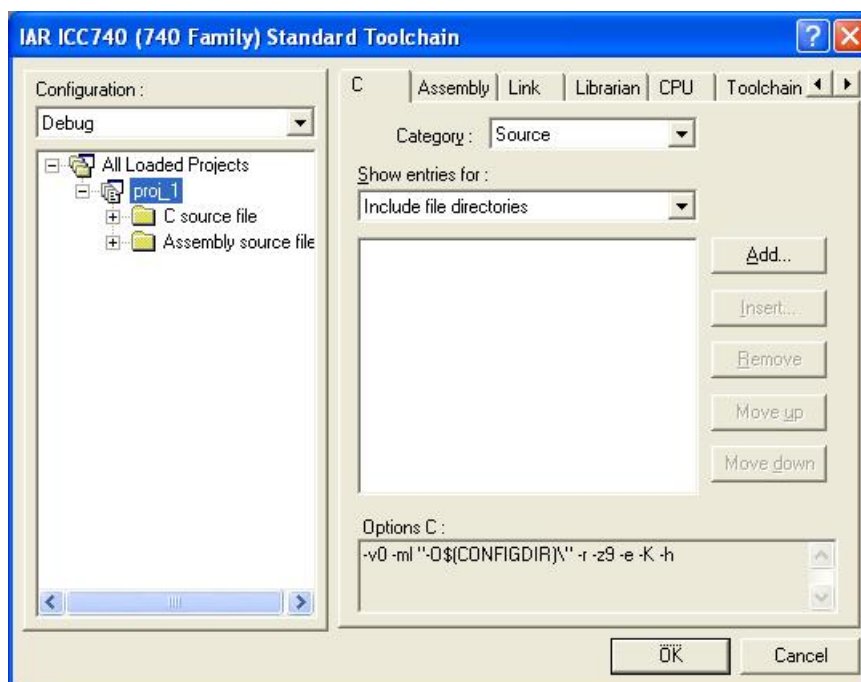
DefaultSession	This is a session with no targets selected.
Session740_Simulator	This is a session for 740 Simulator. The content when the 740 Simulator is selected in step 3 of the New Project wizard.
Session740_Compact_Emulator	This is a session for 740 Compact Emulator. The content when the 740 Compact Emulator is selected in step 3 of the New Project wizard.

## 4. Editing the Project

After you created a new project, you must edit `cstartup.s31` and `lnk740.xcl` and change options as necessary.

### 4.1. Editing Options

To edit options, choose IAR ICC740 Toolchain from the Build menu. When you select this menu item, the Toolchain dialog box shown in Figure 22 is activated.



**Figure 22 [Toolchain] Dialog Box**

#### 4.1.1. Setting the Project Options

Using the [New Project] wizard, set the content of Table 4 on the CPU tab of the dialog box.

**Table 4 CPU tab**

Item	Contents	Relevant option
Processor configuration	<ul style="list-style-type: none"> <li>• 740 with MUL/DIV instruction (It is a general CPU)</li> <li>• 740 without MUL/DIV instruction</li> <li>• 740 with MUL/DIV and extended data memory access</li> </ul>	-v0 -v1 -v2
Memory model	<ul style="list-style-type: none"> <li>• Large</li> <li>• Tiny</li> <li>• 0 page only</li> </ul>	-ml -mt -mt

- The Large model and the Tiny model

The Large and the Tiny models differ in variable locations.

In the Large model, variables are located at the address 0x100 or more, whereas in the Tiny model, variables are located at addresses from 0x00 to 0xFF.

If variables in the Large model need to be located at addresses from 0x00 to 0xFF, use the extension keyword `zpage`. In assemble source programs, the operand `zp:` may be used to access those addresses for the purpose of reduced code size.

If variables in the Tiny model need to be located at the address 0x100 or more, use the extension keyword `npage`. In assemble source programs, the operand `np:` should be used to access those addresses. Unless the operand `np:` is used, an error will occur when linking.

**Table 5 the Large model and the Tiny model**

item	Large model	Tiny model
variable locations	0x100 or more	from 0x00 to 0xFF
Located at the address 0x100 or more in C		Defined using <code>npage</code> . <code>npage int v1;</code> <code>extern npage int v2;</code>
Located at the address from 0x00 to 0xFF in C	Defined using <code>zpage</code> . <code>zpage int v3;</code> <code>extern zpage int v4;</code>	
Accessed the address 0x100 or more in Assembler		The operand <code>zp:</code> may be used. <code>lda np:v1</code>
Accessed the address from 0x00 to 0xFF in Assembler	The operand <code>zp:</code> may be used for the purpose of reduced code size. <code>lda zp:v3</code>	

The extension keywords `zpage` and `npage` can be specified in global variables, auto variables, and parameters to functions.

## 4.2. Setting the ICC740 Options

To set options, use the C tab of the dialog box. The content of the C tab is listed in Table 6.

**Table 6 C Tab**

Category	Show entries for	Item	Relevant option
Source	Include file directories	registration box	-I
	Defines	registration box	-D
	Undefines	check box	-U
Object	Output	Global strict type check	-g
		Output directory	-O
	Debug	Generate debug information	-r
List		Generate list file	-L, -q, -i, -T, -t
Optimize		Optimization	-z, -s
Other		Miscellaneous options	-e, -c, -K, -C, -w -h
		User defined options	others

For details about ICC740 options, see the related sections on pages 27-52 of “740 C Compiler Programming Guide” (icc740.pdf). The GUI screens in this documentation are those of the Embedded Workbench of IAR Systems.

The default option settings of ICC740 are listed in Table 7.

