

```
{  
    FILE* sfile;  
    int count = 0;  
  
    sfile = fopen("file1", "r");  
  
    if( sfile == NULL )  
    {  
        return -1;  
    }  
  
    while (1)  
    {  
        char c;  
        c = fgetc(sfile);  
        if(c == EOF)  
        {  
            break;  
        }  
        else  
        {  
            count++;  
        }  
    }  
  
    return count;  
}
```

# R8C v1.0

## C Compiler, Assembler, Linker Reference Guide

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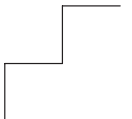
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## **MANUAL PURPOSE AND STRUCTURE**

### ***Windows Users***

The documentation explains and describes how to use the R8C toolchain to program an R8C MCU.

You can use the tools either with the graphical Embedded Development Environment (EDE) or from the command line in a command prompt window.

### ***Unix Users***

For UNIX the toolchain works the same as it works for the Windows command line.

Directory paths are specified in the Windows way, with back slashes as in `\cr8c\bin`. Simply replace the back slashes by forward slashes for use with UNIX: `/cr8c/bin`.

### ***Structure***

The toolchain documentation consists of a User's Guide which includes a Getting Started section and a separate Reference Guide (this manual).

First you need to install the software and make it run under the licence manager FLEXlm. This is described in Chapter 1, *Software Installation and Configuration*, of the *User's Guide*.

After installation you are ready to follow the *Getting Started* in Chapter 2 of the *User's Guide*.

Next, move on with the other chapters in the User's Guide which explain how to use the compiler, assembler, linker and the various utilities.

Once you are familiar with these tools, you can use the Reference Guide to lookup specific options and details to make fully use of the R8C toolchain.

## **SHORT TABLE OF CONTENTS**

### ***Chapter 1: C Language***

Contains overviews of all language extensions:

- Data types
- Keywords
- Function qualifiers
- Intrinsic functions
- Pragmas
- Predefined macros

### ***Chapter 2: Libraries***

Contains overviews of all library functions you can use in your C source. First libraries are listed per header file that contains the prototypes. These tables also show the level of implementation per function. Second, all library functions are listed and discussed into detail.

### ***Chapter 3: Assembly Language***

Contains an overview of all assembly functions that you can use in your assembly source code.

### ***Chapter 4: Tool Options***

Contains a description of all tool options:

- Compiler options
- Assembler options
- Linker options
- Control program options
- Make utility options
- Archiver options

### ***Chapter 5: List File Formats***

Contains a description of the following list file formats:

- Assembler List File Format
- Linker Map File Format

***Chapter 6: Object File Formats***

Contains a description of the following object file formats:

- ELF/DWARF Object Formats
- Motorola S-Record Format
- Intel Hex Record Format

***Chapter 7: Linker Script Language***

Contains a description of the linker script language (LSL).

***Chapter 8: MISRA C Rules***

Contains a description the supported and unsupported MISRA C code checking rules.

## CONVENTIONS USED IN THIS MANUAL

### ***Notation for syntax***

The following notation is used to describe the syntax of command line input:

**bold**           Type this part of the syntax literally.

*italics*           Substitute the italic word by an instance. For example:

*filename*

Type the name of a file in place of the word *filename*.

{ }               Encloses a list from which you must choose an item.

[ ]               Encloses items that are optional. For example

**cr8c** [ -? ]

Both **cr8c** and **cr8c -?** are valid commands.

|                 Separates items in a list. Read it as OR.

...               You can repeat the preceding item zero or more times.

,...              You can repeat the preceding item zero or more times, separating each item with a comma.

### ***Example***

**cr8c** [*option*]... *filename*

You can read this line as follows: enter the command **cr8c** with or without an option, follow this by zero or more options and specify a *filename*. The following input lines are all valid:

```
cr8c test.c
cr8c -g test.c
cr8c -g -E test.c
```

Not valid is:

```
cr8c -g
```

According to the syntax description, you have to specify a filename.

### ***Icons***

The following illustrations are used in this manual:



Note: notes give you extra information.



Warning: read the information carefully. It prevents you from making serious mistakes or from losing information.



This illustration indicates actions you can perform with the mouse. Such as EDE menu entries and dialogs.



Command line: type your input on the command line.



Reference: follow this reference to find related topics.

## **RELATED PUBLICATIONS**

### ***C Standards***

- The C Programming Language (second edition) by B. Kernighan and D. Ritchie (1988, Prentice Hall)
- ISO/IEC 9899:1999(E), Programming languages – C [ISO/IEC]  
More information on the standards can be found at  
<http://www.ansi.org>
- DSP–C, An Extension to ISO/IEC 9899:1999(E),  
Programming languages – C [TASKING, TK0071–14]

### ***MISRA C***

- Guidelines for the Use of the C Language in Vehicle Based Software [MISRA]  
See also <http://www.misra.org.uk>

### ***TASKING Tools***

- R8C C Compiler, Assembler, Linker User's Guide [TASKING, MA199–024–00–00]
- R8C CrossView Pro Debugger User's Guide [TASKING, MA199–043–00–00]

### ***R8C***

- R8C/10 Group Hardware Manual [Renesas]
- R8C/Tiny Series Software Manual [Renesas]

# CHAPTER

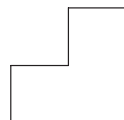
# 1

## C LANGUAGE

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TASKING





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# 1

# CHAPTER

---

## **1.1 INTRODUCTION**

The TASKING R8C C compiler fully supports the ANSI C standard but adds possibilities to program the special functions of the R8C.

This chapter contains complete overviews of the following C language extensions of the TASKING R8C C compiler:

- Data types
- Keywords
- Function qualifiers
- Intrinsic functions
- Pragmas
- Predefined macros

1.2 DATA TYPES

The TASKING R8C C compiler supports the following data types:

Type	Keyword	Size (bit)	Align (bit)	Ranges
Bit	__bit	1	1	0 or 1
Boolean	_Bool	1	8	0 or 1
Character	char signed char	8	8	$-2^7 \dots 2^7-1$
	unsigned char	8	8	$0 \dots 2^8-1$
Integral	short signed short int signed int	16	8 / 16*	$-2^{15} \dots 2^{15}-1$
	unsigned short unsigned int	16	8 / 16*	$0 \dots 2^{16}-1$
	enum	1 8 16	8 8 / 16* 8 / 16*	0 or 1 $-2^7 \dots 2^7-1$ $-2^{15} \dots 2^{15}-1$
	long signed long long long signed long long	32	8 / 16*	$-2^{31} \dots 2^{31}-1$
	unsigned long unsigned long long	32	8 / 16*	$0 \dots 2^{32}-1$
Pointer		16	8 / 16*	$0 \dots 2^{32}-1$
Floating Point	float double long double	32	8 / 16*	$-3.402e^{38} \dots -1.175e^{-38}$ $1.175e^{-38} \dots 3.402e^{38}$
	float/double/ long double _Imaginary	32	8 / 16*	$-3.402e^{38} \dots -1.175e^{-38}$ $1.175e^{-38} \dots 3.402e^{38}$
	float/double/ long double _Complex	64	8 / 16*	$-1.797e^{308} \dots -2.225e^{-308}$ $2.225e^{-308} \dots 1.797e^{308}$

Table 1-1: Data Types



\* For the marked data types, the alignment is 16 if you specify compiler option **--align**, otherwise the alignment is 8.

The long long types are treated as long.

When you use the enum type, the compiler will use the smallest sufficient integer type (`_Bool`, `char`, `int`), unless you use compiler option **--integer-enumeration** (always use 16-bit integers for enumeration).

`float` is implemented in little endian IEEE 32-bit single precision format. `double` is treated as `float`.

### 1.3 KEYWORDS

#### **`__asm()`**

With the `__asm()` keyword you can use assembly instructions in the C source and pass C variables as operands to the assembly code.

```
__asm( "instruction_template"
      [ : output_param_list
        [ : input_param_list
          [ : register_save_list]] ] );
```

*instruction\_template*      Assembly instructions that may contain parameters from the input list or output list in the form: `%parm_nr[.regnum]`

`%parm_nr[.regnum]`      Parameter number in the range 0 .. 31. With the optional *regnum* you can access an individual register from a register pair. For example, with the word register `R2R0`, `.0` selects register `R0`.

*output\_param\_list*      `[[ "=&constraint_char"(C_expression)],...]`

*input\_param\_list*      `[[ "constraint_char"(C_expression)],...]`

**&**      Says that an output operand is written to before the inputs are read, so this output must not be the same register as any input.

*constraint\_char*      Constraint character: the type of register to be used for the *C\_expression*.

*C\_expression* Any C expression. For output parameters it must be an *lvalue*, that is, something that is legal to have on the left side of an assignment.

*register\_save\_list* `[["register_name"],...]`

*register\_name* Name of the register you want to reserve.

Constraint character	Type	Operand	Remark
a	address register	A0, A1	word register
A	address register	A1A0	double-word register
b	bit	R[0..3]H.[0..7] R[0..3]L.[0..7] A[0..1].[0..7] C _bitvar	bit registers/variables
h	data register	R[0..3]H R[0..3]L	byte registers
i	immediate value	#value	
m	memory	address, label, _variable	memory variable or function address
r	data register	R[0..3]	word registers
R	registers	R2R0, R3R1	double-word registers
number	other operand	same as %number	used when input and output operands must be the same

Table 1-2: Available input/output operand constraints



Section 3.4, *Using Assembly in the C Source*, in Chapter *C Language* of the *User's Guide*.

**\_\_at()**

With the attribute `__at()` you can place an object at an absolute address.

```
int myvar __at(0x100);
```



Section 3.3.3, *Declare a Data Object at an Absolute Address*, in Chapter *C Language* of the *User's Guide*.

**`__bita`**

With the `__bita` memory type qualifier, you can specify that a variable must be in bitaddressable RAM.

```
__bita int array[10][4];
```



Section 3.3.1, *Memory Type Qualifiers*, in Chapter *C Language* of the *User's Guide*.

**`__rom`**

With the `__rom` memory type qualifier, you can specify that a variable must be placed in ROM.

```
__rom char text[] = "No smoking";
```



Section 3.3.1, *Memory Type Qualifiers*, in Chapter *C Language* of the *User's Guide*.

**`__sfr`**

With the `__sfr` memory type qualifier you can define a symbol as a Special Function Register (SFR).

```
#define P0      (*(__sfr unsigned char *)0x00E0)
```



Section 3.3.2, *Define Special Function Registers: \_\_sfr*, in Chapter *C Language* of the *User's Guide*.

## 1.4 FUNCTION QUALIFIERS

### ***inline***

#### **\_\_noinline**

You can use the `inline` qualifier to tell the compiler to inline the function body instead of calling the function. Use the `__noinline` qualifier to tell the compiler *not* to inline the function body.

```
inline int func1( void )
{
    // inline this function
}

__noinline int func2( void )
{
    // do not inline this function
}
```



For more information see section 3.10.3, *Inlining Functions: inline*, in Chapter *C Language* of the *User's Guide*.

### **\_\_interrupt()**

#### **\_\_interrupt\_fixed()**

With the following function qualifiers you can declare an interrupt handler using the relocatable or fixed vector table respectively.

```
void __interrupt( vector,... ) isr(void)
{
    ...
}

void __interrupt_fixed( vector,... ) isr(void)
{
    ...
}
```

The argument *vector* identifies the interrupt number entry in the interrupt vector table. This number must be in the range 0 to 63 for `__interrupt()` or 0 to 8 for `__interrupt_fixed()`.



For more information see section 3.10.5, *Interrupt Functions*, in Chapter *C Language* of the *User's Guide*.

## **1.5 INTRINSIC FUNCTIONS**

The TASKING R8C C compiler recognizes intrinsic functions that serve the following purposes:

- Arithmetic functions
- Interrupt handling
- Control Register handling
- Block functions
- Bit Data functions
- Miscellaneous functions

All intrinsic functions begin with a double underscore character (`__`). You can use intrinsic functions as if they were ordinary C functions.



## 1.5.1 ARITHMETIC FUNCTIONS

The next table provides an overview of the intrinsic functions to perform several arithmetic operations.

Intrinsic Function	Description
<code>signed char __absb (signed char)</code>	Return absolute value (8 bit)
<code>int __absw (int)</code>	Return absolute value (16 bit)
<code>char __dadcb (char, char)</code>	Decimal add with carry (8 bit)
<code>int __dadcw (int, int)</code>	Decimal add with carry (16 bit)
<code>char __daddb (char, char)</code>	Decimal add without carry (8 bit)
<code>int __daddw (int, int)</code>	Decimal add without carry (16 bit)
<code>int __divb (int, char)</code>	Returns quotient and remainder
<code>char __divb_q (int, char)</code>	Returns quotient
<code>char __divb_r (int, char)</code>	Returns remainder
<code>long int __divw (long int, int)</code>	Returns quotient and remainder
<code>int __divw_q (long int, int)</code>	Returns quotient
<code>int __divw_r (long int, int)</code>	Returns remainder
<code>int __divub (int, char)</code>	Returns quotient and remainder
<code>char __divub_q (int, char)</code>	Returns quotient
<code>char __divub_r (int, char)</code>	Returns remainder
<code>long int __divuw (long int, int)</code>	Returns quotient and remainder
<code>int __divuw_q (long int, int)</code>	Returns quotient
<code>int __divuw_r (long int, int)</code>	Returns remainder
<code>int __divxb (int, char)</code>	Returns quotient and remainder
<code>char __divxb_q (int, char)</code>	Returns quotient
<code>char __divxb_r (int, char)</code>	Returns remainder
<code>long int __divxw (long int, int)</code>	Returns quotient and remainder
<code>int __divxw_q (long int, int)</code>	Returns quotient
<code>int __divxw_r (long int, int)</code>	Returns remainder
<code>char __dsbbb (char, char)</code>	Decimal subtract with borrow (8 bit)
<code>int __dsbbw (int, int)</code>	Decimal subtract with borrow (16 bit)

Intrinsic Function	Description
char __dsubb (char, char)  int __dsubw (int, int)	Decimal subtract without borrow (8 bit)  Decimal subtract without borrow (16 bit)
char __rotb (signed char, char)  int __rotw (signed char, int)	Rotote (8 bit). Signed char specifies direction.  Rotote (16 bit). Signed char specifies direction.
char __shab (signed char, char) int __shaw (signed char, int) long int __shal (signed char, long int)	Shift arithtmetic (8 bit) Shift arithmetic (16 bit) Shift arithmetic (32 bit)
char __shlb (signed char, char) int __shlw (signed char, int) long int __shll (signed char, long int)	Shift logical (8 bit) Shift logical (16 bit) Shift logical (32 bit)

Table 1-3: Intrinsic Functions for Arithmetic Operations

1.5.2 INTERRUPT HANDLING

The next table provides an overview of the intrinsic functions to generate interrupts.

Intrinsic Function	Description
void __brk (void)	break interrupt
void __int (int)	software interrupt (vector number)
void __into (void)	overflow interrupt
void __und (void)	interrupt
void __wait (void)	interrupt

Table 1-4: Intrinsic Functions for Interrupt Handling

1.5.3 CONTROL REGISTER HANDLING

Access Control Registers

The next table provides an overview of the intrinsic functions that you can use to access control registers.

Intrinsic Function	Description
int __fclr (int)	Use 0 to 7 or __C, __D, __Z, __S, __B, __O, __I, __U to clear a bit in the flag register.
int __fset (int)	Use 0 to 7 or __C, __D, __Z, __S, __B, __O, __I, __U to set a bit in the flag register.
void __ldctx (_near int, _far long int)	Restore context
int __ldc_fb (int)	Load control register fb
int __ldc_sb (int)	Load control register sb
int __ldc_sp (int)	Load control register sp
int __ldc_isp (int)	Load control register isp
int __ldc_flg (int)	Load control register flg
int __ldc_intbh (int)	Load control register intb (high)
int __ldc_intbl (int)	Load control register intb (low)
void __ldintb (_far void *)	Load control register intb
void __stctx (_near int, _far long int)	Store context
int __stc_fb (void)	Store control register fb
int __stc_sb (void)	Store control register sb
int __stc_sp (void)	Store control register sp
int __stc_isp (void)	Store control register isp
int __stc_flg void()	Store control register flg
int __stc_intbh (void)	Store control register intb (high)
int __stc_intbl (void)	Store control register intb (low)

Table 1-5: Intrinsic Functions for Accessing Control Registers

**1.5.4 BLOCK FUNCTIONS**

The next table provides an overview of the intrinsic functions to handle blocks of data.

Intrinsic Function	Description
<code>int __rmpab (_near char *source, _near char *dest, int count)</code>	Repeat multiply and addition (8 bit)
<code>long int __rmpaw (_near char *source, _near char *dest, int count)</code>	Repeat multiply and addition (16 bit)
<code>void __smovbb (_far char *source, _near char *dest, int count)</code>	String move backward (8 bit)
<code>void __smovbw (_far int *source, _near int *dest, int count)</code>	String move backward (16 bit)
<code>void __smovfb (_far char *source, _near char *dest, int count)</code>	String move forward (8 bit)
<code>void __smovfw (_far int *source, _near int *dest, int count)</code>	String move forward (16 bit)
<code>void __sstrb (char, _near char *, int)</code>	Store string (8 bit)
<code>void __sstrw (int, _near int *, int)</code>	Store string (16 bit)

Table 1-6: Intrinsic Functions to Handle Blocks of Data

**1.5.5 BIT DATA FUNCTIONS**

The next table shows intrinsic functions to handle bit data.

Intrinsic Function	Description
<code>__bit __btstc (__bit *)</code>	Bit test and clear
<code>__bit __btsts (__bit *)</code>	Bit test and set

Table 1-7: Intrinsic Functions to Handle Bit Data



**1.5.6 MISCELLANEOUS INTRINSIC FUNCTIONS**

Intrinsic Function	Description
int __enter (int)	Build stack frame
void __exitd (void)	Deallocate stack frame
int __ldipl (char)	Load interrupt permission level
void __nop (void)	Insert nop instruction
int __popc (int)	The operand is the register as encoded in the opcode.
int __popm (int)	The operand is the register mask as encoded in the opcode.
int __pushc (int)	The operand is the register as encoded in the opcode.
int __pushm (int)	The operand is the register mask as encoded in the opcode.
void __reit (void)	Return from interrupt
void __rts (void)	Return from subroutine

*Table 1-8: Miscellaneous Intrinsic Functions*

## 1.6 PRAGMAS

*Pragmas* are keywords in the C source that control the behavior of the compiler. Pragmas overrule compiler options and keywords. The syntax is:

```
#pragma pragma-spec [ON | OFF | DEFAULT]
```

or:

```
_Pragma( "pragma-spec [ON | OFF | DEFAULT]" )
```

The compiler recognizes the following pragmas, other pragmas are ignored.

### ***alias*** *symbol=defined\_symbol*

Define *symbol* as an alias for *defined\_symbol*. It corresponds to an equate directive (EQU) at assembly level. The *symbol* should not be defined elsewhere, and *defined\_symbol* should be defined with static storage duration (not extern or automatic).



See the **EQU** directive directive in Section 3.3, *Assembler Directives and Controls*, in Chapter *Assembly Language*.

### ***align*** ***align-data*** ***align-func***

By default the compiler aligns objects to the minimum alignment required by the architecture.

With these pragmas you can align objects to even addresses. Pragma **align** aligns all objects to even addresses. Pragma **align-data** aligns all data to even addresses. Pragma **align-func** aligns all functions to even addresses.



See compiler option **--align** in section 4.1, *Compiler Options*, in Chapter *Tool Options*.

### ***extension isuffix***

Enables a language extension to specify imaginary floating point constants. With this extension, you can use an "i" suffix on a floating point constant, to make the type `_Imaginary`.

***extern symbol***

Force an external reference (**EXTERN** assembler directive), even when the symbol is not used in the module.



See the **EXTERN** directive in Section 3.3, *Assembler Directives and Controls*, in Chapter *Assembly Language*.

***clear  
noclear***

By default, uninitialized global or static variables are cleared to zero on startup. With **pragma noclear**, this step is skipped. **Pragma clear** resumes normal behaviour.



See compiler option **--noclear** in section 4.1, *Compiler Options*, in Chapter *Tool Options*.

***inline  
noinline  
smartinline***

Instead of the **inline** qualifier, you can also use **pragma inline** and **pragma noinline** to inline a function body:

```
int  w,x,y,z;

#pragma inline
int add( int a, int b )
{
    int i=4;
    return( a + b );
}
#pragma noinline

void main( void )
{
    w = add( 1, 2 );
    z = add( x, y );
}
```

If a function has an **inline** or **\_\_noinline** function qualifier, then this qualifier will overrule the current **pragma** setting.

***smartinline***

By default, small functions that are not too often called, are inlined. This reduces execution speed at the cost of code size (compiler option **-Oi**).

With the `pragma noline` / `pragma smartinline` you can temporarily disable this optimization.

With the compiler options **--inline-max-incr** and **--inline-max-size** you have more control over the function inlining process of the compiler.



See for more information of these options, section 4.1, *Compiler Options* in Chapter *Tool Options*.

***linear\_switch******jump\_switch******binary\_switch******auto\_switch***

With these pragmas you can overrule the compiler chosen switch method:

`linear_switch`    force jump chain code

`jump_switch`     force jump table code

`lookup_switch`   force lookup table code

`auto_switch`     let the compiler decide the switch method used



See Section 3.9, *Switch Statement* in Chapter *C Language of the User's Guide*.

***macro******nomacro***

Turns macro expansion on or off.

***message* "string" ...**

Print the message string(s) on standard output.



### ***optimize flags*** ***endoptimize***

You can overrule the compiler option **-O** for the code between the pragmas `optimize` and `endoptimize`. The pragma works the same as compiler option **-O**.



See compiler option **-O** in section 4.1, *Compiler Options*, in Chapter *Tool Options*.

### ***renamesect spec*** ***endrenamesect***

Rename sections of the specified type or restore default section naming.