**Table 7 Default Options of the ICC740**

Option	Description
-z9	Specify the highest level in code size prioritized optimization.
-e	Enables extended specification (e.g., zpage and npage).
-K	Enables “//” comment.
-r	Outputs debugging information.
-ml	Selects Large model for the memory model.
-mt	Selects Tiny model or 0 page only model for the memory model.
-v0	with MUL/DIV instruction (without extended memory access). (It is a general MCU.)
-O	Sets an object file name. For \$(CONFIGDIR) specify the Debug or the Release folder.
-h	Support for interruptable ISRs (interrupt service routines).

#### 4.2.1. Registering a Header File

For 740 Family C Compiler Package V.1.01 Release 02, the header files present in the same folder that contains the source files are automatically registered.

If any header files are present in another folder, register that folder using “Include file directories” on the C tab.

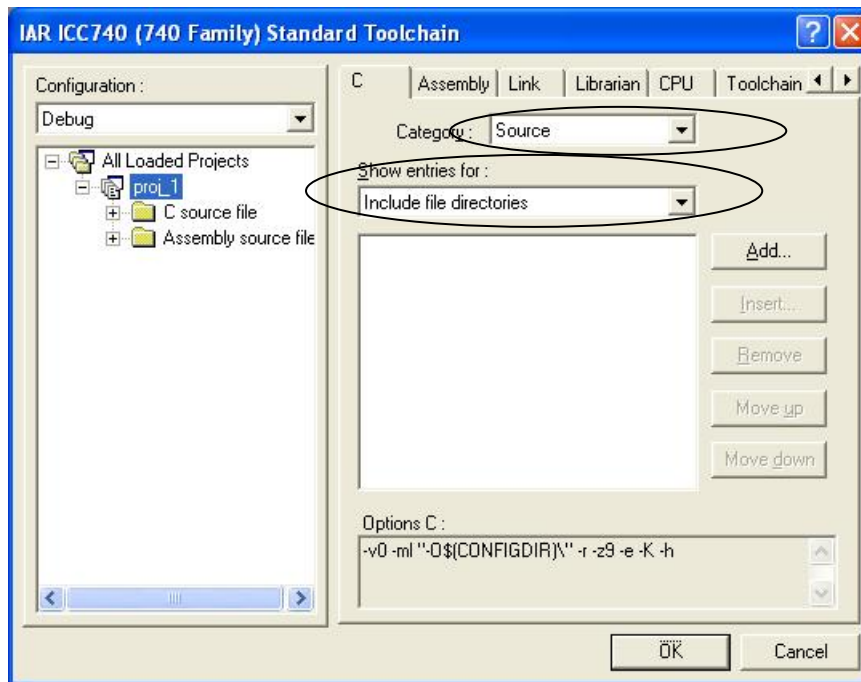
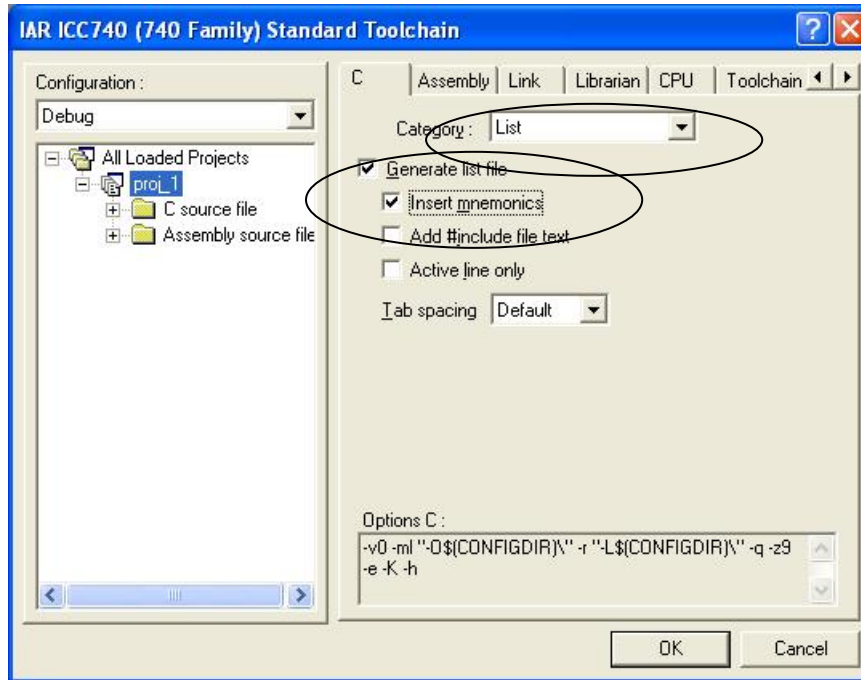


Figure 23 [Toolchain] Dialog Box : Category:Source on the C tab

#### 4.2.2. Making the List File

By default, no list files are created. If a list file is needed, make settings shown in Figure 24.



**Figure 24 [Toolchain] Dialog Box : Category:List on the C tab**

#### 4.3. Setting the A740 Options

To set options, use the Assembly tab of the dialog box. The content of the Assembly tab is listed in Table 8.

**Table 8 Assembly tab**

Category	Show entries for	Item	Relevant option
Source	Include file directories	registration box	-I
	Defines	registration box	-D
	Undefines		-U
	Output	Output directory	-O
	Debug	Generate debug information	-r
List		Generate list file	-L, -i, -t
Other		Miscellaneous options	-s, -w
		User defined options	others

For details about A740 options, see the related sections on pages 21-34 of “740 Assembler, Linker, and Librarian Programming Guide” (a740.pdf). The GUI screens in this

documentation are those of the Embedded Workbench of IAR Systems.

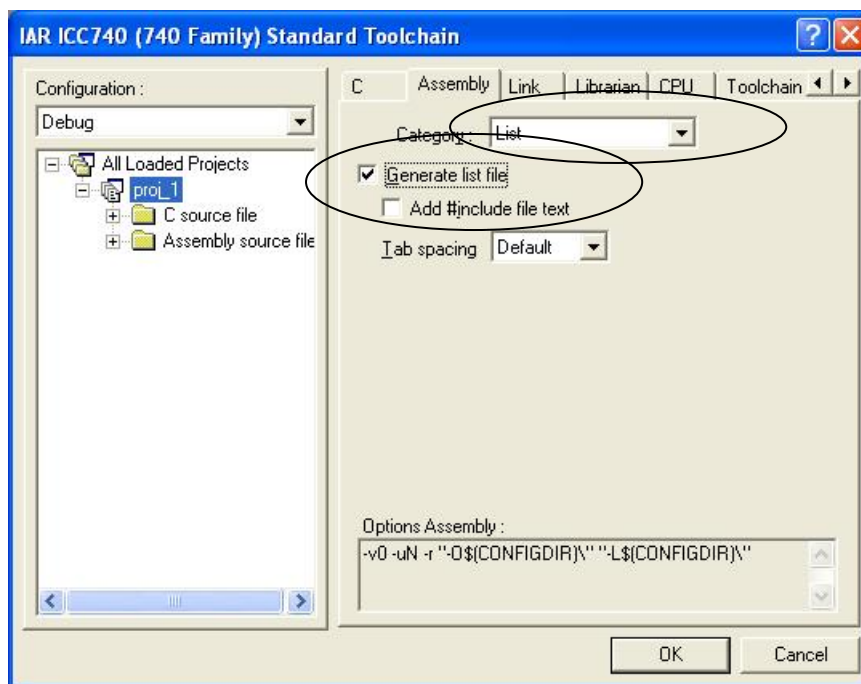
The default option settings of A740 are listed in Table 9.

**Table 9 Default Options of the A740**

Option	Description
-uN	Sets 16-bit addressing. When you selected the Large model, this is specified.
-v0	Selects a MCU with MUL/DIV.
-r	Outputs debugging information.
-O\$(CONFIGDIR)\	Sets an object file name. For \$(CONFIGDIR) specify the Debug or the Release folder.

#### 4.3.1. Making the List File

By default, no list files are created. If a list file is needed, make settings shown in Figure 25.



**Figure 25 [Toolchain] Dialog Box : Category:List on the Assembly tab**

#### 4.4. Setting the XLINK Options

To set options, use the Link tab of the dialog box. The content of the Link tab is listed in Table 10.

**Table 10 Link tab**

Category	Show entries for	Items	Relevant Option
Memory		Mapping GUI	-Z
		Use segment definition subcommand file	-f
Input	Library files	registration box	nothing
	Object files	registration box	nothing
	Defines	registration box	-D
Output		Type for output file	-F
		Fill unused code memory	-H
		Output file path	-O
List		Generate list file	-L, -x
Other		Miscellaneous options	-z, -w
		User defined options	others
Subcommand file		Use external subcommand file	-f

The default option settings of the Build Options dialog box are listed in Table 11.

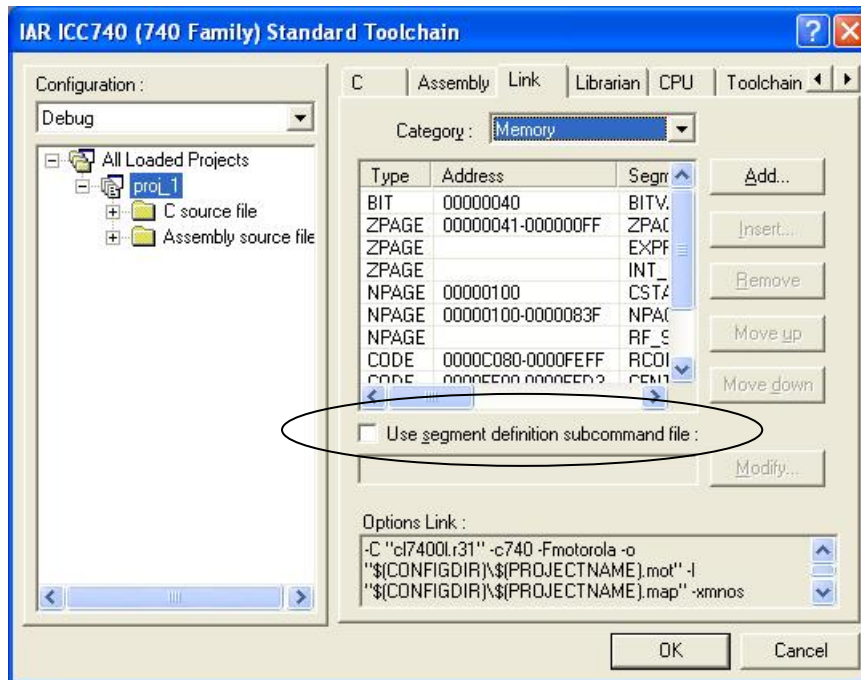
For details about these options, see the related sections on pages 141-169 of “740 Assembler, Linker, and Librarian Programming Guide” (a740.pdf). The GUI screens in this documentation are those of the Embedded Workbench of IAR Systems.

The default option settings of XLINK are listed in Table 11.

**Table 11 Default Options of XLINK**

Option	Description
-C cl7400l.r31	Load as library
-c740	Set the CPU type to 740 family
-Fm Motorola	Set the output format to MOTOLORA. Usually, outputs the IEEE695 format file, too.
-o\$(CONFIGDIR)\\$(PROJECTNAME).mot	Sets an absolute load module file name. “\$(CONFIGDIR)\\$(PROJECTNAME).mot” is a file name.
-l\$(CONFIGDIR)\\$(PROJECTNAME).map	Outputs a map file. “\$(CONFIGDIR)\\$(PROJECTNAME).map” is a file name.
-xm nos	Specifies cross-reference.
-Z...	Defines segments.

In V.1.01 Release 02, a change has been made so that XLINK options are edited via a GUI interface, without using lnk740.xcl (see Figure 26).