See section 3.11, *Section Naming* in Chapter *C Language of the User's Guide*.

See compiler option **-R** in section *Compiler Options* in Chapter *Tool Options*.

### ***source*** ***nosource***

With these directives you can choose which C source lines must be listed as comments in assembly output.



See also compiler option **-s (--source)**

### ***tradeoff level***

Specify tradeoff between speed (0) and size (4).



See also compiler option **-t (--trade-off)**

### ***warning [number,...]***

With this pragma you can disable warning messages. If you do not specify a warning number, all warnings will be suppressed.




See also compiler option **-w (--no-warnings)**

### ***weak symbol***

Mark a *symbol* as "weak" (WEAK assembler directive). The symbol must have external linkage, which means a global or external object or function. A static symbol cannot be declared weak.

A weak external reference is resolved by the linker when a global (or weak) definition is found in one of the object files. However, a weak reference will not cause the extraction of a module from a library to resolve the reference. When a weak external reference cannot be resolved, the null pointer is substituted.

A weak definition can be overruled by a normal global definition. The linker will not complain about the duplicate definition, and ignore the weak definition.

 See the **WEAK** directive in Section 3.3, *Assembler Directives and Controls*, in Chapter *Assembly Language*.

1.7 PREDEFINED MACROS

In addition to the predefined macros required by the ISO C standard, the TASKING C compiler supports the predefined macros as defined in the table below. The macros are useful to create conditional C code.

Macro	Description
__SINGLE_FP__	Always defined for the R8C (treat double as float)
__CPU__	Expands to the CPU type specified to the compiler option <b>-C</b> , or 0 otherwise.
__CR8C__	Identifies the compiler. You can use this symbol to flag parts of the source which must be recognized by the <b>cr8c</b> compiler only. It expands to the version number of the compiler.
__LITTLE_ENDIAN__	Expands to 1, indicating the processor accesses data in little-endian.
__TASKING__	Identifies the compiler as a TASKING compiler. It expands to 1.
__DSPC__	Indicates conformation to the DSP-C standard. Expands to 0, DSP-C extensions are not supported.

Table 1-9: Predefined macros

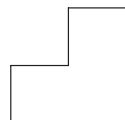


# CHAPTER

# 2

## LIBRARIES

---



---

# 2

# CHAPTER

---

## 2.1 INTRODUCTION

This chapter contains an overview of all library functions that you can call in your C source. This includes all functions of the standard C library (`libc.a`) and some functions of the floating-point library (`libfp.a` or `libfpt.a`).

Section 2.1.1, *Header Files*, gives an overview of relevant header files and shows which header file you must include for the functions and/or macros that you use in your C source.

Section 2.1.2, *C Library Functions*, alphabetically lists all library functions you can use in detail. All listed functions reside in the standard C library (`libc.a`) unless stated otherwise.

The following libraries are included in the R8C (**cr8c**) toolchain. Both EDE and the control program **ccr8c** automatically select the appropriate libraries depending on the specified R8C derivative.

Library to link	Description
<code>libc.a</code>	C library (With full printf/scanf functionality. Some functions require the floating point library. Also includes the startup code.)
<code>libfp.a</code>	Floating point library (non-trapping)
<code>libfpt.a</code>	Floating point library (trapping) (Control program option <b>--fp-trap</b> )
<code>librt.a</code>	Run-time library

*Table 2-1: Overview of libraries*

### **2.1.1 HEADER FILES**

In the table below you can find which header file you must include for the library functions or macros you use in your C source.

Some functions are not completely implemented because their implementation depends on the context where your application will run. These functions are for example all I/O related functions. Where possible, CrossView Pro's *file system simulation* is implemented which enables you to debug your application.

Explanation:

Yes – Fully implemented

FSS – Implemented via CrossView Pro's *file system simulation*

Empty – Delivered as a skeleton

<b>Header file</b>	<b>Function or macro name</b>	<b>Imple-mented</b>	<b>Comments</b>
assert.h	assert() macro	Yes	Macro definition
cctype.h	isalnum isalpha iscntrl isdigit isgraph islower isprint ispunct isspace isupper isxdigit tolower toupper _tolower _toupper isascii toascii	Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes  Not defined by ANSI Not defined by ANSI Not defined by ANSI Not defined by ANSI	Most of the routines are delivered as macro AND as function (as prescribed by ANSI).
errno.h		Yes	Only Macros
fcntl.h	open	FSS	Contains also definitions of flags used by _open

Header file	Function or macro name	Implemented	Comments
float.h	copysign copysignf isfinite isfinitef isinf isinf isnan isnanf scalb scalbf	Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes	
fss.h		Yes	Definitions for file system simulation
iso646.h		Yes	Alternative spellings. No C functions
limits.h		Yes	Only Macros
locale.h	localeconv setlocale	Empty Empty	No OS present No OS present
math.h	acos asin atan atan2 ceil cos cosh exp fabs floor fmod frexp ldexp log log10 modf pow sin sinh sqrt tan tanh	Yes Yes	
setjmp.h	longjmp setjmp	Yes Yes	
signal.h	raise signal	Yes Yes	





[illegible]

[illegible]

Header file	Function or macro name	Implemented	Comments
string.h	memchr memcmp memcpy memmove memset strcat strchr strcmp strcoll strcpy strcspn strerror strlen strncat strncmp strncpy strpbrk strrchr strspn strstr strtok strxfrm	Yes Yes	
time.h	asctime clock ctime difftime gmtime localtime mktime strftime time	Yes Empty Yes Yes Yes Yes Yes Yes Yes	real time clock not supported
unistd.h	access chdir close fstat getcwd lseek lstat read stat unlink write	FSS FSS FSS Empty FSS FSS Empty FSS FSS FSS FSS FSS	Defined in fss_access.c Defined in fss_chdir.c Defined in fss_close.c  Defined in fss_getcwd.c Defined in fss_lseek.c  Defined in fss_read.c Defined in fss_stat.c Defined in fss_unlink.c Defined in fss_write.c

Header file	Function or macro name	Implemented	Comments
wchar.h	btowc	Yes	
	fgetwc	Yes	
	fgetws	Yes	
	fputwc	Yes	
	fputws	Yes	
	fwide	Yes	
	fwprintf	Yes	
	fwscanf	Yes	
	getwc	Yes	
	getwchar	Yes	
	mbrlen	Yes	
	mbrtowc	Yes	
	mbsinit	Yes	
	mbsrtowcs	Yes	
	putwc	Yes	
	putwchar	Yes	
	swprintf	Yes	
	swscanf	Yes	
	ungetwc	Yes	
	vfwprintf	Yes	
	vswprintf	Yes	
	vwprintf	Yes	
	wcrtomb	Yes	
	wcscat	Yes	
	wcschr	Yes	
	wcscmp	Yes	
	wcscoll	Yes	
	wcscpy	Yes	
	wcscspn	Yes	
	wcsftime	Yes	
	wcslen	Yes	
	wcsncat	Yes	
	wcsncmp	Yes	
	wcsncpy	Yes	
	wcspbrk	Yes	
	wcsrchr	Yes	
	wcsrtombs	Yes	
	wcsspn	Yes	
	wcsstr	Yes	
	wcstod	Yes	
	wcstok	Yes	
	wcstol	Yes	
	wcstoul	Yes	

Header file	Function or macro name	Imple-mented	Comments
	wcsxfrm wctob wmemchr wmemcmp wmemcpy wmemmove wmemset wprintf wscanf	Yes Yes Yes Yes Yes Yes Yes Yes Yes	
wctype.h	iswalnum iswalph iswcntrl iswctype iswdigit iswgraph iswlower iswprint iswpunct iswspace iswupper iswxdigit towctrans towlower towupper wctrans wctype	Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes	

Table 2-2: Overview of header files

## **2.1.2 C LIBRARY FUNCTIONS**

### ***\_close***

```
#include <stdio.h>
int _close( int fd );
```

Low level file close function. `_close` is used by the functions `close` and `fclose`. The given file descriptor should be properly closed, any buffer is already flushed. This function interfaces to CrossView Pro's file system simulation.

### ***\_lseek***

```
#include <stdio.h>
off_t _lseek( int fd, off_t offset, int whence );
```

Low level file positioning function. `_lseek` is used by all file positioning functions (`fgetpos`, `fseek`, `fsetpos`, `ftell`, `rewind`). This function interfaces to CrossView Pro's file system simulation.

### ***\_open***

```
#include <stdio.h>
int _open( int fd, int flags );
```

Low level file open function. `_open` is used by the functions `fopen` and `freopen`. The given file descriptor should be properly opened. This function interfaces to CrossView Pro's file system simulation.

### ***\_read***

```
#include <stdio.h>
size_t _read( int fd, char *buffer, size_t count );
```

Low level input function. It reads a sequence of characters from a file. This function interfaces to CrossView Pro's file system simulation.

**Returns**      the number of characters read.

**\_tolower**

```
#include <ctype.h>
int _tolower( int c );
```

Converts *c* to a lowercase character, does not check if *c* really is an uppercase character. This is a non-ANSI function.

**Returns**      the converted character.

**\_toupper**

```
#include <ctype.h>
int _toupper( int c );
```

Converts *c* to an uppercase character, does not check if *c* really is a lowercase character. This is a non-ANSI function.

**Returns**      the converted character.

**\_unlink**

```
#include <stdio.h>
int _unlink( const char *name );
```

Low level file remove function. *\_unlink* is used by the function *remove*. This function interfaces to CrossView Pro's file system simulation.

**\_write**

```
#include <stdio.h>
size_t _write( int fd, char *buffer, size_t count );
```

Low level output function. It writes a sequence of characters to a file. This function interfaces to CrossView Pro's file system simulation.

**Returns**      the number of characters correctly written.

***abort***

```
#include <stdlib.h>
void abort( void );
```

Terminates the program abnormally. It calls the function `_Exit`, which is defined in the start-up module.

**Returns**      nothing.

***abs***

```
#include <stdlib.h>
int abs( int n );
```

**Returns**      the absolute value of the signed int argument.

***access***

```
#include <unistd.h>
int access( const char * name, int mode );
```

Use the file system simulation feature of CrossView Pro to check the permissions of a file on the host. mode specifies the type of access and is a bit pattern constructed by a logical OR of the following values:

R_OK	Checks read permission.
W_OK	Checks write permission.
X_OK	Checks execute (search) permission.
F_OK	Checks to see if the file exists.

**Returns**      zero if successful,  
                -1 on error.

***acos***

```
#include <math.h>
double acos( double x );
```

**Returns**      the arccosine  $\cos^{-1}(x)$  of  $x$  in the range  $[0, \pi]$ ,  
                 $x \in [-1, 1]$ .



***asctime***

```
#include <time.h>
char *asctime( const struct tm *tp );
```

Converts the time in the structure *\*tp* into a string of the form:

```
Mon Jan 21 16:15:14 1989\n\0
```

**Returns** the time in string form.

***asin***

```
#include <math.h>
double asin( double x );
```

**Returns** the arcsine  $\sin^{-1}(x)$  of *x* in the range  $[-\pi/2, \pi/2]$ ,  $x \in [-1, 1]$ .

***assert***

```
#include <assert.h>
void assert( int expr );
```

When compiled with NDEBUG, this is an empty macro. When compiled without NDEBUG defined, it checks if *expr* is true. If it is true, then a line like:

```
"Assertion failed: expression, file filename, line num"
```

is printed.

**Returns** nothing.

***atan***

```
#include <math.h>
double atan( double x );
```

**Returns** the arctangent  $\tan^{-1}(x)$  of *x* in the range  $[-\pi/2, \pi/2]$ .  $x \in [-1, 1]$ .

***atan2***

```
#include <math.h>
double atan2( double y, double x );
```

**Returns** the result of:  $\tan^{-1}(y/x)$  in the range  $[-\pi, \pi]$ .

***atexit***

```
#include <stdlib.h>
int atexit( void (*fcn)( void ) );
```

Registers the function `fcn` to be called when the program terminates normally.

**Returns** zero, if program terminates normally.  
non-zero, if the registration cannot be made.

***atof***

```
#include <stdlib.h>
double atof( const char *s );
```

Converts the given string to a double value. White space is skipped, conversion is terminated at the first unrecognized character.

**Returns** the double value.

***atoi***

```
#include <stdlib.h>
int atoi( const char *s );
```

Converts the given string to an integer value. White space is skipped, conversion is terminated at the first unrecognized character.

**Returns** the integer value.

***atol***

```
#include <stdlib.h>
long atol( const char *s );
```

Converts the given string to a long value. White space is skipped, conversion is terminated at the first unrecognized character.

**Returns**      the long value.

***bsearch***

```
#include <stdlib.h>
void *bsearch( const void *key,
               const void *base, size_t n, size_t size, int (* cmp)
               (const void *, const void *) );
```

This function searches in an array of *n* members, for the object pointed to by *ptr*. The initial base of the array is given by *base*. The size of each member is specified by *size*. The given array must be sorted in ascending order, according to the results of the function pointed to by *cmp*.

**Returns**      a pointer to the matching member in the array, or NULL when not found.

***btowc***

```
#include <wchar.h>
wint_t btowc( int c );
```

Determines whether *c* constitutes a valid single-byte character in the initial shift state.

**Returns**      WEOF if *c* has the value EOF or if `(unsigned char)c` does not constitute a valid single-byte character in the initial shift state. Otherwise, it returns the wide character representation of that character.

***calloc***

```
#include <stdlib.h>
void *calloc( size_t nobj, size_t size );
```

The allocated space is filled with zeros. The maximum space that can be allocated can be changed by customizing the heap size. By default no heap is allocated. When `calloc()` is used while no heap is defined, the linker gives an error.

**Returns**      a pointer to space in external memory for `nobj` items of `size` bytes length.  
                 NULL if there is not enough space left.

***ceil***

```
#include <math.h>
double ceil( double x );
```

**Returns**      the smallest integer not less than `x`, as a double.

***chdir***

```
#include <unistd.h>
int chdir( const char *path );
```

Use the file system simulation feature of CrossView Pro to change the current directory on the host to the directory indicated by `path`.

**Returns**      zero if successful,  
                 -1 on error.

***clearerr***

```
#include <stdio.h>
void clearerr( FILE *stream );
```

Clears the end of file and error indicators for stream.

**Returns**      nothing.

***clock***

```
#include <time.h>
clock_t clock( void );
```

Determines the processor time used.

**Returns**      number of microseconds since the last reset, assuming a 100 MHz cpu.

***close***

```
#include <unistd.h>
int close( int fd );
```

File close function. The given file descriptor should be properly closed. This function calls `_close`.

**Returns**      zero if successful,  
              -1 on error.

***copysign***

```
#include <float.h>
double copysign( double d, double sign );
```

IEEE-754-1985 recommended function. Copy the sign of the second argument to the value of the first argument and return that as result.

**Returns**      the first argument with the sign of the second argument.

***copysignf***

```
#include <float.h>
float copysignf( float f, float sign );
```

IEEE-754-1985 recommended function. Copy the sign of the second argument to the value of the first argument and return that as result.

**Returns**      the first argument with the sign of the second argument.

***cos***

```
#include <math.h>
double cos( double x );
```

**Returns** the cosine of *x*.

***cosh***

```
#include <math.h>
double cosh( double x );
```

**Returns** the hyperbolic cosine of *x*.

***ctime***

```
#include <time.h>
char *ctime( const time_t *tp );
```

Converts the calendar time *\*tp* into local time, in string form. This function is the same as:

```
asctime( localtime( tp ) );
```

**Returns** the local time in string form.

***difftime***

```
#include <time.h>
double
difftime( time_t time2, time_t time1 );
```

**Returns** the result of *time2 - time1* in seconds.

***div***

```
#include <stdlib.h>
div_t div( int num, int denom );
```

Both arguments are integers. The returned quotient and remainder are also integers.

**Returns**      a structure containing the quotient and remainder of num divided by denom.

***exit***

```
#include <stdlib.h>
void exit( int status );
```

Terminates the program normally. Acts as if 'main()' returns with `status` as the return value. It calls the function `_Exit`, which is defined in the start-up module.

**Returns**      zero, on successful termination.

***exp***

```
#include <math.h>
double exp( double x );
```

**Returns**      the result of the exponential function  $e^x$ .

***fabs***

```
#include <math.h>
double fabs( double x );
```

**Returns**      the absolute double value of `x`.  $|x|$

***fclose***

```
#include <stdio.h>
int fclose( FILE *stream )
```

Flushes any unwritten data for stream, discards any unread buffered input, frees any automatically allocated buffer, then closes the stream.

**Returns**      zero if the stream is successfully closed, or EOF on error.

***feof***

```
#include <stdio.h>
int feof( FILE *stream );
```

**Returns**      a non-zero value if the end-of-file indicator for stream is set.

***ferror***

```
#include <stdio.h>
int ferror( FILE *stream );
```

**Returns**      a non-zero value if the error indicator for stream is set.

***fflush***

```
#include <stdio.h>
int fflush( FILE *stream );
```

Writes any buffered but unwritten data, if stream is an output stream. If stream is an input stream, the effect is undefined.

**Returns**      zero if successful, or EOF on a write error.



***fgetc***

```
#include <stdio.h>
int fgetc( FILE *stream );
```

Reads one character from the given `stream`.

**Returns**      the read character, or EOF on error.

***fgetpos***

```
#include <stdio.h>
int fgetpos( FILE *stream, fpos_t *ptr );
```

Stores the current value of the file position indicator for the stream pointed to by `stream` in the object pointed to by `ptr`. The type `fpos_t` is suitable for recording such values.

**Returns**      zero if successful,  
a non-zero value on error.

***fgets***

```
#include <stdio.h>
char *fgets( char *s, int n, FILE *stream );
```

Reads at most the next `n-1` characters from the given `stream` into the array `s` until a newline is found.

**Returns**      `s`, or NULL on EOF or error.

***fgetwc***

```
#include <wchar.h>
wint_t fgetwc( FILE *stream );
```

Reads one wide character from the given `stream`.

**Returns**      the read wide character, or WEOF on error.

### *fgetws*

```
#include <wchar.h>
wchar_t *fgetws( wchar_t *s, int n, FILE *stream );
```

Reads at most the next  $n-1$  wide characters from the given stream into the array `s` until a newline is found.

**Returns** `s`, or NULL on end-of-file or error.

### *floor*

```
#include <math.h>
double floor( double x );
```

**Returns** the largest integer not greater than `x`, as a double.

### *fmod*

```
#include <math.h>
double fmod( double x, double y );
```

**Returns** the floating-point remainder of `x/y`, with the same sign as `x`. If `y` is zero, the result is implementation-defined.

### *fopen*

```
#include <stdio.h>
FILE *fopen( const char *filename, const char *mode );
```

Opens a file for a given mode.

**Returns** a stream. If the file cannot not be opened, NULL is returned.

You can specify the following values for mode:

"r"	read; open text file for reading
"w"	write; create text file for writing; if the file already exists its contents is discarded
"a"	append; open existing text file or create new text file for writing at end of file

"r+"	open text file for update; reading and writing
"w+"	create text file for update; previous contents if any is discarded
"a+"	append; open or create text file for update, writes at end of file

The update mode (with a '+') allows reading and writing of the same file. In this mode the function `fflush` must be called between a read and a write or vice versa. By including the letter `b` after the initial letter, you can indicate that the file is a binary file. E.g. "rb" means read binary, "w+b" means create binary file for update. The filename is limited to `FILENAME_MAX` characters. At most `FOPEN_MAX` files may be open at once.

### ***fprintf***

```
#include <stdio.h>
int fprintf( FILE *stream, const char *format, ... );
```

Performs a formatted write to the given stream.



See also "printf()", "\_write()" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

### ***fputc***

```
#include <stdio.h>
int fputc( int c, FILE *stream );
```

Puts one character onto the given stream.



See also "\_write".

**Returns** EOF on error.

***fputs***

```
#include <stdio.h>
int fputs( const char *s, FILE *stream );
```

Writes the string to a *stream*. The terminating NULL character is not written.



See also ”\_write()”.

**Returns**      NULL if successful, or EOF on error.

***fputwc***

```
#include <wchar.h>
wint_t fputwc( int c, FILE *stream );
```

Puts one wide character onto the given *stream*.

**Returns**      the wide character written or WEOF on error.

***fputws***

```
#include <wchar.h>
int fputws( const wchar_t *s, FILE *stream );
```

Writes the wide string to a *stream*. The terminating NULL wide character is not written.

**Returns**      0 if successful, or EOF on error.

***fread***

```
#include <stdio.h>
size_t fread( void *ptr, size_t size,
              size_t nobj, FILE *stream );
```

Reads *nobj* members of *size* bytes from the given *stream* into the array pointed to by *ptr*.



See also ”\_read()”.

**Returns**      the number of successfully read objects.

### *free*

```
#include <stdlib.h>
void free( void *p );
```

Deallocates the space pointed to by *p*. *p* Must point to space earlier allocated by a call to "calloc()", "malloc()" or "realloc()". Otherwise the behavior is undefined.



See also "calloc()", "malloc()" and "realloc()".

**Returns**      nothing

### *freopen*

```
#include <stdio.h>
FILE * freopen( const char *filename,
               const char *mode, FILE *stream );
```

Opens a file for a given mode associates the *stream* with it. This function is normally used to change the files associated with stdin, stdout, or stderr.



See also "fopen()".

**Returns**      *stream*, or NULL on error.

### *frexp*

```
#include <math.h>
double frexp( double x, int *exp );
```

Splits *x* into a normalized fraction in the interval  $[1/2, 1)$ , which is returned, and a power of 2, which is stored in *\*exp*. If *x* is zero, both parts of the result are zero. For example: `frexp( 4.0, &var )` results in  $0.5 \cdot 2^3$ . The function returns 0.5, and 3 is stored in *var*.

**Returns**      the normalized fraction.

### ***fscanf***

```
#include <stdio.h>
int fscanf( FILE *stream, const char *format, ... );
```

Performs a formatted read from the given stream.