**Figure 26 Link Tab**

To use lnk740.xcl, select the check box titled “Use segment definition subcommand file.”

## 5. Developing a Project

### 5.1. Creating and Registering the Source Files

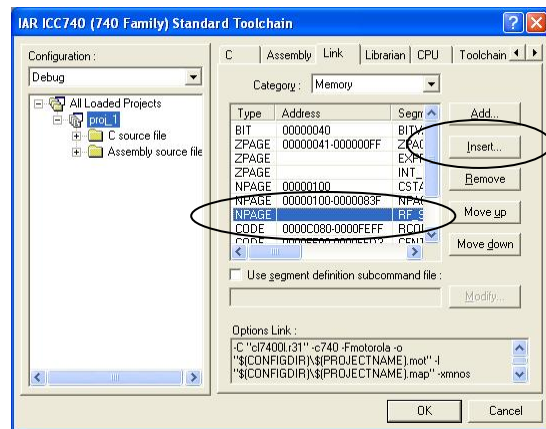
To create a source file, select the New on the File menu, and the editor will be activated. The source files you created must be registered to the project. These files are not registered by simply placing them in the working directory. You select the Add Files on the Project menu.

### 5.2. Altering the Memory Map

If you've created new segments in an assembly language source file, etc., you must set the locations of those segments on the Link tab.

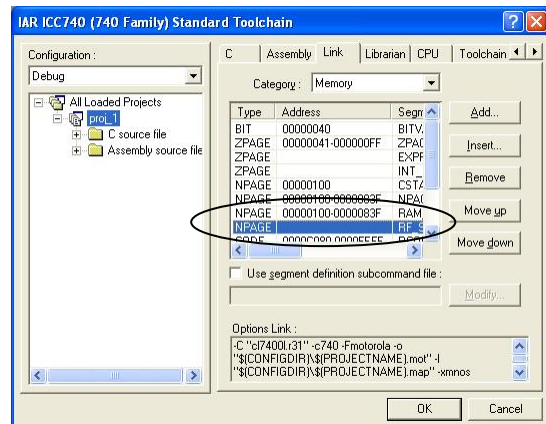
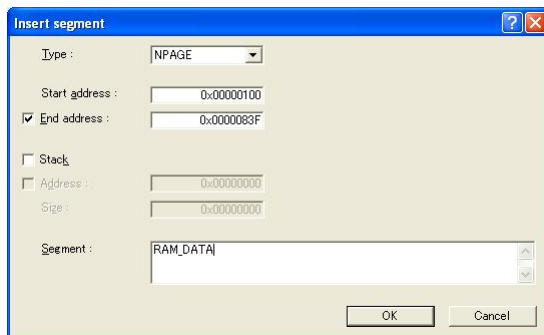
An example is shown below (see Figure 27).

```
< sample.s31 >
...
RSEG RAM_DATA
BLKB 10
...
```



assembly language source file

Category:Memory<Before>



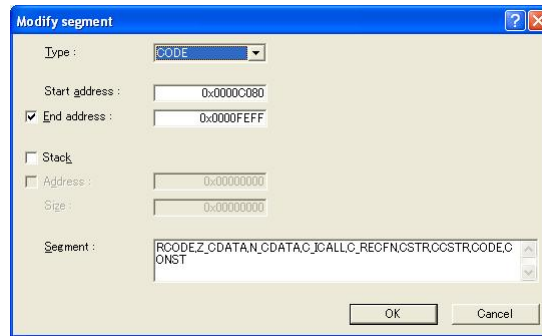
[Insert Segment]Dialog Box

Category:Memory<After>

Figure 27 Editing Category:Memory

### 5.3. Changing the Memory Map

If you've changed address or size of a segment, you double-click the segment with Category:Memory of the Link tab, and you change a target item on the [Modify Segment] dialog box (see Figure 28).



**Figure 28 [Modify Segment] Dialog Box**

## 6. Building a Project

When you've finished creating and registering the source files, execute Build to generate an absolute module from the source files. To execute Build, click the Build, the Build All, or the Build File button in the Tool bar (see Figure 29).



**Figure 29 Build, Build All, and Build File button**

If an error occurs, correct the project according to the displayed message.

### 6.1. Errors in the C Compiler ICC740 and the Assembler A740

If an error occurs while you are executing the C compiler ICC740 or the assembler A740, correct the file in which the error occurred. You can display the spot in error by double-clicking on the marked line. This helps you identify the spot in error easily.

### 6.2. Errors in the Linker XLINK

If an error occurs while you are executing the linker XLINK, correct the project according to the displayed messages.

The following describes the errors that are frequently encountered in the linker and the corrective actions to be taken.

- Error[e16]

If data cannot all fit into a segment, XLINK outputs the following error.

Error[e16]: Segment *Segment* is too long for segment definition.

In this case, change the segment size or move the segment to another location. Note, however, that the following segments cannot be moved out of page 0.

ZPAGE, Z\_UDATA, Z\_IDATA, C\_ARGZ, EXPR\_STACK, INT\_EXPR\_STACK

The Z\_UDATA, Z\_IDATA and C\_ARGZ segments are the segments in which variables are located. By attaching “npage” to any variable, you can move that variable to the N\_UDATA, N\_IDATA or C\_ARGZ segment. However, do not forget “npage” in the external declaration of the function that references the variable and in the prototype declaration as well.

- Error[e18]

If the data located in page N is accessed in zero-page addressing mode, the error shown below occurs.

```
Error[e18]: Range error in ( module ), segment segment at address address.  
Value value, in tag tag, is out of bounds ( 0x0-0xff )
```

In this case, relocate the data in page N to page 0 or change the method by which the data is referenced.

Method of relocating the data in page N to page 0:

In C sources, attach “zpage” when defining the location.