See also "scanf()", "\_read()" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

**Returns** the number of items converted successfully.

### ***fseek***

```
#include <stdio.h>
int fseek( FILE *stream, long offset, int origin );
```

Sets the file position indicator for stream. A subsequent read or write will access data beginning at the new position. For a binary file, the position is set to offset characters from origin, which may be SEEK\_SET for the beginning of the file, SEEK\_CUR for the current position in the file, or SEEK\_END for the end-of-file. For a text stream, offset must be zero, or a value returned by ftell. In this case origin must be SEEK\_SET.

**Returns** zero if successful,  
a non-zero value on error.

### ***fsetpos***

```
#include <stdio.h>
int fsetpos( FILE *stream, const fpos_t *ptr );
```

Positions stream at the position recorded by fgetpos in \*ptr.

**Returns** zero if successful,  
a non-zero value on error.

***fstat***

```
#include <unistd.h>
int fstat( int fd, struct stat * buf );
```

This function is identical to `stat()`, except that it uses a file descriptor instead of a name.

**Returns**      zero if successful, -1 on error.



See also "stat".

***ftell***

```
#include <stdio.h>
long ftell( FILE *stream );
```

**Returns**      the current file position for `stream`, or  
-1L on error.

***fwide***

```
#include <wchar.h>
int fwide( FILE *stream, int mode );
```

Determines the orientation of the `stream`. If `mode` is greater than zero, the function first attempts to make the stream wide oriented. If `mode` is less than zero, the function first attempts to make the stream byte oriented. Otherwise, `mode` is zero and the function does not alter the orientation of the stream.

**Returns**      a value greater than zero if, after the call, the stream has wide orientation, a value less than zero if the stream has byte orientation, or zero if the stream has no orientation.

### ***fwprintf***

```
#include <wchar.h>
int fwprintf( FILE *stream,
              const wchar_t *format, ... );
```

Writes output to the given `stream` under control of the wide string pointed to by `format` that specifies how subsequent arguments are converted for output.



See also "printf".

**Returns** the number of wide characters transmitted, or a negative value if an output or encoding error occurred.

### ***fwrite***

```
#include <stdio.h>
size_t fwrite( const void *ptr, size_t size,
               size_t nobj, FILE *stream );
```

Writes `nobj` members of `size` bytes to the given stream from the array pointed to by `ptr`.

**Returns** the number of successfully written objects.

### ***fwscanf***

```
#include <wchar.h>
int fwscanf( FILE *stream,
             const wchar_t *format, ... );
```

Reads input from the given `stream`, under control of the wide string pointed to by `format` that specifies the admissible input sequences and how they are to be converted for assignment, using subsequent arguments as pointers to the objects to receive the converted input.



See also "scanf".

**Returns** the number of input items assigned or EOF on error.



***getc***

```
#include <stdio.h>
int getc( FILE *stream );
```

Reads one character out of the given `stream`. Currently #defined as `getchar()`, because FILE I/O is not supported.



See also "`_read()`".

**Returns** the character read or EOF on error.

***getchar***

```
#include <stdio.h>
int getchar( void );
```

Reads one character from standard input.



See also "`_read()`".

**Returns** the character read or EOF on error.

***getcwd***

```
#include <unistd.h>
char * getcwd( char * buf, size_t size );
```

Use the file system simulation feature of CrossView Pro to retrieve the current directory on the host.

**Returns** the directory name if successful,  
NULL on error.

***getenv***

```
#include <stdlib.h>
char *getenv( const char *name );
```

**Returns** the environment string associated with `name`, or NULL if no string exists.

***gets***

```
#include <stdio.h>
char *gets( char *s );
```

Reads all characters from standard input until a newline is found. The newline is replaced by a NULL-character.



See also ”\_read()”.

**Returns** a pointer to the read string or NULL on error.

***getwc***

```
#include <wchar.h>
wint_t getwc( FILE *stream );
```

Reads one wide character out of the given stream.

**Returns** the wide character read, or WEOF on error.

***getwchar***

```
#include <wchar.h>
wint_t getwchar( void );
```

Reads one wide character from standard input.

**Returns** the wide character read, or WEOF on error.

***gmtime***

```
#include <time.h>
struct tm *gmtime( const time_t *tp );
```

Converts the calendar time \*tp into Coordinated Universal Time (UTC).

**Returns** a structure representing the UTC, or NULL if UTC is not available.

***isalnum***

```
#include <ctype.h>
int isalnum( int c );
```

**Returns** a non-zero value when *c* is an alphabetic character or a number ([A-Z][a-z][0-9]).

***isalpha***

```
#include <ctype.h>
int isalpha( int c );
```

**Returns** a non-zero value when *c* is an alphabetic character ([A-Z][a-z]).

***isascii***

```
#include <ctype.h>
int isascii( int c );
```

**Returns** a non-zero value when *c* is in the range of 0 and 127. This is a non-ANSI function.

***isctrl***

```
#include <ctype.h>
int isctrl( int c );
```

**Returns** a non-zero value when *c* is a control character.

***isdigit***

```
#include <ctype.h>
int isdigit( int c );
```

**Returns** a non-zero value when *c* is a numeric character ([0-9]).

***isfinite***

```
#include <float.h>
int isfinite( double d );
```

IEEE-754-1985 recommended function. Test the given variable on being a finite (IEEE-754) value.

**Returns**      zero if the variable is not finite, else non-zero.

***isfinitef***

```
#include <float.h>
int isfinitef( float f );
```

IEEE-754-1985 recommended function. Test the given variable on being a finite (IEEE-754) value.

**Returns**      zero if the variable is not finite, else non-zero.

***isgraph***

```
#include <ctype.h>
int isgraph( int c );
```

**Returns**      a non-zero value when *c* is printable, but not a space.

***isinf***

```
#include <float.h>
int isinf( double d );
```

IEEE-754-1985 recommended function. Test the given variable on being an infinite (IEEE-754) value.

**Returns**      zero if the variable is not +-infinite, else non-zero.

***isinf***

```
#include <float.h>
int isinf( float f );
```

IEEE-754-1985 Recommended function. Test the given variable on being an infinite (IEEE-754) value.

**Returns** zero if the variable is not  $\pm$ -infinite, else non-zero.

***islower***

```
#include <ctype.h>
int islower( int c );
```

**Returns** a non-zero value when *c* is a lowercase character ([a-z]).

***isnan***

```
#include <float.h>
int isnan( double d );
```

IEEE-754-1985 recommended function. Test the given variable on being a NaN (Not a Number, IEEE-754) value.

**Returns** zero if the variable is not NaN, else non-zero.

***isnanf***

```
#include <float.h>
int isnanf( float f );
```

IEEE-754-1985 Recommended function. Test the given variable on being a NaN (Not a Number, IEEE-754) value.

**Returns** zero if the variable is not NaN, else non-zero.

***isprint***

```
#include <ctype.h>
int isprint( int c );
```

**Returns** a non-zero value when *c* is printable, including spaces.

***ispunct***

```
#include <ctype.h>
int ispunct( int c );
```

**Returns** a non-zero value when *c* is a punctuation character (such as `','`, `','`, `','`, etc.).

***isspace***

```
#include <ctype.h>
int isspace( int c );
```

**Returns** a non-zero value when *c* is a space type character (space, tab, vertical tab, formfeed, linefeed, carriage return).

***isupper***

```
#include <ctype.h>
int isupper( int c );
```

**Returns** a non-zero value when *c* is an uppercase character (`[A-Z]`).

***iswalnum***

```
#include <wctype.h>
int iswalnum( wint_t wc );
```

**Returns** a non-zero value when *wc* is an alphabetic wide character or a number (`[A-Z][a-z][0-9]`).

***iswalpha***

```
#include <wctype.h>
int iswalpha( wint_t wc );
```

**Returns** a non-zero value when *wc* is an alphabetic wide character ([A-Z][a-z]).

***iswcntrl***

```
#include <wctype.h>
int iswcntrl( wint_t wc );
```

**Returns** a non-zero value when *wc* is a control wide character.

***iswctype***

```
#include <wctype.h>
int iswctype( wint_t wc, wctype_t desc );
```

**Returns** a non-zero value (true) if and only if the value of the wide character *wc* has the property described by *desc*.

For example, the function `iswalnum(wc)` is the same as specifying:

```
iswctype(wc, wctype("alnum"))
```

***iswdigit***

```
#include <wctype.h>
int iswdigit( wint_t wc );
```

**Returns** a non-zero value when *wc* is a numeric character ([0-9]).

***iswgraph***

```
#include <wctype.h>
int iswgraph( wint_t wc );
```

**Returns** a non-zero value when *wc* is printable, but not a space.

***iswlower***

```
#include <wctype.h>
int iswlower( wint_t wc );
```

**Returns** a non-zero value when *wc* is a lowercase wide character ([a-z]).

***iswprint***

```
#include <wctype.h>
int iswprint( wint_t wc );
```

**Returns** a non-zero value when *wc* is printable, including spaces.

***iswpunct***

```
#include <wctype.h>
int iswpunct( wint_t wc );
```

**Returns** a non-zero value when *wc* is a punctuation wide character (such as '.', ',', '!', etc.).

***iswspace***

```
#include <wctype.h>
int iswspace( wint_t wc );
```

**Returns** a non-zero value when *wc* is a white-space wide character (space, tab, vertical tab, formfeed, linefeed, carriage return).

***iswupper***

```
#include <wctype.h>
int iswupper( wint_t wc );
```

**Returns** a non-zero value when *wc* is an uppercase wide character ([A-Z]).



***iswxdigit***

```
#include <wctype.h>
int iswxdigit( wint_t wc );
```

**Returns** a non-zero value when *wc* is a hexadecimal digit ([0-9][A-F][a-f]).

***isxdigit***

```
#include <ctype.h>
int isxdigit( int c );
```

**Returns** a non-zero value when *c* is a hexadecimal digit ([0-9][A-F][a-f]).

***labs***

```
#include <stdlib.h>
long labs( long n );
```

**Returns** the absolute value of the signed long argument.

***ldexp***

```
#include <math.h>
double ldexp( double x, int n );
```

**Returns** the result of:  $x \cdot 2^n$ .

***ldiv***

```
#include <stdlib.h>
ldiv_t ldiv( long num, long denom );
```

Both arguments are long integers. The returned quotient and remainder are also long integers.

**Returns** a structure containing the quotient and remainder of *num* divided by *denom*.

***localeconv***

```
#include <locale.h>
struct lconv *localeconv( void );
```

Sets the components of an object with type `struct lconv` with values appropriate for the formatting of numeric quantities according to the rules of the current locale.

**Returns** a pointer to the filled-in object.

***localtime***

```
#include <time.h>
struct tm *localtime( const time_t *tp );
```

Converts the calendar time `*tp` into local time.

**Returns** a structure representing the local time.

***log***

```
#include <math.h>
double log( double x );
```

**Returns** the natural logarithm  $\ln(x)$ ,  $x > 0$ .

***log10***

```
#include <math.h>
double log10( double x );
```

**Returns** the base 10 logarithm  $\log_{10}(x)$ ,  $x > 0$ .

***longjmp***

```
#include <setjmp.h>
void longjmp( jmp_buf env, int val);
```

Restores the environment previously saved with a call to `setjmp()`. The function calling the corresponding call to `setjmp()` may not be terminated yet. The value of `val` may not be zero.

**Returns**      nothing.

***lseek***

```
#include <unistd.h>
off_t lseek( int fd, off_t offset, int whence );
```

Moves read-write file offset. This function calls `_lseek`.

**Returns**      the resulting pointer location if successful,  
                 -1 on error.

***lstat***

```
#include <unistd.h>
int lstat( const char * name, struct stat * buf );
```

This function is identical to `stat()`, except in the case of a symbolic link, where the link itself is 'stat'-ted, not the file that it refers to.

**Returns**      zero if successful, -1 on error.



See also "stat".

***malloc***

```
#include <stdlib.h>
void *malloc( size_t size );
```

The allocated space is not initialized. The maximum space that can be allocated can be changed by customizing the heap size. By default no heap is allocated. When `malloc()` is used while no heap is defined, the linker gives an error.

**Returns** a pointer to space in external memory of `size` bytes length. NULL if there is not enough space left.

***mblen***

```
#include <stdlib.h>
int mblen( const char *s, size_t n );
```

Determines the number of bytes comprising the multi-byte character pointed to by `s`, if `s` is not a null pointer. Except that the shift state is not affected. At most `n` characters will be examined, starting at the character pointed to by `s`.

**Returns** the number of bytes, or 0 if `s` points to the null character, or -1 if the bytes do not form a valid multi-byte character.

***mbrlen***

```
#include <wchar.h>
size_t mbrlen( const char *s, size_t n,
               mbstate_t *ps );
```

Is equivalent to the call:

```
mbrtowc(NULL, s, n, ps != NULL ? ps : &internal)
```

where `internal` is the `mbstate_t` object for the `mbrlen` function, except that the expression designated by `ps` is evaluated only once.

**Returns** a value between zero and `n`, inclusive, `(size_t)(-2)`, or `(size_t)(-1)`.

***mbrtowc***

```
#include <wchar.h>
size_t mbrtowc( wchar_t *pwc, const char *s,
               size_t n, mbstate_t *ps );
```

Inspects at most *n* bytes beginning with the byte pointed to by *s* to determine the number of bytes needed to complete the next multi-byte character (including any shift sequences). If the function determines that the next multi-byte character is complete and valid, it determines the value of the corresponding wide character and then, if *pwc* is not a NULL pointer, stores that value in the object pointed to by *pwc*. If the corresponding wide character is the NULL wide character, the resulting state described is the initial conversion state.

**Returns**      the number of bytes, or 0 if *s* points to the null character, or `(size_t)(-2)` if the bytes form an incomplete (but potentially valid) multi-byte character, or `(size_t)(-1)` if the bytes do not form a valid multi-byte character.

***mbsinit***

```
#include <wchar.h>
int mbsinit( const mbstate_t *ps );
```

Determines whether the pointed-to `mbstate_t` object describes an initial conversion state, if *ps* is not a NULL pointer.

**Returns**      non-zero if *ps* is a NULL pointer or if the pointed-to object describes an initial conversion state. Otherwise, it returns zero.

***mbsrtowcs***

```
#include <wchar.h>
size_t mbsrtowcs( wchar_t *dst, const char **src,
                  size_t len, mbstate_t *ps );
```

Converts a sequence of multi-byte characters that begins in the conversion state described by the object pointed to by *ps*, from the array indirectly pointed to by *src* into a sequence of corresponding wide characters. This function then stores the converted characters into the array pointed to by *dst*, stopping when *len* wide characters have been stored, or when a sequence of bytes is encountered that does not form a valid multi-byte character, or if a null wide character is stored.

**Returns**      the number of multi-byte characters successfully converted (not including the terminating null character, if any), or  $(\text{size\_t})-1$  if an invalid multi-byte character is encountered.

***mbstowcs***

```
#include <stdlib.h>
size_t mbstowcs( wchar_t *pwcs,
                  const char *s, size_t n );
```

Converts a sequence of multi-byte characters that begins in the initial shift state from the array pointed to by *s*, into a sequence of corresponding codes and stores these codes into the array pointed to by *pwcs*, stopping after *n* codes are stored or a code with value zero is stored.

**Returns**      the number of array elements modified (not including a terminating zero code, if any), or  $(\text{size\_t})-1$  if an invalid multi-byte character is encountered.

***mbtowc***

```
#include <stdlib.h>
int mbtowc( wchar_t *pwc, const char *s, size_t n );
```

Determines the number of bytes that comprise the multi-byte character pointed to by *s*. It then determines the code for value of type `wchar_t` that corresponds to that multi-byte character. If the multi-byte character is valid and *pwc* is not a null pointer, the `mbtowc` function stores the code in the object pointed to by *pwc*. At most *n* characters will be examined, starting at the character pointed to by *s*.

**Returns**      the number of bytes, or 0 if *s* points to the null character, or -1 if the bytes do not form a valid multi-byte character.

***memchr***

```
#include <string.h>
void *memchr( const void *cs, int c, size_t n );
```

Checks the first *n* bytes of *cs* on the occurrence of character *c*.

**Returns**      NULL when not found, otherwise a pointer to the found character is returned.

***memcmp***

```
#include <string.h>
int memcmp( const void *cs, const void *ct,
           size_t n );
```

Compares the first *n* bytes of *cs* with the contents of *ct*.

**Returns**      a value < 0 if *cs* < *ct*,  
0 if *cs* = *ct*,  
or a value > 0 if *cs* > *ct*.

***memcpy***

```
#include <string.h>
void *memcpy( void *s, const void *ct, size_t n );
```

Copies *n* characters from *ct* to *s*. No care is taken if the two objects overlap.

**Returns**      *s*

***memmove***

```
#include <string.h>
void *memmove( void *s, const void *ct, size_t n );
```

Copies *n* characters from *ct* to *s*. Overlapping objects will be handled correctly.

**Returns**      *s*

***memset***

```
#include <string.h>
void *memset( void *s, int c, size_t n );
```

Fills the first *n* bytes of *s* with character *c*.

**Returns**      *s*

***mktime***

```
#include <time.h>
time_t mktime( struct tm *tp );
```

Converts the local time in the structure *\*tp* into calendar time.

**Returns**      the calendar time, or -1 if it cannot be represented.



***modf***

```
#include <math.h>
double modf( double x, double *ip );
```

Splits *x* into integral and fractional parts, each with the same sign as *x*. It stores the integral part in *\*ip*.

**Returns**      the fractional part.

***offsetof***

```
#include <stddef.h>
int offsetof( type, member );
```

**Returns**      the offset for the given member in an object of type.

***open***

```
#include <fcntl.h>
int open( const char * name, int flags );
```

Opens a file a file for reading or writing. This function calls `_open`.



See also "fopen()".

**Returns**      the file descriptor if successful (a non-negative integer), or -1 on error.

***perror***

```
#include <stdio.h>
void perror( const char *s );
```

Prints *s* and an implementation-defined error message corresponding to the integer *errno*, as if by:

```
fprintf( stderr, "%s: %s\n", s, "error message" );
```

The contents of the error message are the same as those returned by the *strerror* function with the argument *errno*.



See also the "strerror()" function.

**Returns**      nothing.

***pow***

```
#include <math.h>
double pow( double x, double y );
```

A domain error occurs if *x*=0 and *y*<=0, or if *x*<0 and *y* is not an integer.

**Returns**      the result of *x* raised to the power of *y*: *x<sup>y</sup>*.

***printf***

```
#include <stdio.h>
int printf( const char *format,... );
```

Performs a formatted write to the standard output stream.



See also "\_write()" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

**Returns**      the number of characters written to the output stream.

The *format* string may contain plain text mixed with conversion specifiers. Each conversion specifier should be preceded by a '%' character. The conversion specifier should be build in order:

- Flags (in any order):
  - specifies left adjustment of the converted argument.

- + a number is always preceded with a sign character.  
+ has higher precedence as space.
- space a negative number is preceded with a sign, positive numbers with a space.
- 0 specifies padding to the field width with zeros (only for numbers).
- # specifies an alternate output form. For o, the first digit will be zero. For x or X, "0x" and "0X" will be prefixed to the number. For e, E, f, g, G, the output always contains a decimal point, trailing zeros are not removed.
- A number specifying a minimum field width. The converted argument is printed in a field with at least the length specified here. If the converted argument has fewer characters than specified, it will be padded at the left side (or at the right when the flag '-' was specified) with spaces. Padding to numeric fields will be done with zeros when the flag '0' is also specified (only when padding left). Instead of a numeric value, also '\*' may be specified, the value is then taken from the next argument, which is assumed to be of type int.
- A period. This separates the minimum field width from the precision.
- A number specifying the maximum length of a string to be printed. Or the number of digits printed after the decimal point (only for floating point conversions). Or the minimum number of digits to be printed for an integer conversion. Instead of a numeric value, also '\*' may be specified, the value is then taken from the next argument, which is assumed to be of type int.
- A length modifier 'h', 'l' or 'L'. 'h' indicates that the argument is to be treated as a short or unsigned short number. 'l' should be used if the argument is a long integer. 'L' indicates that the argument is a long double.

Flags, length specifier, period, precision and length modifier are optional, the conversion character is not. The conversion character must be one of the following, if a character following '%' is not in the list, the behavior is undefined:

Character	Printed as
d, i	int, signed decimal
o	int, unsigned octal
x, X	int, unsigned hexadecimal in lowercase or uppercase respectively
u	int, unsigned decimal
c	int, single character (converted to unsigned char)
s	char *, the characters from the string are printed until a NULL character is found. When the given precision is met before, printing will also stop
f	double
e, E	double
g, G	double
n	int *, the number of characters written so far is written into the argument. This should be a pointer to an integer in default memory. No value is printed.
p	pointer (hexadecimal 24-bit value)
%	No argument is converted, a '%' is printed.

Table 2-3: *Printf conversion characters*

### ***putc***

```
#include <stdio.h>
int putc( int c, FILE *stream );
```

Puts one character onto the given stream.



See also "\_write()".

**Returns** EOF on error.

### ***putchar***

```
#include <stdio.h>
int putchar( int c );
```

Puts one character onto standard output.



See also ”\_write()”.

**Returns**      the character written or EOF on error.

### ***puts***

```
#include <stdio.h>
int puts( const char *s );
```

Writes the string to stdout, the string is terminated by a newline.



See also ”\_write()”.

**Returns**      NULL if successful, or EOF on error.

### ***putwc***

```
#include <wchar.h>
wint_t putwc( wchar_t c, FILE *stream );
```

Puts one wide character onto the given stream.

**Returns**      the wide character written, or WEOF on error.

### ***putwchar***

```
#include <wchar.h>
wint_t putwchar( wchar_t c );
```

Puts one wide character onto standard output.

**Returns**      the wide character written, or WEOF on error.

***qsort***

```
#include <stdlib.h>
void qsort(
    const void *base, size_t n, size_t size,
    int (* cmp)(const void *, const void *) );
```

This function sorts an array of *n* members. The initial base of the array is given by *base*. The size of each member is specified by *size*. The given array is sorted in ascending order, according to the results of the function pointed to by *cmp*.

**Returns**      nothing.

***raise***

```
#include <signal.h>
int raise( int sig );
```

Sends the signal *sig* to the program.



See also "signal()".

**Returns**      zero if successful, or a non-zero value if unsuccessful.

***rand***

```
#include <stdlib.h>
int rand( void );
```

**Returns**      a sequence of pseudo-random integers, in the range 0 to RAND\_MAX.

***read***

```
#include <unistd.h>
size_t read( int fd, char * buffer, size_t count );
```

Reads a sequence of characters from a file. This function calls `_read`.



See also "`_read()`".

***realloc***

```
#include <stdlib.h>
void *realloc( void *p, size_t size );
```

Reallocates the space for the object pointed to by *p*. The contents of the object will be the same as before calling `realloc()`. The maximum space that can be allocated can be changed by customizing the heap size. By default no heap is allocated. When "`realloc()`" is used while no heap is defined, the linker gives an error.



See also "`malloc()`".

**Returns**      NULL and *\*p* is not changed, if there is not enough space for the new allocation. Otherwise a pointer to the newly allocated space for the object is returned.

***remove***

```
#include <stdio.h>
int remove( const char *filename );
```

Removes the named file, so that a subsequent attempt to open it fails.

**Returns**      zero if file is successfully removed, or  
a non-zero value, if the attempt fails.

***rename***

```
#include <stdio.h>
int rename( const char *oldname,
            const char *newname );
```

Changes the name of the file.

**Returns**      zero if file is successfully renamed, or  
a non-zero value, if the attempt fails.

***rewind***

```
#include <stdio.h>
void rewind( FILE *stream );
```

Sets the file position indicator for the stream pointed to by `stream` to the beginning of the file. This function is equivalent to:

```
(void) fseek( stream, 0L, SEEK_SET );
clearerr( stream );
```

**Returns**      nothing.

***scalb***

```
#include <float.h>
double scalb( double d, int power );
```

IEEE-754-1985 Recommended function.

**Returns**       $d * 2^{\text{power}}$  for integral values power without computing  $2^N$ .

***scalbf***

```
#include <float.h>
double scalbf( float d, int power );
```

IEEE-754-1985 Recommended function.

**Returns**       $d * 2^{\text{power}}$  for integral values power without computing  $2^N$ .

***scanf***

```
#include <stdio.h>
int scanf( const char *format, ... );
```

Performs a formatted read from the standard input stream.



See also “`_read()`” and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User’s Guide*.



**Returns**      the number of items converted successfully.

All arguments to this function should be pointers to variables (in default memory) of the type which is specified in the format string.

The format string may contain :

- Blanks or tabs, which are skipped.
- Normal characters (not '%'), which should be matched exactly in the input stream.
- Conversion specifications, starting with a '%' character.

Conversion specifications should be built as follows (in order) :

- A '\*', meaning that no assignment is done for this field.
- A number specifying the maximum field width.
- The conversion characters d, i, n, o, u and x can be preceeded by 'h' if the argument is a pointer to short rather than int, or by 'l' (letter ell) if the argument is a pointer to long. The conversion characters e, f, and g can be preceeded by 'l' if a pointer double rather than float is in the argument list, and by 'L' if a pointer to a long double.
- A conversion specifier. '\*', maximum field width and length modifier are optional, the conversion character is not. The conversion character must be one of the following, if a character following '%' is not in the list, the behavior is undefined.

Length specifier and length modifier are optional, the conversion character is not. The conversion character must be one of the following, if a character following '%' is not in the list, the behavior is undefined.

Character	Scanned as
d	int, signed decimal.
i	int, the integer can be octal (i.e. with a leading 0) or hexadecimal (leading "0x" or "0X"), or just decimal.
o	int, unsigned octal.
u	int, unsigned decimal.
x	int, unsigned hexadecimal in lowercase or upper-case.
c	single character (converted to unsigned char).

Character	Scanned as
s	char *, a string of non white space characters. The argument should point to an array of characters, large enough to hold the string and a terminating NULL character.
f	float
e, E	float
g, G	float
n	int *, the number of characters written so far is written into the argument. No scanning is done.
p	pointer; hexadecimal 24-bit value which must be entered without 0x- prefix.
[...]	Matches a string of input characters from the set between the brackets. A NULL character is added to terminate the string. Specifying [...] includes the ']' character in the set of scanning characters.
[^...]	Matches a string of input characters not in the set between the brackets. A NULL character is added to terminate the string. Specifying [^...] includes the ']' character in the set.
%	Literal '%', no assignment is done.

Table 2-4: *Scanf conversion characters*

### ***setbuf***

```
#include <stdio.h>
void setbuf( FILE *stream, char *buf );
```

Buffering is turned off for the stream, if buf is NULL. Otherwise, setbuf is equivalent to:

```
(void) setvbuf( stream, buf, _IOFBF, BUFSIZ )
```

**Returns** nothing.



See also "setvbuf()".

***setjmp***

```
#include <setjmp.h>
int setjmp( jmp_buf env );
```

Saves the current environment for a subsequent call to `longjmp`.

**Returns** 0 after a direct call to `setjmp()`. Calling the function "`longjmp()`" using the saved `env` restores the current environment and jumps to this place with a non-zero return value.



See also "`longjmp()`".

***setlocale***

```
#include <locale.h>
char *setlocale( int category, const char *locale );
```

Selects the appropriate portion of the program's locale as specified by the `category` and `locale` arguments.

**Returns** the string associated with the specified `category` for the new locale if the selection can be honored.  
null pointer if the selection cannot be honored.

***setvbuf***

```
#include <stdio.h>
int setvbuf( FILE *stream, char *buf,
             int mode, size_t size );
```

Controls buffering for the `stream`; this function must be called before reading or writing. `mode` can have the following values:

- `_IOFBF` causes full buffering
- `_IOLBF` causes line buffering of text files
- `_IONBF` causes no buffering

If `buf` is not NULL, it will be used as a buffer; otherwise a buffer will be allocated. `size` determines the buffer size.

**Returns** zero if successful  
a non-zero value for an error.



See also "setbuf()".

### ***signal***

```
#include <signal.h>
void (*signal( int sig, void (*handler)(int)))(int);
```

Determines how subsequent signals will be handled. If `handler` is `SIG_DFL`, the default behavior is used; if `handler` is `SIG_IGN`, the signal is ignored; otherwise, the function pointed to by `handler` will be called, with the argument of the type of signal. Valid signals are:

<code>SIGABRT</code>	abnormal termination, e.g. from <code>abort</code>
<code>SIGFPE</code>	arithmetic error, e.g. zero divide or overflow
<code>SIGILL</code>	illegal function image, e.g. illegal instruction
<code>SIGINT</code>	interactive attention, e.g. interrupt
<code>SIGSEGV</code>	illegal storage access, e.g. access outside memory limits
<code>SIGTERM</code>	termination request sent to this program

When a signal `sig` subsequently occurs, the signal is restored to its default behavior; then the signal-handler function is called, as if by `(*handler)(sig)`. If the handler returns, the execution will resume where it was when the signal occurred.

**Returns** the previous value of `handler` for the specific signal, or `SIG_ERR` if an error occurs.

### ***sin***

```
#include <math.h>
double sin( double x );
```

**Returns** the sine of `x`.

### ***sinh***

```
#include <math.h>
double sinh( double x );
```

**Returns** the hyperbolic sine of `x`.

***sprintf***

```
#include <stdio.h>
int sprintf( char *s, const char *format, ... );
```

Performs a formatted write to a string.



See also "printf()" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

***sqrt***

```
#include <math.h>
double sqrt( double x );
```

**Returns** the square root of  $x$ .  $\sqrt{x}$ , where  $x \geq 0$ .

***srand***

```
#include <stdlib.h>
void srand( unsigned int seed );
```

This function uses `seed` as the start of a new sequence of pseudo-random numbers to be returned by subsequent calls to `srand()`. When `srand` is called with the same seed value, the sequence of pseudo-random numbers generated by `rand()` will be repeated.

**Returns** pseudo random numbers.

***sscanf***

```
#include <stdio.h>
int sscanf( char *s, const char *format, ... );
```

Performs a formatted read from a string.



See also "scanf()" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

***stat***

```
#include <unistd.h>
int stat( const char * name, struct stat * buf );
```

Use the file system simulation feature of CrossView Pro to stat() a file on the host platform.

**Returns**      zero if successful,  
                 -1 on error.

***strcat***

```
#include <string.h>
char *strcat( char *s, const char *ct );
```

Concatenates string ct to string s, including the trailing NULL character.

**Returns**      s

***strchr***

```
#include <string.h>
char *strchr( const char *cs, int c );
```

**Returns**      a pointer to the first occurrence of character c in the string cs. If not found, NULL is returned.

***strcmp***

```
#include <string.h>
int strcmp( const char *cs, const char *ct );
```

Compares string cs to string ct.

**Returns**      <0 if cs < ct,  
                 0 if cs == ct,  
                 >0 if cs > ct.

***strcoll***

```
#include <string.h>
int strcoll( const char *cs, const char *ct );
```

Compares string *cs* to string *ct*. The comparison is based on strings interpreted as appropriate to the program's locale.

**Returns**      <0 if *cs* < *ct*,  
                 0 if *cs* = *ct*,  
                 >0 if *cs* > *ct*.

***strcpy***

```
#include <string.h>
char *strcpy( char *s, const char *ct );
```

Copies string *ct* into the string *s*, including the trailing NULL character.

**Returns**      *s*

***strcspn***

```
#include <string.h>
size_t strcspn( const char *cs, const char *ct );
```

**Returns**      the length of the prefix in string *cs*, consisting of characters not in the string *ct*.

***strerror***

```
#include <string.h>
char *strerror( size_t n );
```

**Returns**      pointer to implementation-defined string corresponding to error *n*.

***strftime***

```
#include <time.h>
size_t strftime( char *s, size_t smax,
                const char *fmt,
                const struct tm *tp );
```

Formats date and time information from the structure *\*tp* into *s* according to the specified format *fmt*. *fmt* is analogous to a *printf* format. Each *%c* is replaced as described below:

%a	abbreviated weekday name
%A	full weekday name
%b	abbreviated month name
%B	full month name
%c	local date and time representation
%d	day of the month (01-31)
%H	hour, 24-hour clock (00-23)
%I	hour, 12-hour clock (01-12)
%j	day of the year (001-366)
%m	month (01-12)
%M	minute (00-59)
%p	local equivalent of AM or PM
%S	second (00-59)
%U	week number of the year, Sunday as first day of the week (00-53)
%w	weekday (0-6, Sunday is 0)
%W	week number of the year, Monday as first day of the week (00-53)
%x	local date representation
%X	local time representation
%y	year without century (00-99)
%Y	year with century
%Z	time zone name, if any
%%	%

Ordinary characters (including the terminating `'\0'`) are copied into *s*. No more than *smax* characters are placed into *s*.

**Returns**        the number of characters (`'\0'` not included), or zero if more than *smax* characters were produced.



***strlen***

```
#include <string.h>
size_t strlen( const char *cs );
```

**Returns**      the length of the string in *cs*, not counting the NULL character.

***strncat***

```
#include <string.h>
char *strncat( char *s, const char *ct, size_t n );
```

Concatenates string *ct* to string *s*, at most *n* characters are copied. Add a trailing NULL character.

**Returns**      *s*

***strncmp***

```
#include <string.h>
int strncmp( const char *cs, const char *ct,
             size_t n );
```

Compares at most *n* bytes of string *cs* to string *ct*.

**Returns**      <0 if *cs* < *ct*,  
                0   if *cs* == *ct*,  
                >0 if *cs* > *ct*.

***strncpy***

```
#include <string.h>
char *strncpy( char *s, const char *ct, size_t n );
```

Copies string *ct* onto the string *s*, at most *n* characters are copied. Add a trailing NULL character if the string is smaller than *n* characters.

**Returns**      *s*

***strpbrk***

```
#include <string.h>
char *strpbrk( const char *cs, const char *ct );
```

**Returns** a pointer to the first occurrence in *cs* of any character out of string *ct*. If none are found, NULL is returned.

***strrchr***

```
#include <string.h>
char *strrchr( const char *cs, int c );
```

**Returns** a pointer to the last occurrence of *c* in the string *cs*. If not found, NULL is returned.

***strspn***

```
#include <string.h>
size_t strspn( const char *cs, const char *ct );
```

**Returns** the length of the prefix in string *cs*, consisting of characters in the string *ct*.

***strstr***

```
#include <string.h>
char *strstr( const char *cs, const char *ct );
```

**Returns** a pointer to the first occurrence of string *ct* in the string *cs*. Returns NULL if not found.

***strtod***

```
#include <stdlib.h>
double strtod( const char *s, char **endp );
```

Converts the initial portion of the string pointed to by *s* to a double value. Initial white spaces are skipped. When *endp* is not a NULL pointer, after this function is called, *\*endp* will point to the first character not used by the conversion.

**Returns**      the read value.

***strtok***

```
#include <string.h>
char *strtok( char *s, const char *ct );
```

Search the string *s* for tokens delimited by characters from string *ct*. It terminates the token with a NULL character.

**Returns**      a pointer to the token. A subsequent call with *s* == NULL will return the next token in the string.

***strtol***

```
#include <stdlib.h>
long strtol( const char *s, char **endp, int base );
```

Converts the initial portion of the string pointed to by *s* to a long integer. Initial white spaces are skipped. Then a value is read using the given *base*. When *base* is zero, the base is taken as defined for integer constants. I.e. numbers starting with an '0' are taken octal, numbers starting with '0x' or '0X' are taken hexadecimal. Other numbers are taken decimal. When *endp* is not a NULL pointer, after this function is called, *\*endp* will point to the first character not used by the conversion.

**Returns**      the read value.

***strtoul***

```
#include <stdlib.h>
unsigned long strtoul(
    const char *s, char **endp, int base );
```

Converts the initial portion of the string pointed to by *s* to an unsigned long integer. Initial white spaces are skipped. Then a value is read using the given base. When base is zero, the base is taken as defined for integer constants. I.e. numbers starting with an '0' are taken octal, numbers starting with '0x' or '0X' are taken hexadecimal. Other numbers are taken decimal. When *endp* is not a NULL pointer, after this function is called, *\*endp* will point to the first character not used by the conversion.

**Returns**      the read value.

***strxfrm***

```
#include <string.h>
size_t
strncmp( char *ct, const char *cs, size_t n );
```

Transforms the string pointed to by *cs* and places the resulting string into the array pointed to by *ct*. No more than *n* characters are placed into the resulting string pointed to by *ct*, including the terminating null character.

**Returns**      the length of the transformed string.

***swprintf***

```
#include <wchar.h>
int swprintf( const wchar_t *s, size_t n,
              const wchar_t *format, ... );
```

Is equivalent to *fwprintf*, except that the output is written to an array of wide characters (argument *s*). No more than *n* wide characters are written, including a terminating null wide character.

**Returns**      the number of wide characters written in the array, not counting the terminating null wide character, or a negative value if an encoding error occurred or if *n* or more wide characters were requested to be written.

***swscanf***

```
#include <wchar.h>
int swscanf( const wchar_t *s,
             const wchar_t *format, ... );
```

Is equivalent to `fwscanf`, except that the input is obtained from a wide string (argument `s`).

**Returns**      the number of input items assigned or EOF on error.

***system***

```
#include <stdlib.h>
int system( const char *s );
```

Passes the string `s` to the environment for execution.

**Returns**      a non-zero value if there is a command processor, if `s` is NULL; or an implementation-dependent value, if `s` is not NULL.

***tan***

```
#include <math.h>
double tan( double x );
```

**Returns**      the tangent of `x`.

***tanh***

```
#include <math.h>
double tanh( double x );
```

**Returns**      the hyperbolic tangent of `x`.

***time***

```
#include <time.h>
time_t time( time_t *tp );
```

The return value is also assigned to *\*tp*, if *tp* is not NULL.

**Returns**      the current calendar time, or -1 if the time is not available.

***tmpfile***

```
#include <stdio.h>
FILE *tmpfile( void );
```

Creates a temporary file of the mode "wb+" that will be automatically removed when closed or when the program terminates normally.

**Returns**      a stream if successful, or NULL if the file could not be created.

***tmpnam***

```
#include <stdio.h>
char *tmpnam( char s[L_tmpnam] );
```

Creates a temporary name (not a file). Each time *tmpnam* is called a different name is created.

*tmpnam*(NULL) creates a string that is not the name of an existing file, and returns a pointer to an internal static array. *tmpnam*(*s*) creates a string and stores it in *s* and also returns it as the function value. *s* must have room for at least *L\_tmpnam* characters. At most TMP\_MAX different names are guaranteed during execution of the program.

**Returns**      a pointer to the temporary name, as described above.

***toascii***

```
#include <ctype.h>
int toascii( int c );
```

Converts *c* to an ascii value (strip highest bit). This is a non-ANSI function.

**Returns**      the converted value.

***tolower***

```
#include <ctype.h>
int tolower( int c );
```

**Returns**      *c* converted to a lowercase character if it is an uppercase character, otherwise *c* is returned.

***toupper***

```
#include <ctype.h>
int toupper( int c );
```

**Returns**      *c* converted to an uppercase character if it is a lowercase character, otherwise *c* is returned.

***towctrans***

```
#include <wctype.h>
wint_t towctrans( wint_t wc, wctrans_t desc );
```

**Returns**      the mapped value of *wc* using the mapping described by *desc*.

For example, the function `tolower(wc)` is the same as specifying:

```
towctrans(wc, wctrans("tolower"))
```

***tolower***

```
#include <wctype.h>
wint_t tolower( wint_t wc );
```

**Returns**      `wc` converted to a lowercase wide character if it is an uppercase wide character, otherwise `wc` is returned.

***toupper***

```
#include <wctype.h>
wint_t toupper( wint_t wc );
```

**Returns**      `wc` converted to an uppercase wide character if it is a lowercase wide character, otherwise `wc` is returned.

***ungetc***

```
#include <stdio.h>
int ungetc( int c, FILE *fin );
```

Pushes at the most one character back onto the input buffer.

**Returns**      EOF on error.

***ungetwc***

```
#include <wchar.h>
wint_t ungetwc( wint_t c, FILE *stream );
```

Pushes at the most one wide character back onto the input stream.

**Returns**      the wide character pushed back, or WEOF on error.



***unlink***

```
#include <unistd.h>
int unlink( const char * name );
```

Removes the named file, so that a subsequent attempt to open it fails. This function calls `_unlink`.

**Returns**      zero if file is successfully removed, or  
                 a non-zero value, if the attempt fails.

***va\_arg***

```
#include <stdarg.h>
va_arg( va_list ap, type );
```

**Returns**      the value of the next argument in the variable argument list. It's return type has the type of the given argument `type`. A next call to this macro will return the value of the next argument.

***va\_end***

```
#include <stdarg.h>
va_end( va_list ap );
```

This macro must be called after the arguments have been processed. It should be called before the function using the macro 'va\_start' is terminated (ANSI specification).

***va\_start***

```
#include <stdarg.h>
va_start( va_list ap, lastarg );
```

This macro initializes `ap`. After this call, each call to `va_arg()` will return the value of the next argument. In our implementation, `va_list` cannot contain any bit type variables. Also the given argument `lastarg` must be the last non-bit type argument in the list.

### ***vfprintf***

```
#include <stdio.h>
int vfprintf( FILE *stream,
              const char *format, va_list arg );
```

Is equivalent to `vprintf`, but writes to the given stream.



See also "`vprintf()`", "`_write()`".

### ***vwprintf***

```
#include <wchar.h>
int vwprintf( FILE *stream,
              const wchar_t *format, va_list arg );
```

Is equivalent to `fwprintf`, except that instead of a variable argument list this function expects a pointer to the list.

**Returns**     the number of wide characters transmitted, or a negative value if an output or encoding error occurred.

### ***vprintf***

```
#include <stdio.h>
int vprintf( const char *format, va_list arg );
```

Does a formatted write to standard output. Instead of a variable argument list as for `printf()`, this function expects a pointer to the list.



See also "`printf()`", "`_write()`" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

***vsprintf***

```
#include <stdio.h>
int vsprintf( char *s, const char *format,
             va_list arg );
```

Does a formatted write a string. Instead of a variable argument list as for `printf()`, this function expects a pointer to the list.



See also "`printf()`", "`_write()`" and Section 3.12.2, *Printf and Scanf Formatting Routines*, in Chapter *C Language* in the *User's Guide*.

***vswprintf***

```
#include <wchar.h>
int vswprintf( const wchar_t *s, size_t n,
              const wchar_t *format, va_list arg );
```

Is equivalent to `swprintf`, except that instead of a variable argument list this function expects a pointer to the list.

**Returns**      the number of wide characters written in the array, not counting the terminating null wide character, or a negative value if an encoding error occurred or if `n` or more wide characters were requested to be written.

***vwprintf***

```
#include <wchar.h>
int vwprintf( const wchar_t *format, va_list arg );
```

Is equivalent to `wprintf`, except that instead of a variable argument list this function expects a pointer to the list.

**Returns**      the number of wide characters transmitted, or a negative value if an output or encoding error occurred.

***wcrtomb***

```
#include <wchar.h>
size_t wcrtomb( char *s, wchar_t wc, mbstate_t *ps );
```

Determines the number of bytes needed to represent the multi-byte character that corresponds to the wide character given by *wc* (including any shift sequences). It stores the multi-byte character representation in the array pointed to by *s* (if *s* is not a null pointer). At most MB\_CUR\_MAX characters are stored. If *wc* is a null wide character, a null byte is stored, preceded by any shift sequence needed to restore the initial shift state; the resulting state described is the initial conversion state.

**Returns**      the number of bytes, or (size\_t)-1 if the value of *wc* does not correspond to a valid wide character.

***wcscat***

```
#include <wchar.h>
wchar_t *wcscat( wchar_t *s1, const wchar_t *s2 );
```

Concatenates a copy of wide string *s2* to string *s1*, including the trailing null wide character. The initial wide character of *s2* overwrites the null wide character at the end of *s1*.