In assembler sources, make sure the relevant symbol will be located in page 0

Method of reference when located in page N:

In C sources, attach “npage” when defining the function externally. If “npage” is specified in the argument to the function, “npage” is also required for the prototype declaration.

```
extern npage int n_il;  
void func( char a, npage int n_b );
```

In assembler sources attach “np:” when referencing the data.

```
lda np:n_data
```

- Error[e27]

If a symbol with the same name (including any C language variable or function) is defined in multiple files, the error shown below occurs.

```
Error[e27]: Entry " symbol " in module module 1 ( file 1 ) redefined in  
module module 2 ( file 2 )
```

In this case, examine the relevant file and alter it so that there will be no duplicate symbol name.

- Error[e46]

If any undefined symbol exists, the error shown below occurs.

```
Error[e46]: Undefined external " symbol " referred in module ( file )
```

In this case, check the symbol name.

### 6.3. Notes for the Linker XLINK

- Problems on Handling Interrupts

If a function called or to be called from an interrupt-handling function during interrupt service is called from another function, the warning message\* shown below cannot be displayed at linking.

```
Warning[w16]: Function "name" in module (file) is called from
two function trees (with roots name1 and name2 )
```

\* The M3T-ICC740 statically places local variables (arguments and auto variables) of a function. So using such a function within both an interrupt-handling function and another one may corrupt local variables. If calls are made to such a function from both of the above-mentioned functions, the linker sends Warning[w16].

However, in the product concerned, the linker does not.

Don't use the same function within an interrupt-handling function and another one.

Example:

```
-----
void func2( int );

interrupt[2] void  intr_1(void)
{
    func2( 2 );      /* If an interrupt generated while func1() is executing func2(), */
                   /* local variables of func2() be corrupted after func2()      */
                   /* returns from interrupt                                     */
}

void func1( void )
{
    func2( 1 );
}

void main( void )
{
    func1();
}
```

-----

- Problem on Calling Undefined Functions

Making a call to an undefined function does not display the warning message shown below at linking.

Error[e46:] Undefined external "external" referred in module (file)

If you need to call an undefined function, define it.

Example

-----

```
void func3( int );
```

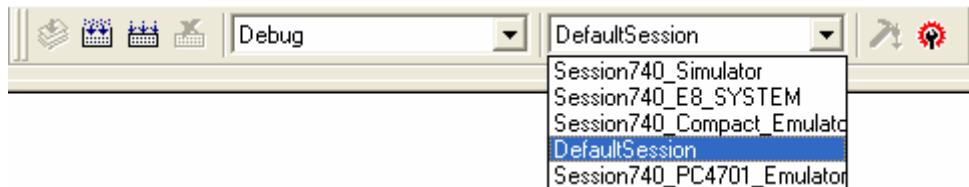
```
void main( void )
{
    func3();      /* undefined function */
}
```

-----

## 7. Debugging a Project

For the project you've finished building, an absolute load module file is generated in the Debug folder.

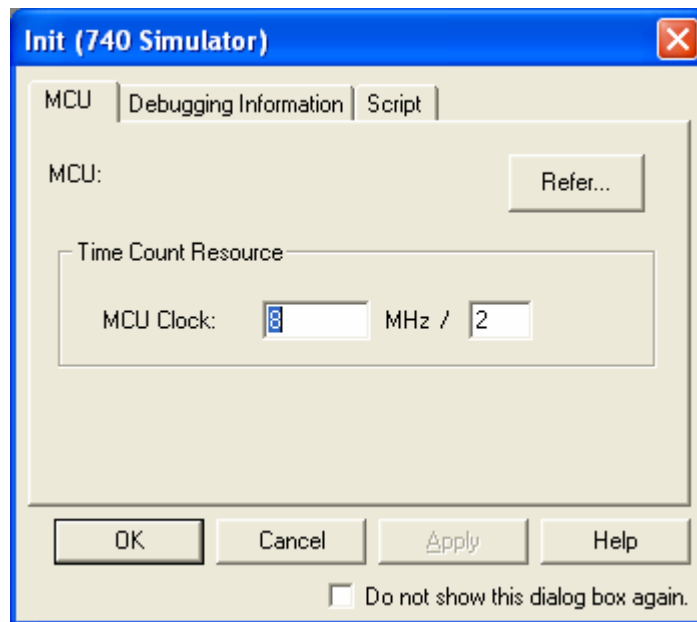
To debug the project you have created, select the appropriate debugger from the sessions (see Figure 30).



**Figure 30 Selecting the Session**

If the appropriate debugger is installed in your computer, an initialization dialog box for it will be displayed. Make various settings in this dialog box and then click OK button.

For the 740 Simulator, the dialog box will look like the one shown below (see Figure 31).



**Figure 31 Initialization dialog box of 740 Simulator**

Use the Browse button to select an MCU file. If no relevant MCU files for the target microcomputer are found, refer to Section 4.3, "Creating an MCU File," in the 740 Simulator Debugger V.1.2 User's Manual.