**Returns**      *s1*

***wcschr***

```
#include <wchar.h>
wchar_t *wcschr( const wchar_t *s, wchar_t c );
```

**Returns**      a pointer to the first occurrence of wide character *c* in the wide string *s*. If not found, NULL is returned.

***wcscmp***

```
#include <wchar.h>
int wcscmp( const wchar_t *s1, const wchar_t *s2 );
```

Compares wide string *s1* to wide string *s2*.

**Returns**     <0   if *s1* < *s2*,  
               0    if *s1* == *s2*,  
               >0   if *s1* > *s2*.

***wscoll***

```
#include <wchar.h>
int wscoll( const wchar_t *s1, const wchar_t *s2 );
```

Compares wide string *s1* to wide string *s2*. The comparison is based on wide strings interpreted as appropriate to the program's locale.

**Returns**     <0   if *s1* < *s2*,  
               0    if *s1* == *s2*,  
               >0   if *s1* > *s2*.

***wcscpy***

```
#include <wchar.h>
wchar_t *wcscpy( wchar_t *s1, const wchar_t *s2 );
```

Copies wide string *s2* into wide string *s1*, including the trailing null wide character.

**Returns**     *s1*

***wcscspn***

```
#include <wchar.h>
size_t wcscspn(const wchar_t *s1, const wchar_t *s2 );
```

**Returns**     the length of the maximum initial segment of wide string *s1* which consists entirely of wide characters *not* from wide string *s2*.

***wcsftime***

```
#include <wchar.h>
size_t wcsftime( wchar_t *s, size_t maxsize,
                 const wchar_t *format,
                 const struct tm *timeptr );
```

This function is equivalent to the `strftime` function, except that:

- The argument `s` points to the initial element of an array of wide characters into which the generated output is to be placed.
- The argument `maxsize` indicates the limiting number of wide characters.
- The argument `format` is a wide string and the conversion specifiers are replaced by corresponding sequences of wide characters.

**Returns** the number of wide characters ('\\0' not included), or zero if more than `maxsize` wide characters were produced.

***wcslen***

```
#include <wchar.h>
size_t wcslen( const wchar_t *s );
```

**Returns** the length of the wide string in `s`, not counting the null wide character.

***wcsncat***

```
#include <wchar.h>
wchar_t *wcsncat( wchar_t *s1, const wchar_t *s2,
                  size_t n );
```

Concatenates at most `n` wide characters from wide string `s2` to wide string `s1`. A terminating null wide character is always appended to the result.

**Returns** `s1`

***wcsncmp***

```
#include <wchar.h>
int wcsncmp( const wchar_t *s1, const wchar_t *s2,
              size_t n );
```

Compares at most *n* wide characters of wide string *s1* to wide string *s2*.

**Returns**     <0   if *s1* < *s2*,  
               0    if *s1* == *s2*,  
               >0   if *s1* > *s2*.

***wcsncpy***

```
#include <wchar.h>
wchar_t *wcsncpy( wchar_t *s1, const wchar_t *s2,
                  size_t n );
```

Copies at most *n* characters of wide string *s2* onto the wide string *s1*. Adds trailing null characters if the string is smaller than *n* wide characters.

**Returns**     *s1*

***wcspbrk***

```
#include <wchar.h>
wchar_t *wcspbrk( const wchar_t *s1,
                  const wchar_t *s2 );
```

**Returns**     a pointer to the first occurrence in *s1* of any wide character out of wide string *s2*. If none are found, NULL is returned.

***wcsrchr***

```
#include <wchar.h>
wchar_t *wcsrchr( const wchar_t *s, wchar_t c );
```

**Returns**     a pointer to the last occurrence of *c* in the wide string *s*. If not found, NULL is returned.

***wcsrtombs***

```
#include <wchar.h>
size_t wcsrtombs( char *dst, const wchar_t **src,
                  size_t len, mbstate_t *ps );
```

Converts a sequence of wide characters from the array indirectly pointed to by `src` into a sequence of corresponding multi-byte characters that begins in the conversion state described by the object pointed to by `ps`. This function then stores these multi-byte characters into the array pointed to by `dst`, stopping if a multi-byte character would exceed the limit of `len` total bytes, or when a wide character is reached that does not correspond to a valid multi-byte character, or if a null character is stored.

**Returns** the number of bytes modified (not including a terminating null character, if any), or `(size_t)-1` if a wide character is encountered that does not correspond to a valid multi-byte character.

***wcsspn***

```
#include <wchar.h>
size_t wcsspn( const wchar_t *s1, const wchar_t *s2 );
```

**Returns** the length of the maximum initial segment of wide string `s1` which consists entirely of wide characters from wide string `s2`.

***wcsstr***

```
#include <wchar.h>
wchar_t *wcsstr( const wchar_t *s1,
                 const wchar_t *s2 );
```

**Returns** a pointer to the first occurrence of wide string `s2` in the wide string `s1`. Returns NULL if not found.



***wcstod***

```
#include <wchar.h>
double wcstod( const wchar_t *nptr,
               wchar_t **endptr );
```

Converts the initial portion of the wide string pointed to by `nptr` to double. Initial white spaces are skipped. A pointer to the final wide string is stored in the object pointed to by `endptr`, provided that `endptr` is not a null pointer.

**Returns** the converted value, or zero if no conversion could be performed.

***wcstok***

```
#include <wchar.h>
wchar_t *wcstok( wchar_t *s1, const wchar_t *s2,
                wchar_t **ptr );
```

Searches the wide string `s1` for tokens delimited by wide characters from wide string `s2`. It terminates the token with a null character.

**Returns** a pointer to the first wide character of a token.  
A subsequent call with `s1 == NULL` will return the next token in the string.

***wcstol***

```
#include <wchar.h>
long int wcstol( const wchar_t *nptr,
                wchar_t **endptr, int base );
```

Converts the initial portion of the wide string pointed to by `nptr` to long int. Initial white spaces are skipped. Then a value is read using the given base. When base is zero, the base is taken as defined for integer constants. I.e. numbers starting with an '0' are taken octal, numbers starting with '0x' or '0X' are taken hexadecimal. Other numbers are taken decimal. A pointer to the final wide string is stored in the object pointed to by `endptr`, provided that `endptr` is not a null pointer.

**Returns** the converted value, or zero if no conversion could be performed.

***wcstombs***

```
#include <stdlib.h>
size_t wcstombs( char *s, const wchar_t *pwcs,
                 size_t n );
```

Converts a sequence of codes that correspond to multi-byte characters from the array pointed to by *pwcs*, into a sequence of multi-byte characters that begins in the initial shift state and stores these multi-byte characters into the array pointed to by *s*, stopping if a multi-byte character would exceed the limit of *n* total bytes or if a null character is stored.

**Returns** the number of bytes modified (not including a terminating null character, if any), or `(size_t)-1` if a code is encountered that does not correspond to a valid multi-byte character.

***wcstoul***

```
#include <wchar.h>
unsigned long int wcstoul( const wchar_t *nptr,
                          wchar_t **endptr, int base );
```

Same as `wcstol`, except that it converts the initial portion of the wide string to unsigned long int.

**Returns** the converted value, or zero if no conversion could be performed.

***wcsxfrm***

```
#include <wchar.h>
size_t wcsxfrm( wchar_t *s1, const wchar_t *s2,
                size_t n );
```

Transforms the wide string pointed to by *s2* and places the resulting string into the array pointed to by *s1*. No more than *n* wide characters are placed into the resulting array pointed to by *s1*, including the terminating null wide character.

**Returns** the length of the transformed wide string.

***wctob***

```
#include <wchar.h>
int wctob( wint_t c );
```

Determines whether *c* corresponds to a member of the extended character set whose multi-byte character representation is a single byte when in the initial shift state.

**Returns** EOF if *c* does not correspond to a multi-byte character with length one in the initial shift state. Otherwise, it returns the single-byte representation of that character as an unsigned char converted to an int.

***wctomb***

```
#include <stdlib.h>
int wctomb( char *s, wchar_t wchar );
```

Determines the number of bytes needed to represent the multi-byte corresponding to the code whose value is *wchar* (including any change in the shift state). It stores the multi-byte character representation in the array pointed to by *s* (if *s* is not a null pointer). At most MB\_CUR\_MAX characters are stored. If the value of *wchar* is zero, the *wctomb* function is left in the initial shift state.

**Returns** the number of bytes, or -1 if the value of *wchar* does not correspond to a valid multi-byte character.

***wctrans***

```
#include <wctype.h>
wctrans_t wctrans( const char *property );
```

Constructs a value with type *wctrans\_t* that describes a mapping between wide characters identified by the string argument *property*. Valid strings are: *tolower* or *toupper*.



See also "towctrans()".

**Returns** a non-zero value that is valid as the second argument to the *towctrans* function, if *property* identifies a valid mapping of wide characters; otherwise, it returns zero.

***wctype***

```
#include <wctype.h>
wctype_t wctype( const char *property );
```

Constructs a value with type `wctype_t` that describes a class of wide characters identified by the string argument `property`. Valid strings are: `alnum`, `alpha`, `cntrl`, `digit`, `graph`, `lower`, `print`, `punct`, `space`, `upper` or `xdigit`.



See also `"iswctype()"`.

**Returns** a non-zero value that is valid as the second argument to the `iswctype` function, if `property` identifies a valid class of wide characters; otherwise, it returns zero.

***wmemchr***

```
#include <wchar.h>
wchar_t *wmemchr( const wchar_t *s,
                  wchar_t c, size_t n );
```

Checks the first `n` wide characters of `s` on the occurrence of wide character `c`.

**Returns** a pointer to the located wide character, or a null pointer if the wide character does not occur in the object.

***wmemcmp***

```
#include <wchar.h>
int wmemcmp( const wchar_t *s1,
             const wchar_t *s2, size_t n );
```

Compares the first `n` wide characters of `s1` to the first `n` wide characters of `s2`.

**Returns**

- <0 if `s1 < s2`,
- 0 if `s1 == s2`,
- >0 if `s1 > s2`.

***wmemcpy***

```
#include <wchar.h>
wchar_t *wmemcpy( wchar_t *s1,
                  const wchar_t *s2, size_t n );
```

Copies *n* wide characters from *s2* to *s1*. Does not check for memory overlapping.

**Returns**      *s1*

***wmemmove***

```
#include <wchar.h>
wchar_t *wmemmove( wchar_t *s1,
                   const wchar_t *s2, size_t n );
```

Copies *n* wide characters from *s2* to *s1*. Overlapping objects will be handled correctly.

**Returns**      *s1*

***wmemset***

```
#include <wchar.h>
wchar_t *wmemset( wchar_t *s, wchar_t c, size_t n );
```

Fills the first *n* wide characters of *s* with the value of *c*.

**Returns**      *s*

***wprintf***

```
#include <wchar.h>
int wprintf( const wchar_t *format, ... );
```

Is equivalent to `fwprintf`, except that the output is written to `stdout` instead of a stream.

**Returns**      the number of wide characters transmitted, or a negative value if an output or encoding error occurred.

***write***

```
#include <unistd.h>
size_t write( int fd, char * buffer, size_t count );
```

Write a sequence of characters to a file. This function calls `_write`.



See also "`_write()`".

***wscanf***

```
#include <wchar.h>
int wscanf( const wchar_t *format, ... );
```

Is equivalent to `fwscanf`, except that the input is obtained from `stdin`.

**Returns**      the number of input items assigned or EOF on error.



LIBRARIES

# CHAPTER

# 3

## **ASSEMBLY LANGUAGE**

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# 3

# CHAPTER

---

### 3.1 INTRODUCTION

This chapter contains a detailed description of all built-in assembly functions directives and controls. For a description of the R8C instruction set, refer to the *R8C/Tiny Series Software Manual*.

### 3.2 BUILT-IN ASSEMBLY FUNCTIONS

#### 3.2.1 OVERVIEW OF BUILT-IN ASSEMBLY FUNCTIONS

The built-in assembler functions are grouped into the following types:

- **Mathematical functions** comprise, among others, transcendental, random value, and min/max functions.
- **String functions** compare strings, return the length of a string, and return the position of a substring within a string.
- **Macro functions** return information about macros.
- **Address calculation functions** return the high or low part of an address.
- **Assembler mode functions** relating assembler operation.

The following tables provide an overview of all built-in assembler functions.

#### *Overview of mathematical functions*

Function	Description
@ABS( <i>expr</i> )	Absolute value
@MAX( <i>expr</i> [, ..., <i>exprN</i> ])	Maximum value
@MIN( <i>expr</i> [, ..., <i>exprN</i> ])	Minimum value
@SGN( <i>expr</i> )	Returns the sign of an expression as -1, 0 or 1

**Overview of string functions**

Function	Description
@CAT( <i>str1</i> , <i>str2</i> )	Concatenate strings
@LEN( <i>string</i> )	Length of string
@POS( <i>str1</i> , <i>str2</i> [, <i>strf</i> ])	Position of substring in string
@SCP( <i>str1</i> , <i>str2</i> )	Returns 1 if two strings are equal
@SUB( <i>str1</i> , <i>expr</i> , <i>expr</i> )	Returns substring in string

**Overview of macro functions**

Function	Description
@ARG({ <i>symbol</i>   <i>expr</i> })	Test if macro argument is present
@CNT()	Return number of macro arguments
@MAC( <i>symbol</i> )	Test if macro is defined
@MXP()	Test if macro expansion is active

**Overview of address calculation functions**

Function	Description
@LSW( <i>expr</i> )	Returns lower 16 bits of expression value
@MSW( <i>expr</i> )	Returns upper 16 bits of expression value

**Overview of assembler mode functions**

Function	Description
@DEF( <i>symbol</i> )	Returns 1 if symbol has been defined
@LST()	LIST control flag value

### **3.2.2 DETAILED DESCRIPTION OF BUILT-IN ASSEMBLY FUNCTIONS**

#### **@ABS(*expression*)**

Returns the absolute value of *expression* as an integer value.

Example:

```
MOV.W #@ABS(VAL), R0 ;load absolute value into R0
```

#### **@ARG(*symbol* | *expression*)**

Returns an integer 1 if the macro argument represented by *symbol* or *expression* is present, 0 otherwise. If the argument is a symbol it must be single-quoted and refer to a dummy argument name. If the argument is an *expression* it refers to the ordinal position of the argument in the macro dummy argument list. The assembler issues a warning if this function is used when no macro expansion is active.

Example:

```
IF @ARG('TWIDDLE') ;twiddle factor provided?
```

#### **@CAT(*string1*,*string2*)**

Concatenates the two strings into one string. The two strings must be enclosed in single or double quotes.

Example:

```
DEFINE ID "@CAT('R','8C') " ;ID = 'R8C'
```

#### **@CNT()**

Returns the number of arguments of the current macro expansion as an integer. The assembler issues a warning if this function is used when no macro expansion is active.

Example:

```
ARGCNT SET @CNT() ;reserve argument count
```

**@DEF(symbol)**

Returns an integer 1 if *symbol* has been defined, 0 otherwise. *symbol* can be any label not associated with a MACRO or DEFSECT directive. If *symbol* is quoted, it is looked up as a DEFINE symbol; if it is not quoted, it is looked up as an ordinary label.

Example:

```
IF @DEF('ANGLE')           ;is symbol ANGLE defined?
IF @DEF(ANGLE)              ;does label ANGLE exist?
```

**@LEN(string)**

Returns the length of *string* as an integer.

Example:

```
SLEN SET @LEN('string')    ;SLEN = 6
```

**@LST()**

Returns the value of the \$LIST ON/OFF control flag as an integer. Each time a \$LIST ON control is encountered in the assembly source, the flag is incremented. Each time a \$LIST OFF control is encountered, the flag is decremented.

Example:

```
DUP @ABS(@LST())           ;list unconditionally
```

**@LSW(expression)**

Returns the lower 16 bits of a value. @LSW(*expression*) is equivalent to *expression* & 0xffff).

Example:

```
mov.w #@LSW(COUNT),a0      ;lower 16 bits of COUNT
```

**@MAC(symbol)**

Returns an integer 1 if *symbol* has been defined as a macro name, 0 otherwise.

Example:

```
IF @MAC(DOMUL)             ;does macro DOMUL exist?
```

**@MAX(*expr1*[,*exprN*]...)**

Returns the largest of *expr1*,...,*exprN* as an integer.

Example:

```
MAX: DB  @MAX(1,5,-3)           ;MAX = 5
```

**@MIN(*expr1*[,*exprN*]...)**

Returns the smallest of *expr1*,...,*exprN* as an integer.

Example:

```
MIN: DB  @MIN(1,5,-3)           ;Min = -3
```

**@MSW(*expression*)**

Returns the upper 16 bits of a value. @MSW(*expression*) is equivalent to ((*expression*>>16) & 0xffff).

Example:

```
movw.w  #@MSW(COUNT),a0        ;upper 16 bits of COUNT
```

**@MXP()**

Returns an integer 1 if the assembler is expanding a macro, 0 otherwise.

Example:

```
IF  @MXP()                      ;macro expansion active?
```

**@POS(*str1*,*str2*[,*start*])**

Returns the position of *str2* in *str1* as an integer, starting at position *start*. If *start* is not given the search begins at the beginning of *str1*. If the *start* argument is specified it must be a positive integer and cannot exceed the length of the source string. Note that the first position in a string is position 0.

Example:

```
ID    EQU  @POS('ASMFUNCTION','FUNC') ;ID  = 3
ID2   EQU  @POS('ABCDABCD','B',2)      ;ID2 = 5
```

**@SCP(*str1*,*str2*)**

Returns an integer 1 if the two strings compare, 0 otherwise. The two strings must be separated by a comma.

Example:

```
IF @SCP(STR, 'MAIN') ;does STR equal MAIN?
```

**@SGN(*expression*)**

Returns the sign of *expression* as an integer: -1 if the argument is negative, 0 if zero, 1 if positive. The *expression* can be relative or absolute.

Example:

```
VAR1 SET @SGN(-12) ;VAR1 = -1
VAR2 SET @SGN(0) ;VAR2 = 0
VAR3 SET @SGN(28) ;VAR3 = 1
```

**@SUB(*string*,*expression1*,*expression2*)**

Returns the substring from *string* as a string. *Expression1* is the starting position within *string*, and *expression2* is the length of the desired string. The assembler issues an error if either *expression1* or *expression2* exceeds the length of *string*. Note that the first position in a string is position 0.

Example:

```
DEFINE ID "@SUB('ASMFUNCTION', 3, 4)" ;ID = 'FUNC'
```

### **3.3 ASSEMBLER DIRECTIVES AND CONTROLS**

#### **3.3.1 OVERVIEW OF ASSEMBLER DIRECTIVES**

Assembler directives are grouped in the following categories:

- Assembly control directives
- Symbol definition directives
- Data definition / Storage allocation directives
- Macro and conditional assembly directives
- Debug directives

The following tables provide an overview of all assembler directives.

##### ***Overview of assembly control directives***

Directive	Description
COMMENT	Start comment lines
DEFINE	Define substitution string
DEFSECT	Define section name and attributes
END	End of source program
FAIL	Programmer generated error message
INCLUDE	Include secondary file
MSG	Programmer generated message
NAME	Identification for object file (instead of file name)
RADIX	Change input radix for constants
SECT	Activate a declared section
UNDEF	Undefine DEFINE symbol
WARN	Programmer generated warning



***Overview of symbol definition directives***

Directive	Description
BTEQU	Bit equate
EQU	Assign permanent value to a symbol
EXTERN	External symbol declaration
GLOBAL	Global section symbol declaration
LOCAL	Local symbol declaration
SET	Assign value to a symbol
WEAK	Mark symbol as 'weak'

***Overview of data definition / storage allocation directives***

Directive	Description
ALIGN	Define alignment
ASCII / ASCIIZ	Define ASCII string without / with ending NULL byte
BS	Define block storage (initialized)
BSB	Define byte block storage (initialized)
BSBIT	Define bit block storage in bit addressable data
BSL	Define long block storage (initialized)
BSW	Define word block storage (initialized)
DB	Define constant byte
DBIT	Define constant bit
DL	Define a constant long (4 bytes)
DS	Define storage
DW	Define a constant word (2 bytes)

### *Overview of macro and conditional assembly directives*

Directive	Description
DUP / ENDM	Duplicate sequence of source lines
DUPA / ENDM	Duplicate sequence with arguments
DUPC / ENDM	Duplicate sequence with characters
DUPF / ENDM	Duplicate sequence in loop
EXITM	Exit macro
IF / ELIF / ELSE / ENDIF	Conditional assembly
MACRO / ENDM	Define macro
PMACRO	Purge macro definition

### *Overview of debug directives*

Function	Description
CALLS	Passes call information to object file. Used by the linker to build a call graph.

## **3.3.2 DETAILED DESCRIPTION OF ASSEMBLER DIRECTIVES**

Some assembler directives can be preceeded with a label. If you do not preceede an assembler directive with a label, you must use white space instead (spaces or tabs). The assembler recognizes both upper and lower case for directives.

# ALIGN

## Syntax

**ALIGN** *expression*

## Description

With the **ALIGN** directive you instruct the assembler to align the location counter. Default the assembler aligns on one byte.

When the assembler encounters the **ALIGN** directive, it advances the location counter to an address that is aligned as specified by *expression* and places the next instruction on that address. The assembler fills the 'gap' with NOP instructions. If the location counter is already aligned on the specified alignment, it remains unchanged. The location of absolute sections will not be changed.

The *expression* must be a power of two: 2, 4, 8, 16, ... If you specify another value, the assembler changes the alignment to the next higher power of two and issues a warning.



The assembler aligns sections automatically to the largest alignment value occurring in that section.

## Example

```
ALIGN 4          ;the assembler aligns
add.w a0,r0      ;this instruction on 4 bytes

ALIGN 6          ;not a 2k value.
lab1:            ;a warning is issued
                ;lab1 is aligned on 8 bytes
```

## Related information



—

# ASCII/ASCIIZ

## Syntax

[*label*:] **ASCII** *string*[,*string*]...