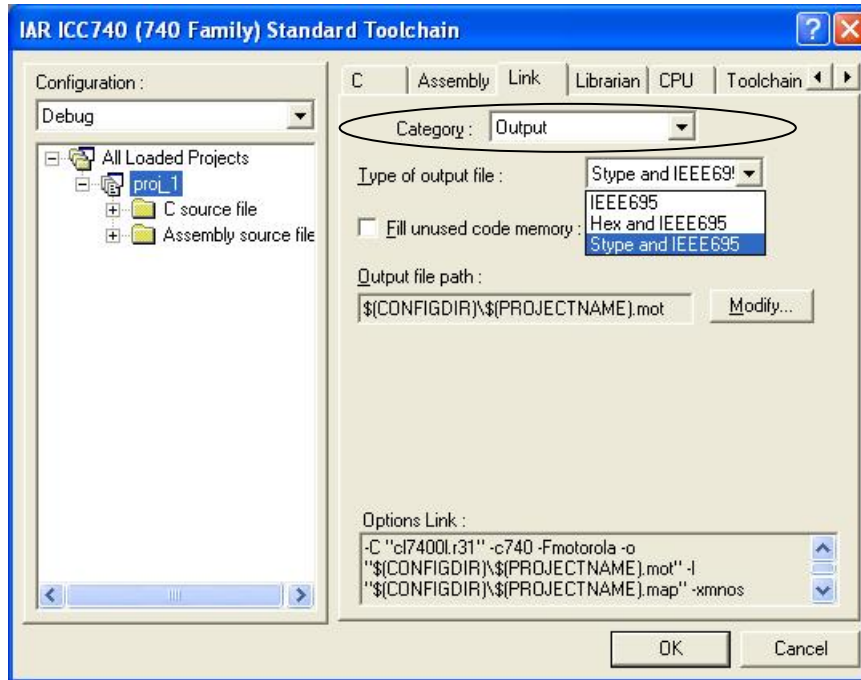
When you've finished changing sessions, you now can download a program.

Use Download Modules on the Debug menu to download a program.

## 8. Creating a Hex File

In V.1.01 Release 02, you normally create two files as absolute load modules, one in IEEE695 format and the other in Motorola format.

To change absolute load modules, select one in Category: Output on the Link tab of the Toolchain dialog box (see Figure 32).



**Figure 32 Category:Output**

**Table 12 Contents of Type of output file**

Type of output file	Files
IEEE695	Output the IEEE695 format file
Hex and IEEE695	Output the IEEE695 format file and INTEL format file.
Stype and IEEE695	Output the IEEE695 format file and MOTOROLA format file.

## 9. Notes to Be Taken when Upgrading Revisions

### 9.1. Upgrading from V.1.01 Release 01

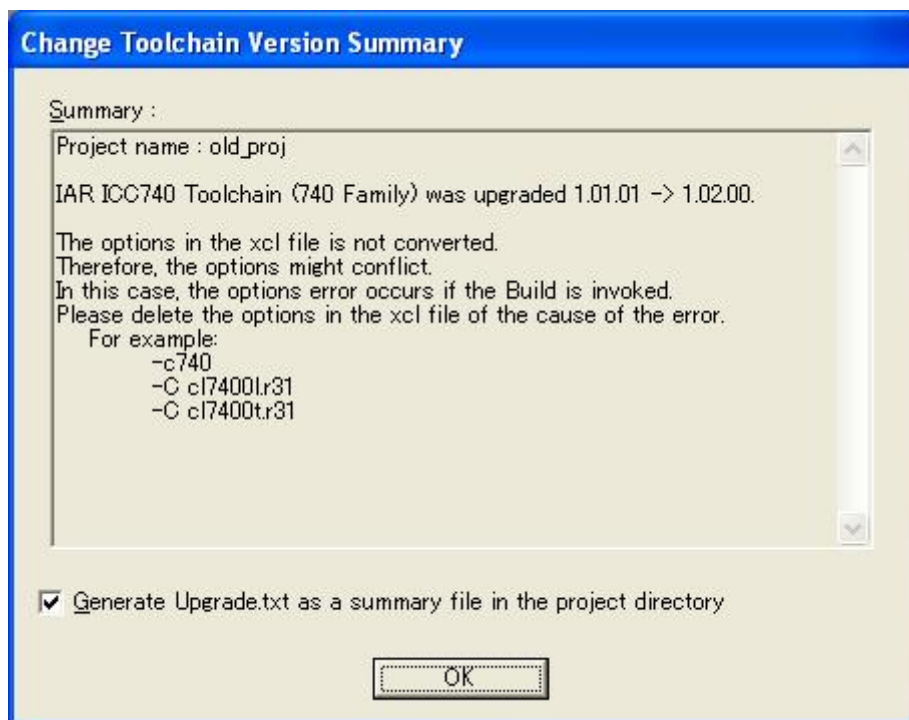
When you upgrade the revision of your software, be sure to uninstall V.1.01 Release 01 first. The project types in V.1.01 Release 01 cannot be used.

Application Application(Tiny) Application for E8 Application for E8 (Tiny)
-------------------------------------------------------------------------------------

Project Type in V.1.01 Release 01

### 9.2. Converting the Projects Created with V.1.01 Release 01

If any project created with V.1.01 Release 01 is used in V.1.01 Release 02, the dialog box shown below is displayed (see Figure 33). Make the necessary changes following the message shown in it.



**Figure 33 Change Toolchain Version Summary**

In V.1.01 Release 02, the microcomputer specification (-c740) and library specification (e.g., C cl7400l.r31) are set by default. Therefore, delete these specifications from the lnk740.xcl

file.

Specification of lnk740.xcl is set in Category: Other on the Link tab (see Figure 34).