[*label*:] **ASCIIZ** *string*[,*string*]...

## Description

With the ASCII or ASCIIZ directive the assembler allocates and initializes memory each *string*.

The ASCII directive does *not* add a NULL byte to the end of the string. The ASCIIZ directive does add a NULL byte to the end of the string. Use commas to separate multiple strings.

## Example

```
STRING:  ASCII  "Hello world"
```

```
STRING:  ASCIIZ "Hello world"
```



With the DB directive you can obtain exactly the same effect:

```
STRING:  DB  "Hello world"      ; without a NULL byte
```

```
STRING:  DB  "Hello world",0    ; with a NULL byte
```

## Related information



**DS** (Define storage)

**DB** (Define a constant byte)

# BS

## Syntax

[*label*] **BS** *expression1*[,*expression2*]

## Description

With the BS directive (Block Storage) the assembler reserves a block of memory. By default, the reserved block of memory is initialized with zeroes. With *expression2* you can specify a value to initialize the block with.

With *expression1* you specify the number of bits, bytes (depending on the *mau* size of a the section) you want to reserve, and how much the location counter will advance. The expression must be an integer greater than zero and cannot contain any forward references to address labels (labels that have not yet been defined).

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

## Example

The BS directive is for example useful to define an array that is only partially initialized:

```
DEFSECT "test_INI_DA", data, init
SECT "test_INI_DA"
DB 84,101,115,116 ; initialize 4 bytes
BS 96             ; reserve another 96 bytes (zeroed)
```



**BSB** (Define byte block storage (initialized))

**BSBIT** (Define bit block storage)

**BSL** (Define long block storage (initialized))

**BSW** (Define word block storage (initialized))

**DS** (Define storage)

# BSB

## Syntax

[*label*] **BSB** *expression1* [, *expression2*]

## Description

With the BSB directive (Byte Block Storage) the assembler reserves a block of bytes in memory. By default, the reserved block of memory is initialized with zeroes. With *expression2* you can specify a value to initialize the block with.

With *expression1* you specify the number of bytes you want to reserve, and how much the location counter will advance. The expression must be an integer greater than zero and cannot contain any forward references to address labels (labels that have not yet been defined).

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

## Example

The BS directive is for example useful to define and initialize an array that is only partially filled:

```
DEFSECT "test_INI_DA", data, init
SECT "test_INI_DA"
DB 84,101,115,116 ; initalize 4 bytes
BSB 96,0xFF      ; reserve another 96 bytes,
                  initialized with FF.
```



**BS** (Block storage)

**DS** (Define storage)

# BSBIT

## Syntax

[*label*] **BSBIT** *expression1* [, *expression2*]

## Description

With the BSBIT directive (Block Storage) the assembler reserves a block of bits in memory. By default, the reserved block of bits is initialized with zeroes. With *expression2* you can specify a value (0 or 1) to initialize the bits with.

With *expression1* you specify the number of bit you want to reserve, and how much the location counter will advance. The expression must be an integer greater than zero and cannot contain any forward references to address labels (labels that have not yet been defined).

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

You can use the BSBIT directive only within bit sections.

## Example

To initialize 16 bits with the value '1':

```
DEFSECT "test_INI_DA", bit, init
SECT "test_INI_DA"
BSBIT 16,1 ; reserve 16 bits, initialized with '1'
```



**BS** (Block storage)

**DS** (Define storage)

## BSL/BSW

### Syntax

[*label*] **BSL** *expression1* [, *expression2*]

[*label*] **BSW** *expression1* [, *expression2*]

### Description

With the BSL or BSW directive the assembler reserves a block of longs (32 bits) or words (16 bits) in memory. By default, the reserved block is initialized with zeroes. With *expression2* you can specify a value to initialize the block with.

With *expression1* you specify the number of longs or words you want to reserve, and how much the location counter will advance. The expression must be an integer greater than zero and cannot contain any forward references to address labels (labels that have not yet been defined).

### Examples

```
LNG:  BSL 16,0x12345678
```

```
WRD:  BSW 16,0x1234
```

```
WRD:  BSW 16,0x12345678 ; initalized with 0x5678
```



You can of course initialize a single long or word imitating the effect of the DL/DW directive:

```
LNG:  BSL 1,0x12345678
```

has the same effect as:

```
LNG:  DL  0x78563412
```



**BS** (Block storage)

**DS** (Define storage)



# BTEQU

## Syntax

*symbol* **BTEQU** *bit,base*

## Description

With the BTEQU directive (equate symbol to a bit value) you can assign a bit position to a *symbol*. The symbol name cannot be redefined anywhere else in the program.

*Base* is the base address in which you want to identify a *bit*. You then can use *symbol* to refer to that bit.

## Example

```
Flp_Bit BTEQU 5,19 ;bit 5 in byte 19
```

The symbol Flp\_Bit is now associated with the forementioned bit and you can use the symbol for example to clear the bit:

```
bclr Flp_Bit
```

## Related information



# CALLS

## Syntax

**CALLS** '*caller*', '*callee*'

## Description

Create a flow graph reference between *caller* and *callee*. The linker needs this information to build a call graph. *Caller* and *Callee* are names of functions.

The compiler inserts CALLS directives automatically to pass call tree information. Normally it is not necessary to use the CALLS directive in hand coded assembly.

A label is not allowed with this directive.

## Example

To indicate that the function `main` calls the function `nfunc`:

```
CALLS 'main', 'nfunc'
```

## Related information



—

# COMMENT

## Syntax

**COMMENT** *delimiter*

.

.

*delimiter*

## Description

With the **COMMENT** directive (Start Comment Lines) you can define one or more lines as comments. The first non-blank character after the **.COMMENT** directive is the comment delimiter. The two delimiters are used to define the comment text. The line containing the second comment delimiter will be considered the last line of the comment. The comment text can include any printable characters and the comment text will be produced in the source listing as it appears in the source file.

A label is not allowed with this directive.

## Example

```
COMMENT  + This is a one line comment +
COMMENT  * This is a multiple line
           comment. Any number of lines
           can be placed between the two
           delimiters.
          *
```

## Related information



## DB

### Syntax

[*label*] **DB** *argument* [, *argument*] ...

### Description

With the DB directive (Define Constant Byte) the assembler allocates and initializes a byte of memory for each *argument*.

An *argument* can be:

- a numeric constant
- a single or multiple character string constant
- a symbol
- an expression
- NULL (indicated by two adjacent commas: ,,)

Multiple arguments are stored in successive byte locations. If an argument is NULL its corresponding byte location is filled with zeros.

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

Integer arguments are stored as is, but must be byte values (within the range 0–255); floating-point numbers are not allowed. If the evaluated expression is out of the range [–256, +255] the assembler issues an error. For negative values within that range, the assembler adds 256 to the specified value (for example, –254 is stored as 2).

In case of single and multiple character strings, each character is stored in consecutive bytes whose lower seven bits represent the ASCII value of the character. The standard C escape sequences are allowed:

```
DB 'R'           ; = 0x52
DB 'AB' ,, 'D'   ; = 0x41420043
```

### Example

```
TABLE DB 'two',0,'strings',0
CHARS DB 'A','B','C','D'
```



**Related information**



**BS** (Block storage)

**DS** (Define storage)

# DBIT

## Syntax

*[label]* **DBIT** *argument* [*argument*]...

## Description

With the DBIT directive (Define Bit) you allocate and initialize memory in bit units for each *argument*.

You can use the DBIT directive only within sections of the type `bit`.

An *argument* is 0 or 1.

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

## Example

```
NBITS:  DBIT 1,0,1,1      ; allocate and initialize
                          ; four bits.
```

## Related information



**BS** (Block storage)

**DS** (Define storage)

# DEFINE

## Syntax

**DEFINE** *symbol string*

## Description

With the **DEFINE** directive you define a substitution string that you can use on all following source lines. The assembler searches all succeeding lines for an occurrence of *symbol*, and replaces it with *string*.

This directive is useful for providing better documentation in the source program. *Symbol* must adhere to the restrictions for labels. That is, a *symbol* can consist of letters, digits and underscore characters (`_`), and the first character cannot be a digit.

The assembler issues a warning if you redefine an existing symbol.

Macros represent a special case. **DEFINE** directive translations are applied to the macro definition as it is encountered. When the macro is expanded any active **DEFINE** directive translations will again be applied.

A label is not allowed with this directive.

## Example

If the following **DEFINE** directive occurred in the first part of the source program:

```
DEFINE    SIZE    '32'
```

then the source line below:

```
DS        SIZE
```

would be transformed by the assembler to the following:

```
DS        32
```

## Related information



**UNDEF** (Undefine **DEFINE** symbol)

**SET** (Set temporary value to a symbol)

# DEFSECT

## Syntax

**DEFSECT** *name*, *type* [, *attr*]... [**AT** *address*]

## Description

With the **DEFSECT** directive you can define a section with a *name*, *type* and optional *attributes*. Before any code or data can be placed in a section, you must use the **SECT** directive to activate the section.

This directive uses the following arguments:

*type*: A section type:

<b>code</b>	code section
<b>data</b>	data section
<b>bit</b>	__bit type section
<b>bita</b>	bitaddressable data (__bita)
<b>sfr</b>	special function register

*attribute*: An optional section attribute:

<b>init</b>	section is copied from ROM to RAM at startup
<b>clear</b>	section is cleared during startup
<b>noclear</b>	section is not cleared during startup
<b>overlay</b>	overlayable section
<b>max</b>	maximum section size
<b>romdata</b>	data section remains in ROM

Sections with attribute **noclear** are not zeroed at startup. This is a default attribute for data sections. You can only use this attribute with a data type section.

The attribute **init** defines that the code section contains initialization data, which is copied from ROM to RAM at program startup.

Sections with the attribute **romdata** contain data to be placed in ROM. This ROM area is not executable.

When data sections with the same name occur in different object modules with the attribute **max**, the linker generates a section with a size that is the largest of the sizes in the individual object modules. The attribute **max** only applies to data sections.



**Examples:**

```
DEFSECT  "text_DA", DATA    ;declare section text_DA
SECT      "text_DA"          ;switch to section text_DA
```



**SECT** (Activate a declared section)

## DL/DW

### Syntax

*[label]* **DL** *argument*[,*argument*]...

*[label]* **DW** *argument*[,*argument*]...

### Description

With the DL or DW directive the assembler allocates and initializes a long (32 bits) or a word (16 bits) of memory for each *argument*.

An *argument* can be:

- a numeric constant
- a single or multiple character string constant
- a symbol
- an expression
- NULL (indicated by two adjacent commas: ,,)

Multiple arguments are stored in successive byte locations. If an argument is NULL its corresponding byte location is filled with zeros.

If you specify *label*, it gets the value of the location counter at the start of the directive processing.

In case of single and multiple character strings, each character is stored in consecutive bytes whose lower seven bits represent the ASCII value of the character. The standard C escape sequences are allowed:

DL 'R'	; = 0x52000000
DL 'ABCD'	; = 0x44434241
DW 'R'	; = 0x5200
DW 'AB'	; = 0x4241
DW 'ABCD'	; = 0x4241 ;value truncated

If the evaluated argument is too large to be represent in a word / halfword, the assembler issues an error and truncates the value.

### Examples

```
LNG:  DL  14,1635,0x34266243,'ABCD'
```

```
WRD:  DW  14,1635,0x2662,'AB'
```



With the DB directive you can obtain exactly the same effect:

```
LNG:  DB  14,0,0,0,1635%256,6,0,0,  
        0x43,0x62,0x26,0x34,'D','C','B','A'
```

```
WRD:  DB  14,0,1635%256,6,0x62,0x26,'B','A'
```

### Related information



**BS** (Block storage)

**DS** (Define storage)

# DS

## Syntax

*[label]* **DS** *expression*

## Description

With the DS directive (Define Storage) the assembler reserves a block of memory. The reserved block of memory is not initialized to any value.

With *expression* you specify the number of bits, bytes (depending on the *mau* size of a the section) you want to reserve, and how much the location counter will advance.

The expression must be an integer greater than zero and cannot contain any forward references to address labels (labels that have not yet been defined).

If you specify *label*, it gets the value of the location counter at the start of the directive processing.



You cannot use the DS directive in sections of type *init*. If you need to reserve *initialized* space in an *init* section, use the BS directive instead.

## Example

To reserve 12 bytes (not initialized) of memory in a data section:

```
S_BUF DS 12 ; Sample buffer
```

## Related information



**BS** (Block storage)

**DB** (Define constant byte)

**DBIT** (Define constant bit)

**DL** (Define constant long)

**DW** (Define constant word)

**ASCII** / **ASCIIZ** (Define ASCII string without/with ending NULL)

## DUP / ENDM

### Syntax

```
[label]  DUP expression
        .
        .
        ENDM
```

### Description

The sequence of source lines between the **DUP** and **ENDM** directives will be duplicated by the number specified by the integer *expression*. If the expression evaluates to a number less than or equal to 0, the sequence of lines will not be included in the assembler output. The expression result must be an absolute integer and cannot contain any forward references to address labels (labels that have not already been defined). You can nest the **DUP** directive to any level.

If you specify *label*, it gets the value of the location counter at the start of the **DUP** directive processing.

### Example

Consider the following source input statements,

```
COUNT  SET  3
        DUP  COUNT      ; duplicate NOP count times
        NOP
        ENDM
```

This is expanded as follows:

```
COUNT  SET  3
        NOP
        NOP
        NOP
```

### Related information



**DUPA** (Duplicate Sequence with Arguments),  
**DUPC** (Duplicate Sequence with Characters),  
**DUPF** (Duplicate Sequence in Loop),  
**MACRO** (Define Macro)

## DUPA / ENDM

### Syntax

```
[label]    DUPA dummy,argument[,argument]...  
.  
.  
    ENDM
```

### Description

With the **DUPA** and **ENDM** directives (Duplicate Sequence with Arguments) you can repeat a block of source statements for each *argument*. For each repetition, every occurrence of the *dummy* parameter within the block is replaced with each succeeding *argument* string. If an argument includes an embedded blank or other assembler-significant character, it must be enclosed with single quotes.

If you specify *label*, it gets the value of the location counter at the start of the **DUPA** directive processing.

### Example

Consider the following source input statements,

```
DUPA  VALUE,12,,32,34  
DB   VALUE  
ENDM
```

This is expanded as follows:

```
DB   12  
DB   VALUE  
DB   32  
DB   34
```

### Related information



**DUP** (Duplicate Sequence of Source Lines),  
**DUPC** (Duplicate Sequence with Characters),  
**DUPF** (Duplicate Sequence in Loop),  
**MACRO** (Define Macro)

## DUPC / ENDM

### Syntax

```
[label]  DUPC dummy,string
        .
        .
        ENDM
```

### Description

With the **DUPC** and **ENDM** directives (Duplicate Sequence with Characters) you can repeat a block of source statements for each character of *string*. For each repetition, every occurrence of the *dummy* parameter within the block is replaced with each succeeding character in the *string*. If the *string* is empty, then the block is skipped.

If you specify *label*, it gets the value of the location counter at the start of the **DUPC** directive processing.

### Example

Consider the following source input statements,

```
DUPC  VALUE, '123'
DB    VALUE
ENDM
```

This is expanded as follows:

```
DB    1
DB    2
DB    3
```

### Related information



**DUP** (Duplicate Sequence of Source Lines),  
**DUPA** (Duplicate Sequence with Arguments),  
**DUPF** (Duplicate Sequence in Loop),  
**MACRO** (Define Macro)

## DUPF / ENDM

### Syntax

```
[label]  DUPF  dummy,[start],end[,increment]
        .
        .
        ENDM
```

### Description

With the **DUPF** and **ENDM** directives (Duplicate Sequence in Loop) you can repeat a block of source statements ( $end - start + 1$ ) times when *increment* is 1. *Start* is the starting value for the loop index; *end* represents the final value. *Increment* is the increment for the loop index; it defaults to 1 if omitted (as does the *start* value). The *dummy* parameter holds the loop index value and may be used within the body of instructions.

If you specify *label*, it gets the value of the location counter at the start of the **DUPF** directive processing.

### Example

Consider the following source input statements,

```
DUPF    NUM, 0, 3
MOV.W   R0, NUM
ENDM
```

This is expanded as follows:

```
MOV.W   R0, 0
MOV.W   R0, 1
MOV.W   R0, 2
MOV.W   R0, 3
```

### Related information



**DUP** (Duplicate Sequence of Source Lines),  
**DUPA** (Duplicate Sequence with Arguments),  
**DUPC** (Duplicate Sequence with Characters),  
**MACRO** (Define Macro)



# END

## Syntax

**END** [*expression*]

## Description

With the optional **END** directive you tell the assembler that the logical end of the source program is reached. If the assembler finds assembly source lines beyond the **END** directive, it ignores those lines and issues a warning.

The *expression* is only permitted here for compatibility reasons. It is ignored during assembly.

You cannot use the **END** directive in a macro expansion.

A label is not allowed with this directive.

## Example

```
END                ;End of source program
```

## Related information



–

# EQU

## Syntax

*symbol* **EQU** *expression*

## Description

With the **EQU** directive you assign the value of *expression* to *symbol* permanently. Once defined, you cannot redefine the *symbol*.

The *expression* can be relative or absolute and forward references are allowed.

## Example

To assign the value 0x4000 permanently to the symbol `A_D_PORT`:

```
A_D_PORT EQU 0x4000
```

You cannot redefine the symbol `A_D_PORT` after this.

## Related information



**SET** (Set temporary value to a symbol)

# EXITM

## Syntax

### EXITM

## Description

With the EXITM directive (Exit Macro) the assembler will immediately terminate a macro expansion. It is useful when you use it with the conditional assembly directive IF to terminate macro expansion when, for example, error conditions are detected.

A label is not allowed with this directive.

## Example

```
CALC  MACRO  XVAL,YVAL
      IF     XVAL<0
      FAIL   'Macro parameter value out of range'
      EXITM  ;Exit macro
      ENDEF
      .
      .
      .
      ENDM
```

## Related information



**DUP** (Duplicate Sequence of Source Lines),  
**DUPA** (Duplicate Sequence with Arguments),  
**DUPC** (Duplicate Sequence with Characters),  
**DUPF** (Duplicate Sequence in Loop),  
**MACRO** (Define Macro)

# EXTERN

## Syntax

**EXTERN** [*section\_type*] *symbol*[,*symbol*]...

## Description

With the **EXTERN** directive (External Symbol Declaration) you specify that the list of symbols is referenced in the current module, but is not defined within the current module. These symbols must either have been defined outside of any module or declared as globally accessible within another module with the **GLOBAL** directive. The optional argument *section\_type* is used for type checking.

If you do not use the **EXTERN** directive to specify that a symbol is defined externally and the symbol is not defined within the current module, the assembler issues a warning and inserts the **EXTERN** directive for that symbol.

A label is not allowed with this directive.

## Example

```
EXTERN init AA,CC,DD      ;defined elsewhere
```

## Related information



**GLOBAL** (Global symbol declaration)

**LOCAL** (Local symbol declaration)

# FAIL

## Syntax

**FAIL** [{*str* | *exp*},{*str* | *exp*}...]

## Description

With the **FAIL** directive (Programmer Generated Error) you tell the assembler to output an error message during the assembling process.

The total error count will be incremented as with any other error. The **FAIL** directive is for example useful in combination with conditional assembly for exceptional condition checking. The assembly process proceeds normally after the error has been printed.

Optionally, you can specify an arbitrary number of strings and expressions, in any order but separated by commas, to describe the nature of the generated error. The assembler outputs a space between each argument.

A label is not allowed with this directive.

## Example

```
FAIL 'Parameter out of range'
```

## Related information



**MSG** (Programmer Generated Message),  
**WARN** (Programmer Generated Warning)

# GLOBAL

## Syntax

**GLOBAL** *symbol[,symbol]...*

## Description

With the GLOBAL directive (Global Section Symbol Declaration) you declare one or more symbols as global. This means that the specified symbols are defined within the current section or module, and that those definitions should be accessible by all modules.

Only symbols that are defined with the EQU or with the BTEQU directive can be made global.

If the symbols that appear in the operand field are not used in the module, the assembler gives a warning.

A label is not allowed with this directive.

## Example

```
DEFSECT  "data_io",DATA
SECT     "data_io"
GLOBAL  LOOPA      ; LOOPA will be globally
                   ; accessible by other modules
LOOPA   DW         0x100 ; assigns the value 0x100 to LOOPA
```

## Related information



**EXTERN** (External symbol declaration)

**LOCAL** (Local symbol declaration)

# IF / ELIF / ELSE / ENDIF

## Syntax

```

IF expression
.
.
[ELIF expression]      (the ELIF directive is optional)
.
.
[ELSE]                  (the ELSE directive is optional)
.
.
ENDIF

```

## Description

With the **IF**/**ENDIF** directives you can create a part of conditional assembly code. The assembler assembles only the code that it reaches.

The *expression* must evaluate to an absolute integer and cannot contain forward references. If *expression* evaluates to zero, the **IF**-condition is considered FALSE. Any non-zero result of *expression* is considered as TRUE.

You can nest **IF** directives to any level. The **ELSE**, **.ELIF** and **ENDIF** directives always refer to the nearest previous **IF** directive.

A label is not allowed with this directive.

## Example

Suppose you have an assemble source file with specific code for a test version, for a demo version and for the final version. Within the assembly source you define this code conditionally as follows:

```

IF    TEST
... ; code for the test version
ELIF DEMO
... ; code for the demo version
ELSE
... ; code for the final version
ENDIF

```

Before assembling the file you can set the values of the symbols `TEST` and `DEMO` in the assembly source before the `IF` directive is reached. For example, to assemble the demo version:

```
TEST  0
DEMO  1
```

You can also define the symbols on the command line with the option **-D**:

```
asr8c -DDEMO -DTEST=0 test.src
```

### Related information



—



# INCLUDE

## Syntax

**INCLUDE** *'string'* | *<string>*

## Description

With the **INCLUDE** directive you direct the assembler to include another file before the resulting file is assembled. The **INCLUDE** directive works similarly to the `#include` statement in C.