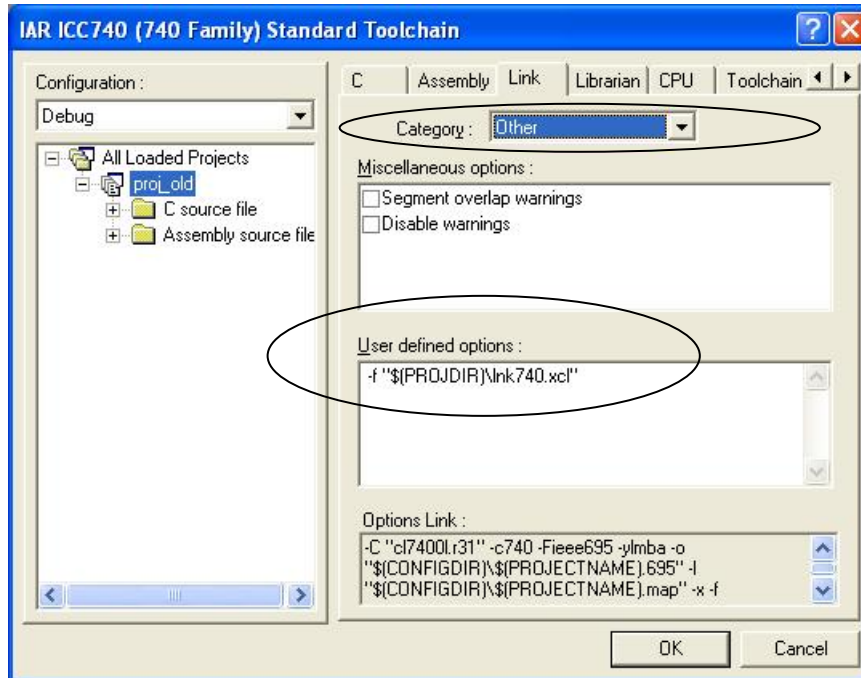
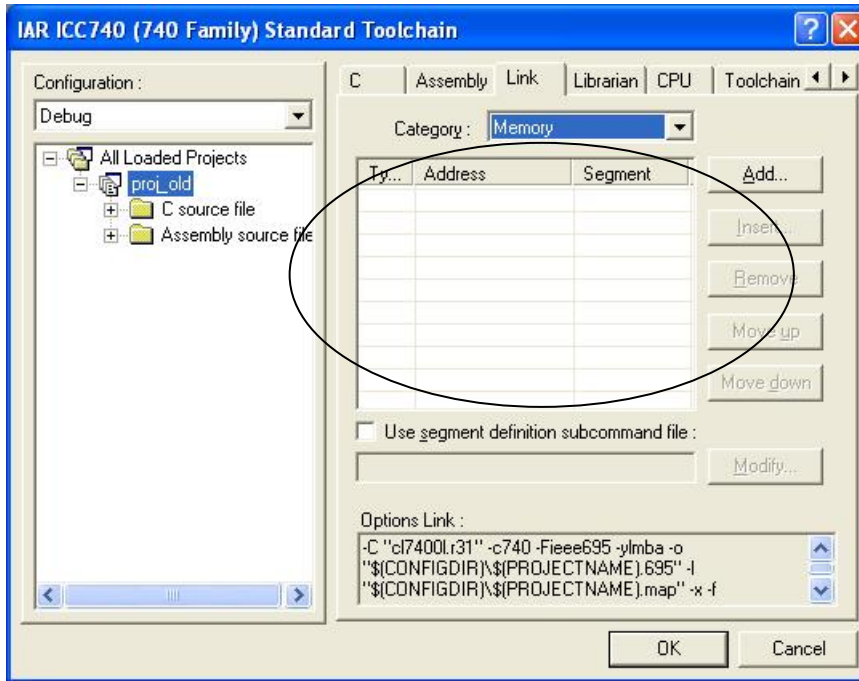


Figure 34 Settings made in the lnk740.xcl file after Toolchain change

Note that after Toolchain is changed, Category: Memory on the Link tab will look like the one shown below.



**Figure 35 Category:Memory**

Leave the segment locations intact as shown here because they are set in the lnk740.xcl file.

To alter the segment locations in Category: Memory, delete the definitions in the lnk740.xcl file shown in Figure 35.

## 10. Editing cstartup.s31 and lnk740.xcl

If cstartup.s31 or lnk740.xcl included with ICC740 needs to be used as when you've selected Empty Application in new project creation, you must first edit these files before you can use.

### 10.1. Editing cstartup.s31

In cstartup.s31, edit the items listed in Table 13 as necessary.

**Table 13 Items to Edit in cstartup.s31**

Edit item	Subject	Corresponding line
Stack page	Stack area	Line 137
Interrupt vector area	Target microcomputer	Line 375

#### 10.1.1. Changing the Stack Page

The line 137 in cstartup.s31 is used to set the stack page. Here, the stack page for the 3803 group CPU mode register is set to page 1.

```
LDM #0CH, 3BH ; set stack page : 3803 Group
```

Set the stack page to suit your target microcomputer.

If you set the stack page to page 0, you need to change CSTACK segment settings in the lnk740.xcl file.

Note that the other bits in the CPU mode register must be set to be appropriate for the target microcomputer.

#### 10.1.2. Changing the Interrupt Vector Area

The line 375 is used to set the size of the interrupt vector area. Here, the size of the interrupt vector area in the 3803 group of microcomputers is set.

```
BLKB 0FFFEH - 0FFDCH - 2 ; 3803 Group
```

Area settings by BLKB requires that an amount equal to the vector size be subtracted by the set area (as subtracted by 2 in the above setting).

Note, however, that the beginning address of the interrupt vector area is set in the lnk740.xcl file.

As an alternative method, you can write each interrupt vector directly in the interrupt vector area.

In this case, be sure to register all interrupt vectors. Also make sure the program does not jump to an indeterminate address by, for example, setting unused interrupts at the same addresses as reset.

```
?CSTARTUP_INTVEC:
    WORD init_C      ; +0x00 : BRK
    WORD init_C      ; +0x02 : AD_SIO3T
    WORD init_C      ; +0x04 : INT4_CNTR2
    WORD init_C      ; +0x06 : INT3
    WORD Int2        ; +0x08 : INT2
    WORD init_C      ; +0x0a : SIO2_TimerZ
    WORD init_C      ; +0x0c : CNTR1_SIO3R
    WORD init_C      ; +0x0e : CNTR0
    WORD init_C      ; +0x10 : Timer2
    WORD Timer1      ; +0x12 : Timer1
    WORD init_C      ; +0x14 : TimerY
    WORD init_C      ; +0x16 : TimerX
    WORD init_C      ; +0x18 : SIO1T
    WORD init_C      ; +0x1a : SIO1R
    WORD init_C      ; +0x1c : INT1
    WORD Int0        ; +0x1e : INT0_TimerZ
?CSTARTUP_RESETVEC:
    WORD init_C      ; +0x20 : reset
ENDMOD init C
```

## 10.2. Editing the lnk740.xcl File

You need to edit the lnk740.xcl file according to the target microcomputer, memory model and other settings you made.