The *string* specifies the filename of the secondary file. The filename must be compatible with the operating system and can include a directory specification.

The order in which the assembler searches for include files is:

1. The current directory if only a filename is given, unless the *<string>* syntax is used, or in the directory specified in *string* if you specify both a pathname and a filename.
2. The path that is specified with the assembler option **-I**.
3. The path that is specified in the environment variable `ASR8CINC` when the product was installed.

A label is not allowed with this directive.

## Example

```
INCLUDE 'storage\mem.asm'      ; include file
INCLUDE <data.asm>             ; Do not look in current
                                directory
```

## Related information



Assembler option **-I** (Add directory to include file search path) in section 4.2, *Assembler Options*, of *Chapter Tool Options*.

# LOCAL

## Syntax

**LOCAL** *symbol[,symbol]...*

## Description

By default, labels in a module are defined "global". With the **LOCAL** directive (Local Section Symbol Declaration) you declare one or more symbols as local. This means that the specified symbols are explicitly local to the section or module in which you define them.

If the symbols that appear in the operand field are not used in the module, the assembler gives a warning.

A label is not allowed with this directive.

## Example

```
DEFSECT  "data_io",DATA
SECT     "data_io"
LOCAL   LOOPA    ; LOOPA is local to this section

LOOPA   WORD    0x100    ; assigns the value 0x100 to LOOPA
```

## Related information



**EXTERN** (External symbol declaration)

**GLOBAL** (Global symbol declaration)

## MACRO / ENDM

### Syntax

```

macro_name    MACRO [dumarg [, dumarg] ...]
                .
                macro_definition_statements
                .
                .
                ENDM

```

### Description

With the **MACRO** directive you define a macro. Macros provide a shorthand method for handling a repeated pattern of code or group of instructions. You can define the pattern as a macro, and then call the macro at the points in the program where the pattern would repeat. The **ENDM** directive indicates the end of the macro.

The definition of a macro consists of three parts:

- *Header*, which assigns a name to the macro and defines the dummy arguments.
- *Body*, which contains the code or instructions to be inserted when the macro is called.
- *Terminator*, which indicates the end of the macro definition (**ENDM** directive).

The dummy arguments are symbolic names that the macro processor replaces with the literal arguments when the macro is expanded (called). Each dummy argument must follow the same rules as symbol names. Dummy argument names cannot start with a percent sign (%).

Macro definitions can be nested but the nested macro will not be defined until the primary macro is expanded.

### Example

The macro definition:

```

SWAP_REGS    MACRO REG1,REG2                ;header
              XCHG.W      REG1,REG2           ;body
              ENDM                          ;terminator

```

The macro call:

```
DEFSECT    "data",DATA
SECT      "data"

SWAP_REGS  R0,R1

END
```

The macro expands as follows:

```
XCHG.W    R0,R1
```

### Related information



**DUP** (Duplicate Sequence of Source Lines),  
**DUPA** (Duplicate Sequence with Arguments),  
**DUPC** (Duplicate Sequence with Characters),  
**DUPF** (Duplicate Sequence in Loop)

Section 4.9, *Macro Operations*, in Chapter *Assembly Language* of the *User's Guide*.

# MSG

## Syntax

**MSG** [{*str* | *exp*},{*str* | *exp*}...]

## Description

With the MSG directive (Programmer Generated Message) you tell the assembler to output an information message during assembly.

The error and warning counts will not be affected. The MSG directive is for example useful in combination with conditional assembly for informational purposes. The assembly proceeds normally after the message has been printed.

Optionally, you can specify an arbitrary number of strings and expressions, in any order but separated by commas, to describe the nature of the message. The assembler outputs a space between each argument.

A label is not allowed with this directive.

## Example

```
DEFINE LONG "SHORT"  
MSG 'This is a LONG string'  
MSG "This is a LONG string"
```

Within single quotes, the defined symbol LONG is not expanded. Within double quotes the symbol LONG is expanded. So, the actual message is printed as:

```
This is a LONG string  
This is a SHORT string
```

## Related information



**FAIL** (Programmer Generated Error)

**WARN** (Programmer Generated Warning)

# NAME

## Syntax

```
NAME "str"
```

## Description

With the `NAME` directive you give an identification to the generated object file. The linker and or debugger uses this identification (instead of the file name) to refer to the file.

## Example

Suppose the assembler assembles the file `test.src` and generates `test.obj`. To change the identification (used by the linker and debugger) from the name `"test"` into `"strcat"`:

```
NAME "strcat"
```

# PMACRO

## Syntax

**PMACRO** *symbol*[,*symbol*]...

## Description

With the **PMACRO** directive you tell the assembler to purge the specified macro from the macro table, reclaiming the macro table space.

A label is not allowed with this directive.

## Example

```
PMACRO  MAC1,MAC2
```

This statement causes the macros named **MAC1** and **MAC2** to be purged.

## Related information



**MACRO** (Define Macro)

# RADIX

## Syntax

**RADIX** *expression*

## Description

With the RADIX directive (Change Input Radix for Constants) you tell the assembler to changes the input base of constants to the result of *expression*.

The absolute integer expression must evaluate to one of the legal constant bases (2, 8, 10, or 16). The default radix is 10. The RADIX directive allows the programmer to specify constants in a preferred radix without a leading radix indicator. Note that if a constant is used to alter the radix, it must be in the appropriate input base at the time the RADIX directive is encountered.

A label is not allowed with this directive.

## Example

```
_RAD10:    DB    10        ; Evaluates to hex A
           RADIX 2
_RAD2:     DB    10        ; Evaluates to hex 2
           RADIX 0x10
_RAD16:    DB    10        ; Evaluates to hex 10
           RADIX 3          ; Bad radix expression
```

## Related information



—



# SECT

## Syntax

**SECT** *"name"* [, **RESET**]

## Description:

With the **SECT** directive you activate a previously declared section with the name *name*. Before you can activate a section, you must define the section with the **DEFSECT** directive. You can activate a section as many times as you need.

With the section attribute **RESET** you can reset counting storage allocation in data sections that have section attribute **max**.

## Examples:

```
DEFSECT    "text", DATA           ;declare section text
SECT       "text"                  ;switch to section text
```



**DEFSECT** (Declare a section with name, type and attributes)

# SET

## Syntax

*symbol*    **SET** *expression*

**SET** *symbol expression*

## Description

With the SET directive you assign the value of *expression* to *symbol*. If a symbol was defined with the SET directive, you can redefine that symbol in another part of the assembly source, using the SET.

The SET directive is useful in establishing temporary or reusable counters within macros. *Expression* must be absolute and forward references are not allowed.



Symbols that are set with the EQU directive, cannot be redefined.

## Example

```
COUNT SET 0 ; Initialize COUNT. Later on you can
            ; assign other values to the symbol COUNT.
```

## Related information



**EQU** (Assign permanent value to a symbol)

# UNDEF

## Syntax

**UNDEF** *symbol*

## Description

With the UNDEF directive you can undefine a substitution string that was previously defined with the DEFINE directive. The substitution string associated with *symbol* is released, and *symbol* will no longer represent a valid DEFINE substitution.

A label is not allowed with this directive.

## Example

```
UNDEF  SIZE  ; Undefines the SIZE substitution string
          ; that was previously defined with the
          ; DEFINE directive
```

## Related information



**DEFINE** (Define Substitution String)

# WARN

## Syntax

**WARN** [{*str* | *exp*},{*str* | *exp*}...]

## Description

With the **WARN** directive (Programmer Generated Warning) you tell the assembler to output a warning message during the assembling process.

The total warning count will be incremented as with any other warning. The **WARN** directive is for example useful in combination with conditional assembly for exceptional condition checking. The assembly process proceeds normally after the warning has been printed.

Optionally, you can specify an arbitrary number of strings and expressions, in any order but separated by commas, to describe the nature of the generated warning. The assembler outputs a space between each argument.

A label is not allowed with this directive.

## Example

```
WARN 'parameter too large'
```

## Related information



**FAIL** (Programmer Generated Error),  
**MSG** (Programmer Generated Message)

# WEAK

## Syntax

**WEAK** *symbol*[,*symbol*]...

## Description

With the **WEAK** directive you mark one or more symbols as 'weak'. The symbol must be defined in the same module with the **GLOBAL** directive or the **EXTERN** directive.

A 'weak' external reference is resolved by the linker when a global (or weak) definition is found in one of the object files. However, a weak reference will not cause the extraction of a module from a library to resolve the reference.

You can overrule a weak definition with a **GLOBAL** definition in another module. The linker will not complain about the duplicate definition, and ignore the weak definition.

Only program labels and symbols defined with **EQU** can be made weak.

## Example

```

LOOPA EQU 1           ; definition of symbol LOOPA
      GLOBAL  LOOPA    ; LOOPA will be globally
                      ; accessible by other modules
      WEAK    LOOPA    ; mark LOOPA as weak

```

## Related information



—

### **3.3.3 OVERVIEW OF ASSEMBLER CONTROLS**

The following tables provide an overview of all assembler controls.

#### ***Overview of assembler listing controls***

Function	Description
\$LIST ON / OFF	Generation of assembly list file temporary ON/OFF
\$LIST "flags"	Exclude / include lines in assembly list file
\$PAGE	Generate formfeed in assembly list file
\$PAGE settings	Define page layout for assembly list file
\$PRCTL	Send control string to printer
\$STITLE	Set program subtitle in header of assembly list file
\$TITLE	Set program title in header of assembly list file

#### ***Overview of miscellaneous assembler controls***

Function	Description
\$CASE ON / OFF	Case sensitive user names ON/OFF
\$DEBUG ON / OFF	Generation of symbolic debug ON/OFF
\$DEBUG "flags"	Select debug information
\$IDENT LOCAL / GLOBAL	Assembler treats labels by default as local or global
\$OBJECT	Alternative name for the generated object file
\$OPTJ	Turn on conditional optimization
\$WARNING OFF	Suppress all or some warnings

### **3.3.4 DETAILED DESCRIPTION OF ASSEMBLER CONTROLS**

The assembler recognizes both upper and lower case for controls.

## \$CASE ON / OFF

### Syntax

```
$CASE ON    (default)
$CASE OFF
```

### Description

With the `$CASE ON` and `$CASE OFF` controls you specify whether the assembler operates in case sensitive mode or not. Default the assembler operates in case sensitive mode.

### Example

```
;begin of source
$CASE OFF    ; assembler in case insensitive mode
```

### Related option



Assembler option `-c` (Switch to case insensitive mode) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

### Related information



—

# \$DEBUG ON / OFF

## Syntax

```
$DEBUG ON
$DEBUG OFF
$DEBUG "flags"
```

## Description

With the `$DEBUG ON` and `$DEBUG OFF` controls you turn the generation of debug information on or off. (`$DEBUG ON` is similar to the assembler option `-gl`).

If you use `$DEBUG` control with flags, you can set the following flags:

**a/A** assembler source line information  
**h/H** pass HLL debug information

You cannot use these two types of debug information both. So, `$DEBUG "ah"` is not allowed.

**l/L** local symbols debug information  
**s/S** always debug; either **"AhL"** or **"aHl"**



Debug information that is generated by the C compiler, is *always* passed to the object file.

## Example

```
;begin of source
$DEBUG ON ; generate local symbols debug information
```

## Related option



Assembler option **-g** (Select debug information) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

## Related information



—



# \$IDENT

## Syntax

**\$IDENT LOCAL**  
**\$IDENT GLOBAL**

## Description

With the controls **\$IDENT LOCAL** and **\$IDENT GLOBAL** you tell the assembler how to treat symbols that you have not specified explicitly as local or global with the assembler directives **LOCAL** or **GLOBAL**.

Default the assembler treats all symbols as local symbols unless you have defined them explicitly as global.

## Example

```
;begin of source  
$IDENT GLOBAL ; assembly labels are global by default
```

## Related option



Assembler option **-i** (Treat labels by default local / global) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

## Related information



Assembler directive **LOCAL** (Local symbol declaration)  
Assembler directive **GLOBAL** (Global symbol declaration)

## \$LIST ON / OFF

### Syntax

**\$LIST ON**

```
.  
; assembly source lines
```

**\$LIST OFF**

### Description

If you generate a list file with the assembler option **-l**, you can use the **\$LIST ON** and **\$LIST OFF** controls to specify which source lines the assembler must write to the list file. Without the command line option **-l**, the **\$LIST ON** and **\$LIST OFF** controls have no effect.

The **\$LIST ON** control actually increments a counter that is checked for a positive value and is symmetrical with respect to the **\$LIST OFF** control. Note the following sequence:

```
    ; Counter value currently 1  
$LIST ON          ; Counter value = 2  
$LIST ON          ; Counter value = 3  
$NOLIST OFF       ; Counter value = 2  
$NOLIST OFF       ; Counter value = 1
```

The listing still would not be disabled until another **NOLIST** control was issued.

A label is not allowed with this control.

### Example

Suppose you assemble the following assembly source with the assembler option **-l**:

```
DEFSECT "text_CO",CODE  
SECT "text_CO"  
... ; source line in list file  
$LIST ON  
... ; source line not in list file  
$LIST  
... ; source line also in list file  
END
```

The assembler generates a list file with the following lines:

```
DEFSECT "text_CO",CODE
SECT "text_CO"
... ; source line in list file
$LIST ON
... ; source line also in list file
END
```

### Related option



Assembler option **-l** (Generate list file) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

### Related information



Assembler control **\$LIST** (Exclude / include lines in assembly list file)

Assembler function **@LST()** in section 3.2, *Built-in Assembly Functions*.

## \$LIST flags

### Syntax

*Begin of assembly file*

**\$LIST** "flags"

### Description

If you generate a list file with the assembler option **-l**, you can use the \$LIST controls to specify which type of source lines the assembler must exclude from the list file. Without the command line option **-l**, the \$LIST control has no effect.

You can set the following flags to remove or include lines:

<b>c/C</b>	Lines with assembler controls
<b>d/D</b>	Lines with section directives (SECT and DEFSECT)
<b>e/E</b>	Lines with symbol definition directives (EXTERN, GLOBAL, LOCAL, CALLS)
<b>g/G</b>	Lines with generic instruction expansion
<b>i/I</b>	Lines with generic instructions
<b>m/M</b>	Lines with macro definitions (MACRO and DUP)
<b>n/N</b>	Empty source lines
<b>p/P</b>	Lines with conditional assembly
<b>q/Q</b>	Lines with the EQU or SET directive
<b>r/R</b>	Relocation characters ('r')
<b>s/S</b>	Lines with symbolic debug information
<b>v/V</b>	Assembler EQU or SET values
<b>w/W</b>	Wrapped part of a line
<b>x/X</b>	Lines with expanded macros
<b>y/Y</b>	Lines with cycle counts

If you do not specify this control or the assembler option **-lflag**, the assembler uses the default: **-LcDEGiMnPqrsVWXy**.

### Example

To exclude assembly files with controls from the list file:

```
;begin of source
$LIST "C"
```

### Related option



Assembler option **-L** (List file formatting options) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

### Related information



Assembler control **\$LIST ON / OFF** (Assembly list file ON / OFF)

Assembler function **@LST()** in section 3.2, *Built-in Assembly Functions*.

# \$OBJECT

## Syntax

**\$OBJECT "file"**  
**\$OBJECT OFF**

## Description

With the **\$OBJECT** control you can specify an alternative name for the generated object file. With the **\$OBJECT OFF** control, the assembler does not generate an object file at all.

## Example

```
;Begin of source  
$object "x1.obj"           ; generate object file x1.obj
```

## Related option



Assembler option **-o** (Define output filename) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

## Related information



—

## \$OPTJ

### Syntax

**\$OPTJ** [on | off]

### Description

With the **\$OPTJ** control you can turn on or off conditional jump optimization. This control overrules the **-O** command line option.

### Example

To enable jump and branch optimization, enter:

```
$OPTJ ON
```

### Related option



Assembler option **-Oj** (Assembler optimizations) in Section 4.2, *Assembler options*, of Chapter *Tool Options*.

### Related information



–

# \$PAGE

## Syntax

**\$PAGE** [*width,length,blanktop,blankbtm,blankleft*]

## Description

If you generate a list file with the assembler option **-l**, you can use the **\$PAGE** control to format the generated list file.

<i>width</i>	Number of characters on a line (1-255). Default is 132.
<i>length</i>	Number of lines per page (10-255). Default is 66. As a special case a page length of 0 (zero) turns off all headers, titles, subtitles, and page breaks.
<i>blanktop</i>	Number of blank lines at the top of the page. Default = 0. Specify a value so that $blanktop + blankbtm \leq length - 10$ .
<i>blankbtm</i>	Number of blank lines at the bottom of the page. Default = 0. Specify a value so that $blanktop + blankbtm \leq length - 10$ .
<i>blankleft</i>	Number of blank columns at the left of the page. Default = 0. Specify a value smaller than <i>width</i> .

If you use the **\$PAGE** control without arguments, it causes a 'formfeed': the next source line is printed on the next page in the list file. The **\$PAGE** control itself is not printed.

You can omit an argument by using two adjacent commas. If the remaining arguments after an argument are all empty, you can omit them.

## Example

```
$PAGE          ; formfeed, the next source line is printed
               ; on the next page in the list file.

$PAGE 96       ; set page width to 96. Note that you can
               ; omit the last four arguments.

$PAGE ,,3,3; use 3 line top/bottom margins.
```

## Related option



—



### Related information



Assembler control **\$STITLE** (Set program subtitle in header of list file)

Assembler control **\$TITLE** (Set program title in header of list file)

Assembler option **-I** (Generate list file) in Section 4.2, *Assembler Options*, of Chapter *Tool Options*.

Assembler option **-L** (List file formatting options) in Section 4.2, *Assembler Options*, of Chapter *Tool Options*.

# \$PRCTL

## Syntax

**\$PRCTL** *exp* | *string* [, *exp* | *string*] ...

## Description

If you generate a list file with the assembler option **-l**, you can use the **\$PRCTL** control to send control strings to the printer.

The **\$PRCTL** control simply concatenates its arguments and sends them to the listing file (the control line itself is not printed unless there is an error).

You can specify the following arguments:

<i>exp</i>	a byte expression which may be used to encode non-printing control characters, such as ESC.
<i>string</i>	an assembler string, which may be of arbitrary length, up to the maximum assembler-defined limits.

The **\$PRCTL** control can appear anywhere in the source file; the assembler sends out the control string at the corresponding place in the listing file.

If a **\$PRCTL** control is the last line in the last input file to be processed, the assembler insures that all error summaries, symbol tables, and cross-references have been printed before sending out the control string. In this manner, you can use a **PRCTL** control to restore a printer to a previous mode after printing is done.

Similarly, if the **\$PRCTL** control appears as the first line in the first input file, the assembler sends out the control string before page headings or titles.

## Example

```
$PRCTL $lB, 'E' ; Reset HP LaserJet printer
```

## Related option



–

## Related information



Assembler option **-l** (Generate list file) in Section 4.2, *Assembler Options*, of Chapter *Tool Options*.

# \$STITLE

## Syntax

**\$STITLE** "title"

## Description

If you generate a list file with the assembler option **-l**, you can use the **\$STITLE** control to specify the program subtitle which is printed at the top of all succeeding pages in the assembler list file below the title.

The specified subtitle is valid until the assembler encounters a new **STITLE** control. Default, the subtitle is empty.

The **\$STITLE** control itself will not be printed in the source listing.

If the page width is too small for the title to fit in the header, it will be truncated.

## Example

```
$TITLE    'This is the title'
$STITLE   'This is the subtitle'
```

The header of the second page in the list file will now be:

```
TASKING R8C Assembler vx.yrz Build nnn SN 00000000
This is the title                                     Page 2
This is the subtitle
```

## Related option



## Related information



Assembler control **\$TITLE** (Set program title in header of list file)

Assembler option **-l** (Generate list file) in Section 4.2, *Assembler Options*, of Chapter *Tool Options*.

# \$TITLE

## Syntax

**\$TITLE** *"title"*

## Description

If you generate a list file with the assembler option **-l**, you can use the **\$TITLE** control to specify the program title which is printed at the top of each page in the assembler list file.

Default, the title is empty.

If the page width is too small for the title to fit in the header, it will be truncated.

## Example

```
$TITLE 'This is the title'
```

The header of the list file will now be:

```
TASKING R8C Assembler vx.yrz Build nnn SN 00000000  
This is the title
```

Page 1

## Related option



—

## Related information



**\$TITLE** (Set program subtitle in header of assembly list file)

# \$WARNING OFF

## Syntax

**\$WARNING OFF**

**\$WARNING OFF** *number*

## Description

With the \$WARNING OFF control you can suppresses all warning messages or specific warning messages.

- Default, all warnings are reported.
- If you specify this option but without numbers, all warnings are suppressed.
- If you specify this option with a number, only the specified warning is suppressed.

## Example

```
$WARNING OFF      ; all warning messages are suppressed
```

```
$WARNING OFF 135 ; suppress warning message 135
```

## Related option



Assembler option **-w** (Suppress some or all warnings) in section 4.2, *Assembler Options*, of Chapter *Tool Options*.

## Related information



-

# CHAPTER

# 4

## TOOL OPTIONS

---



---

# 4

# CHAPTER

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## 4.1 COMPILER OPTIONS

This section lists all compiler options.

### *Options in EDE versus options on the command line*

Most command line options have an equivalent option in EDE but some options are only available on the command line. If there is no equivalent option in EDE, you can specify a command line option in EDE as follows:

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Enter one or more command line options in the **Additional compiler options** field.

Be aware that some command line options are not useful in EDE or just do not have any effect. For example, the option **-n** sends output to stdout instead of a file and has no effect in EDE.