**Table 14 Items to Edit in lnk740.xcl**

Edit item	Subject	Corresponding line in lnk740.xcl
Stack area	Memory model, target microcomputer	60
Beginning address of page 0	Target microcomputer	38
Ending address of page N	Target microcomputer	65
ROM area address	Target microcomputer	77
Interrupt vector	Target microcomputer	91
Library	Processor group	110

### 10.2.1. Changing the Stack Area

For the stack area to be used in the 740 family, select page 0 (00h–FFh) or page 1 (100h–1FFh).

The ICC740 uses this stack area as CSTACK segment.

With standard settings of the M3T-ICC740, the addresses 100h–13Fh in page 1 are used for the stack area.

```
-Z(NAPGE)CSTACK+40=100
```

The following shows a few examples of how to change.

Example 1: To use the addresses 120h–14Fh in page 1 for the stack area, alter the file as shown below.

```
-Z(NAPGE)CSTACK+30=120
```

Example 2: To change the stack area to page 0, alter the file as shown below.

```
-Z(ZPAGE)CSTACK+40
```

Page 0 contains the segments that must be located in the SFR area and in page 0.

The above statement directs that 40h bytes of area following the INT\_EXPR\_STACK segment written in the line 54 be used.

Note, however, that if you change the stack area to page 0, you also need to alter the cstartup.s31 file.

### 10.2.2. Changing the Beginning Address of Page 0

The ICC740 requires that the RAM area be set separately for page 0 and page N (from the address 100h on). To set page 0, specify -Z(ZPAGE).

```
-Z(ZPAGE)ZPAGE,C_ARGZ,Z_UDATA,Z_IDATA=41-FF
```

The above setting directs that the ZPAGE, C\_ARGZ, Z\_UDATA and Z\_IDATA segments be located in a RAM space from the address 41h to the address FFh following the SFR area (0h–40h). Because these segments are intended for use by the ICC740, do not delete them.

An example of how to change is shown below.

Example: For the microcomputers whose SFR area is not set beginning with the address 0h as in the case of the 7220 series, change the settings of page 0 as follows:

```
-Z(ZPAGE)ZPAGE,C_ARGZ,Z_UDATA,Z_IDATA=0-BF
```

Because the SFR area in the 7220 series starts from the address C0h, the RAM space in page 0 should end at the address BFh.

### 10.2.3. Changing the Ending Address of Page N

To set page N, specify `-Z(NPAGE)`.

For the ending address of page N, set the ending address of the RAM of the target microcomputer.

```
-Z(NPAGE)NPAGE,C_ARGN,N_UDATA,N_IDATA,ECSTR=100-43F
```

The above setting directs that the NPAGE, C\_ARGN, N\_UDATA, N\_IDATA and ECSTR segments be located in a RAM space from the address 100h to the address 43Fh. Because these segments are intended for use by the ICC740, do not delete them.

If the CSTACK segment is located in one page, the NPAGE segment is located beginning with the address following the CSTACK segment (with standard settings, the address 140h).

For the ending address of page N, set the last address of the RAM area in the target microcomputer. This setting will allow you to inspect overflow in the RAM area.

### 10.2.4. Changing the ROM Area Address

Set the ROM area as suitable for your target microcomputer. Here, you set a general program area and a special page.

Set a general program area, as shown below.

```
-Z(CODE)RCODE,Z_CDATA,N_CDATA,C_ICALL,C_RECFN,CSTR,  
CCSTR,CODE,CONST=C080-FEFFF
```

The above setting directs that segments for the ROM area be located in a ROM space ranging from the beginning address C080h of the ROM area to the address FEFFFh preceding the special page.

For the microcomputers that have a reserved ROM area, however, the ROM segment space must be set to begin from an address following that reserved area. Also make sure the ROM segment space is set to end at an address preceding the special page or the interrupt vector area.

The special page area must be set to end at an address preceding the interrupt vector area.

The C\_FNT segment indicates the special page area.

This setting will allow you to check to see if the ROM segments are located overlapping the interrupt vector area.

```
-Z(CODE)C_FNT=FF00-FFDB
```

### 10.2.5. Changing the Interrupt Vector Area

Change the interrupt vector area.

In the ICC740, the INTVEC segment indicates the interrupt vector area.

```
-Z(CODE)INTVEC=FFDC-FFFF
```

The above shows how to set the interrupt vector area in the 3803 group of microcomputers.

Make this setting as suitable for your target microcomputer.

### 10.2.6. Deleting the Library

For 740 Family C Compiler Package V.1.01 Release 02, the library is set when the project is created

The library in lnk740.xcl

```
-! -C cl74001 -!
```

### 10.2.7. Altering the lnk740.xcl File

If you've created new segments in an assembler source file, etc., you must set the locations of those segments in the lnk740.xcl file.

An example is shown below.

```
< sample.s31 >
...
RSEG RAM_DATA
BLKB 10
...
RSEG ROM_DATA
BYTE 'Please enter your name'
...
```

```
< lnk740.xcl >
...
-Z(NPAGE)NPAGE,C_ARGN,N_UDATA,N_IDATA,ECSTR=100-43F

-Z(NPAGE) RAM_DATA=100-43F
...
-Z(CODE)RCODE,Z_CDATA,N_CDATA,C_ICALL,C_RECFN,CSTR,CCSTR,CODE,
CONST=C080-FE FF

-Z(CODE) ROM_DATA= C080-FE FF
...
```

In the above example, the RAM\_DATA segment is located after the ECSTR segment, and the ROM\_DATA segment is located after the CONST segment.

# MEMO

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# C Compiler Package for 740 Family V.1.01 User's Manual



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