### *Short and long option names*

Options have both short and long names. Short option names always begin with a single minus (–) character, long option names always begin with two minus (--) characters. You can abbreviate long option names as long as it forms a unique name. You can mix short and long option names on the command line.

Options can have flags or suboptions. To switch a flag 'on', use a lowercase letter or a *+longflag*. To switch a flag off, use an uppercase letter or a *-longflag*. Separate *longflags* with commas. The following two invocations are equivalent:

```
cr8c -Oac test.c
cr8c --optimize=+coalesce,+cse test.c
```

When you do not specify an option, a default value may become active.



## -? (--help)

### EDE

-

### Command line syntax

-?

--help[=*item*]

You can specify the following arguments:

<b>intrinsic</b>	Show the list of intrinsic functions
<b>options</b>	Show extended option descriptions
<b>pragmas</b>	Show the list of supported pragmas

### Description

Displays an overview of all command line options. When you specify an argument you can list extended information such as a list of intrinsic functions, pragmas or option descriptions.

### Example

The following invocations all display a list of the available command line options:

```
cr8c -?
cr8c --help
cr8c
```

The following invocation displays a list of the available pragmas:

```
cr8c --help=pragmas
```

### Related information



-

## -A (--language)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Language**.
3. Enable or disable the options **Allow C++ style comments in ISO C90 mode** and **Relax const check for string literals**.

### Command line syntax

**-A**[flags]

**--language**=[flags]

You can set the following flags:

<b>p/P</b>	<b>(+/-comments)</b>	Allow C++ style comments in ISO C90
<b>x/X</b>	<b>(+/-strings)</b>	Relaxed const check for string literals

### Default

**-Apx**

### Description

With this option you control the language extensions the compiler can accept. Default the C compiler allows all language extensions.

**-A (--language)** is the equivalent of **-APX** and disables all language extensions.

With **-Ap** you tell the compiler to allow C++ style comments (//) in ISO C90 mode (option **-c90**). In ISO C99 mode this style of comments is always accepted.

With **-Ax** you tell the compiler not to check for assignments of a constant string to a non-constant string pointer. With this option the following example does not produce a warning:

```
char *p;
void main( void ) { p = "hello"; }
```

### Example

```
cr8c -APx -c90 test.c  
cr8c --language=-comments,+strings --iso=90 test.c
```

The compiler compiles in ISO C90 mode, accepts assignments of a constant string to a non-constant string pointer but ignores C++ style comments.

### Related information



Compiler option **-c** (ISO C standard)

## --align

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Alignment**.
3. Enable the option **Align all objects to an even address**.

### Command line syntax

#### --align

### Description

By default the **cr8c** compiler aligns objects to the minimum alignment required by the architecture. With this option you force the compiler to align all objects greater than 8 bits to an even address. This optimizes access time for a 16-bit address bus to functions but may take extra memory space.

### Example

To align all objects to even addresses, enter:

```
cr8c --align test.c
```

### Related information



- Compiler option **--align-data** (Align data to an even address)
- Compiler option **--align-func** (Align functions to an even address)

## --align-data

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Alignment**.
3. Enable the option **Align data to an even address**.

### Command line syntax

**--align-data**

### Description

By default the **cr8c** compiler aligns objects to the minimum alignment required by the architecture. With this option you force the compiler to align 16, 32 and 64 bit data variables to even addresses. This optimizes access time for a 16-bit address bus but may take extra memory space.

### Example

To align all data to even addresses, enter:

```
cr8c --align-data test.c
```

### Related information



Compiler option **--align** (Align everything to an even address)

Compiler option **--align-func** (Align functions to an even address)

## --align-func

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Alignment**.
3. Enable the option **Align functions to an even address**.

### Command line syntax

**--align-func**

### Description

By default the **cr8c** compiler aligns objects to the minimum alignment required by the architecture. With this option you force the compiler to align all functions to an even address. This optimizes access time for a 16-bit address bus to functions but may take extra memory space.

### Example

To align all functions to even addresses, enter:

```
cr8c --align-func test.c
```

### Related information



Compiler option **--align** (Align everything to an even address)  
Compiler option **--align-data** (Align data to an even address)

## -C (--cpu)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Processor** entry and select **Processor Definition**.
3. Select a processor from the **Select processor** box.

### Command line syntax

`-Ccpu`

`--cpu=cpu`

### Description

With this option you define the target processor for which you create your application. You can choose the following CPU's:

R8C10

R8C11

The compiler automatically includes the register file `regcpu.sfr`.

### Example

To compile the file `test.c` for the R8C10 processor and use the SFR file `regr8c10.sfr`:

```
cr8c -Cr8c10 test.c
cr8c --cpu=r8c10 test.c
```



To avoid conflicts, make sure you specify the same target processor to the assembler.

### Related information



Assembler option **-C** (Select CPU)  
Control program option **-C** (Select target CPU)

Section 5.5, *Specifying a Target Processor*, in Chapter *Using the Compiler* of the *User's Guide*.

## **-c (--iso)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Language**.
3. Select the ISO C standard **C90** or **C99**.

### **Command line syntax**

**-c{90|99}**

**--iso={90|99}**

### **Default**

**-c99**

### **Description**

With this option you select the ISO C standard. C90 is also referred to as the "ANSI C standard". C99 refers to the newer ISO/IEC 9899:1999 (E) standard. C99 is the default.

### **Example**

To select the ISO C90 standard on the command line:

```
cr8c -c90 test.c  
cr8c --iso=90 test.c
```

### **Related information**



Compiler option **-A** (Language extensions)



## -D (--define)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Preprocessing**.
3. Click on an empty **Macro** field and enter a macro name.
4. Optionally, click in the **Definition** field and enter a definition.

### Command line syntax

**-D***macro\_name*[=*macro\_definition*]

**--define**=*macro\_name*[=*macro\_definition*]

### Description

With this option you can define a macro and specify it to the preprocessor. If you only specify a macro name (no macro definition), the macro expands as '1'.

You can specify as many macros as you like. In EDE, use commas to separate multiple macro definitions. On the command line, use the option **-D** multiple times. If the command line exceeds the limit of the operating system, you can define the macros in an *option file* which you then must specify to the compiler with the option **-f***file*.

Defining macros with this option (instead of in the C source) is, for example, useful to compile conditional C source as shown in the example below.

## Example

Consider the following C program with conditional code to compile a demo program and a real program:

```
void main( void )
{
    #if DEMO
        demo_func();    /* compile for the demo program */
    #else
        real_func();    /* compile for the real program */
    #endif
}
```

You can now use a macro definition to set the DEMO flag:

```
cr8c -DDEMO test.c
cr8c -DDEMO=1 test.c

cr8c --define=DEMO test.c
cr8c --define=DEMO=1 test.c
```

Note that all four invocations have the same effect.

The next example shows how to define a macro with arguments. Note that the macro name and definition are placed between double quotes because otherwise the spaces would indicate a new option.

```
cr8c -D"MAX(A,B)=((A) > (B) ? (A) : (B))"
```

## Related information



Compiler option **-U** (Remove preprocessor macro)

Compiler option **-f** (Read options from file)

## --diag

### EDE

1. In the **Help** menu, enable the option **Show Help on Tool Errors**.
2. In the **Build** tab of the **Output** window, double-click on an error or warning message.

*A description of the selected message appears.*

### Command line syntax

**--diag**=[*format*:]{**all**|*nr*[,*nr*]...}

Optionally, you can use one of the following display formats (*format*):

<b>text</b>	The default is plain text
<b>html</b>	Display explanation in HTML format
<b>rtf</b>	Display explanation in RTF format

### Description

With this option you can ask for an extended description of error messages in the format you choose. The output is directed to `stdout` (normally your screen) and in the format you specify.

To create a file with the descriptions, you must redirect the output.

With the suboption **all**, the descriptions of *all* error messages are given. If you want the description of one or more selected error messages, you can specify the error message numbers, separated by commas.

With this option the compiler does not compile any files.

### Example

To display an explanation of message number 282, enter:

```
cr8c --diag=282
```

This results in the following message and explanation:

```
E282: unterminated comment
```

Make sure that all every comment starting with `/*` has a matching `*/`. Nested comments are not possible.

To write an explanation of all errors and warnings in HTML format to a file named `errors.html`, enter:

```
cr8c --diag=html:all > errors.html
```

### Related information



—

## -E (--preprocess)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Preprocessing**.
3. Enable the option **Store the C compiler preprocess output (<file>.pre)**.

### Command line syntax

**-E**[*flags*]

**--preprocess**[*=flags*]

You can set the following flags (when you specify **-E** without flags, the default is **-ECMP**):

<b>c/C</b>	(+/- <b>comments</b> )	Keep comments
<b>m/M</b>	(+/- <b>make</b> )	Generate dependencies for make
<b>p/P</b>	(+/- <b>noline</b> )	Strip #line source position info

### Description

With this option you tell the compiler to preprocess the C source. EDE stores the preprocess output in the file *name.pre* (where *name* is the name of the C source file to compile). EDE also compiles the C source.

On the command line, the compiler sends the preprocessed file to stdout. To capture the information in a file, specify an output file with the option **-o**.

With **-Ec** you tell the preprocessor to keep the comments from the C source file in the preprocessed output.

With **-Em** the compiler will generate dependency lines that can be used in a Makefile. The preprocessor output is discarded.

With **-Ep** you tell the preprocessor to strip the #line source position information (lines starting with #line). These lines are normally processed by the assembler and not needed in the preprocessed output. When you leave these lines out, the output is easier to read.

### Example

```
cr8c -EcMP test.c -o test.pre
```

```
cr8c --preprocess=+comments,-make,-noline test.c  
--output=test.pre
```

The compiler preprocesses the file `test.c` and sends the output to the file `test.pre`. Comments are included but no dependencies are generated and the line source position information is not stripped from the output file.

### Related information



## --error-file

### EDE

-

### Command line syntax

**--error-file**[=*file*]

### Description

With this option the compiler redirects error messages to a file.

If you do not specify a filename, the error file will be named after the input file with extension `.err`.

### Example

To write errors to `errors.err` instead of `stderr`, enter:

```
cr8c --error-file=errors.err test.c
```

### Related information



Compiler option **--warnings-as-errors** (Treat warnings as errors)

## -f (--option-file)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Add the option **-f** to the **Additional compiler options** field.

In EDE you can save your options in a file and restore them to call the compiler with those options:

1. From the **Project** menu, select **Save Options...** or **Load Options...**

Be aware that when you specify the option **-f** in the **Additional compiler options** field, the options are *added* to the compiler options you have set in the Project Options dialog. Only in extraordinary cases you may want to use them in combination.

### Command line syntax

**-f** *file*

**--option-file=***file*

### Description

Instead of typing all options on the command line, you can create an option file which contains all options and files you want to specify. With this option you specify the option file to the compiler.

Use an option file when the length of the command line would exceed the limits of the operating system, or just to store options and save typing.

You can specify the option **-f** multiple times.

### Format of an option file

- Multiple command line arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vice versa:



```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

- When a text line reaches its length limit, use a '\' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"  
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

### Example

Suppose the file `myoptions` contains the following lines:

```
-Cr8c10  
-s  
test.c
```

Specify the option file to the compiler:

```
cr8c -f myoptions  
cr8c --option-file=myoptions
```

This is equivalent to the following command line:

```
cr8c -Cr8c10 -s test.c
```

### Related information



## -g (--debug-info)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Debug**.
3. Enable the option **Generate symbolic debug information**

### Command line syntax

**-g**

**--debug-info**

### Description

With this option you tell the compiler to add directives to the output file for including symbolic information. This facilitates high level debugging but increases code size. For the final application, compile your C files without debug information.

When you specify a high optimization level, the debug comfort may decrease. Therefore, the compiler issues warning W555 if the debug comfort would be decreased as a result of the chosen optimizations.

### Example

To add symbolic debug information to the output file, enter:

```
cr8c -g test.c
cr8c --debug test.c
```

### Related information



–

## -H (--include-file)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Preprocessing**.
3. Enter the name of the file in the **Include this file before source** field.

### Command line syntax

**-H***file*,...

**--include-file=***file*,...

### Description

With this option you include one extra file at the beginning of each C source file, before other includes. This is the same as specifying `#include "file"` at the beginning of each of your C sources.

### Example

```
cr8c -Hstdio.h test1.c test2.c
cr8c --include-file=stdio.h test1.c test2.c
```

The file `stdio.h` is included at the beginning of both `test1.c` and `test2.c`.

### Related information



Compiler option **-I** (Add directory to include file search path)

Section 5.6, *How the Compiler Searches Include Files*, in Chapter *Using the Compiler* of the *User's Guide*.

## -I (--include-directory)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Open the **Build Options** tab.
3. Enter one or more search paths in the **Include Files Path** field.

*If you enter multiple paths, separate them with a semicolon (;).*

### Command line syntax

**-I***path*,...

**--include-directory=***path*,...

### Description

With this option you can specify the path where your include files are located. A relative path will be relative to the current directory.

The order in which the compiler searches for include files is:

1. The pathname in the C source file and the directory of the C source (only for #include files that are enclosed in ""')
2. The path that is specified with this option.
3. The path that is specified in the environment variable CR8CINC when the product was installed.
4. The default include directory.

### Example

Suppose that the C source file `test.c` contains the following lines:

```
#include <stdio.h>
#include "myinc.h"
```

You can call the compiler as follows:

```
cr8c -Imyinclude test.c
cr8c --include-directory=myinclude test.c
```

First the compiler looks in the directory where `test.c` is located for the file `myinc.h`.

Then the compiler looks in the `myinclude` subdirectory relative to the current directory for the `stdio.h` file and, if it was not found yet, also for the `myinc.h` file (this option).

If the file(s) are still not found, the compiler searches in the environment variable and then in the default `include` directory.

### Related information



Compiler option **-H** (Include file at the start of a compilation)

Section 5.6, *How the Compiler Searches Include Files*, in Chapter *Using the Compiler* of the *User's Guide*.

Section 1.3.2, *Configuring the Command Line Environment*, in Chapter *Software Installation* of the *User's Guide*.

## **--inline-max-incr / --inline-max-size**

### **EDE**

–

### **Command line syntax**

**--inline-max-incr**=*percentage*

**--inline-max-size**=*threshold*

### **Default**

**--inline-max-incr**=25

**--inline-max-size**=10

### **Description**

With these options you can control the function inlining optimization process of the compiler. These options have only effect when you have enabled the inlining optimization (option **-Oi**).



Regardless of the optimization process, the compiler always inlines *all* functions that have the function qualifier `inline`.

With the option **--inline-max-size** you can specify the maximum size of functions that the compiler inlines as part of the optimization process. The compiler always inlines *all* functions that are smaller than the specified *threshold*. The threshold is measured in compiler internal units and the compiler uses this measure to decide which functions are small enough to inline. The default threshold is 10.

After the compiler has inlined all functions that have the function qualifier `inline` and all functions that are smaller than the specified threshold, the compiler looks whether it can inline more functions without increasing the code size too much. With the option **--inline-max-incr** you can specify how much the code size is allowed to increase. Default, this is 25% which means that the compiler continues inlining functions until the resulting code size is 25% larger than the original size.

### Example

```
cr8c --inline-max-incr=40 --inline-max-size=15 test.c
```

The compiler first inlines all functions with the function qualifier `inline` and *all* functions that are smaller than the specified threshold of 15. If the code size has still not increased with 40%, the compiler decides which other functions it can inline.

### Related information



Compiler option **-O** (Specify optimization level)

Section 3.10.3, *Inlining Functions*, in Chapter *C Language* of the *User's Guide*.

## --integer-enumeration

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Enable the option **Use 16-bit integers for enumeration**.

### Command line syntax

**--integer-enumeration**

### Description

Normally the compiler treats small enumerated types as char or even as `__bit` instead of int. This reduces code size. With this option the compiler always treats enum-types as integer.

### Example

To treat enumerated types always as integer, enter:

```
cr8c --integer-enumeration test.c
```

### Related information



–



## **-k (--keep-output-files)**

### **EDE**

EDE always removes the `.src` file when errors occur during compilation.

### **Command line syntax**

**-k**

**--keep-output-files**

### **Description**

If an error occurs during compilation, the resulting `.src` file may be incomplete or incorrect. With this option you keep the generated output file (`.src`) when an error occurs.

By default the compiler removes the generated output file (`.src`) when an error occurs. This is useful when you use the make utility **mk8c**. If the erroneous files are not removed, the make utility may process corrupt files on a subsequent invocation.

Use this option when you still want to inspect the generated assembly source. Even if it is incomplete or incorrect.

### **Example**

```
cr8c -k test.c
```

When an error occurs during compilation, the generated output file `test.src` will *not* be removed.

### **Related information**



Compiler option **--warnings-as-errors** (Treat warnings as errors)

## --misrac

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **MISRA C**.
3. Select a MISRA C configuration.
4. (Optional) In the **MISRA C Rules** entry, specify the individual rules.

### Command line syntax

**--misrac**={all | *number* [*-number*],... }

### Description

With this option you specify to the compiler which MISRA C rules must be checked. With the option **--misrac=all** the compiler checks for all supported MISRA C rules.

### Example

```
cr8c --misrac=9-13 test.c
```

The compiler generates an error for each MISRA C rule 9, 10, 11, 12 or 13 violation in file `test.c`.

### Related information



See Chapter 8 *MISRA C Rules* for a list of all supported MISRA C rules.

Linker option **--misra-c-report**.

## **-n (--stdout)**

### **EDE**

-

### **Command line syntax**

**-n**

**--stdout**

### **Description**

With this option you tell the compiler to send the output to stdout (usually your screen). No files are created.

This option is for example useful to quickly inspect the output or to redirect the output to other tools.

### **Example**

```
cr8c -n test.c  
cr8c --stdout test.c
```

The compiler sends the output (normally `test.src`) to stdout and does not create the file `test.src`.

### **Related information**



-

## --noclear

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog box appears.*

2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Add the option **--noclear** to the **Additional C Compiler options** field.

### Command line syntax

**--noclear**

### Description

Normally variables are cleared at program startup. With this option you tell the compiler to generate code to prevent non-initialized global variables from being cleared at program startup.

### Example

To prevent non-initialized global variables in the module `test.c` from being cleared at program startup, enter:

```
cr8c --noclear test.c
```

### Related information



–

## --noframe

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog box appears.*

2. Expand the **C Compiler** entry and select **Code Generation**.
3. *Disable* the option **Generate frame for interrupt handler**.

### Command line syntax

**--noframe**

### Description

This option tells the compiler not to generate an interrupt frame (saving/restoring registers) for interrupt handlers.

### Example

To disable the generation of an interrupt frame:

```
cr8c --noframe test.c
```

### Related information



Compiler option **--novector** (do not generate interrupt vectors)

## --novector

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog box appears.*
2. Expand the **C Compiler** entry and select **Code Generation**.
3. *Disable* the option **Generate code for fixed interrupt vector**.

### Command line syntax

**--novector**

### Description

With this option you tell the compiler not to generate code for interrupt vectors and references to the interrupt handler in the run-time library.

### Example

To disable code generation for interrupt vectors:

```
cr8c --novector test.c
```

### Related information



Compiler option **--noframe** (do not generate frame for interrupt handler)

## -O (--optimize)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Optimization**.
3. Select an optimization level in the **Optimization level** box.

### Command line syntax

**-O**[*flags*]

**--optimize**[*=flags*]

You can set the following flags:

<b>a/A</b>	<b>(+/-coalesce)</b>	Coalescer: remove unnecessary moves
<b>b/B</b>	<b>(+/-ipro)</b>	Interprocedural register optimizations
<b>c/C</b>	<b>(+/-cse)</b>	Common subexpression elimination
<b>e/E</b>	<b>(+/-expression)</b>	Expression simplification
<b>f/F</b>	<b>(+/-flow)</b>	Control flow optimization and code reordering
<b>g/G</b>	<b>(+/-glo)</b>	Generic assembly optimizations
<b>i/I</b>	<b>(+/-inline)</b>	Function inlining
<b>l/L</b>	<b>(+/-loop)</b>	Loop transformations
<b>o/O</b>	<b>(+/-forward)</b>	Forward store
<b>p/P</b>	<b>(+/-propagate)</b>	Constant propagation
<b>r/R</b>	<b>(+/-compact)</b>	Code compaction (reverse inlining)
<b>s/S</b>	<b>(+/-subscript)</b>	Subscript strength reduction
<b>y/Y</b>	<b>(+/-peephole)</b>	Peephole optimizations

Use the following options for predefined sets of flags:

<b>-O0</b>	<b>(--optimize=0)</b>	No optimization. Alias for: <b>-OABCEFGILOPRSY</b>
<b>-O1</b>	<b>(--optimize=1)</b>	Few optimizations Alias for: <b>-OabcefgILOPRSy</b>
<b>-O2</b>	<b>(--optimize=2)</b>	Medium optimization (default) Alias for: <b>-OabcefgIloPRsy</b>

**-O3** (**--optimize=3**)Full optimization  
Alias for: **-Oabcefgiloprsy****Default****-O2****Description**

With this option you can control the level of optimization. If you do not use this option, the default optimization level is *medium optimization* (option **-O2** or **-O** or **-OabcefgilopRsy**).

When you use this option to specify a set of optimizations, you can overrule these settings in your C source file with `#pragma optimize flag` and `#pragma endoptimize`.

In addition to the option **-O**, you can specify the option **-t**. With this option you specify whether the used optimizations should optimize for more speed (regardless of code size) or for smaller code size (regardless of speed).

**Example**

The following invocations are equivalent and result all in the default medium optimization set:

```
cr8c test.c

cr8c -O2 test.c
cr8c --optimize=2 test.c

cr8c -O test.c
cr8c --optimize test.c

cr8c -OabcefgilopRsy test.c
cr8c --optimize=+coalesce,+ipro,+cse,+expression,
+flow,+glo,-inline,+loop,+forward,+propagate,
-compact,+subscript,+peephole test.c
```



### Related information



Compiler option **-t** (Trade off between speed (**-t0**) and size (**-t4**))

```
#pragma optimize flag
```

```
#pragma endoptimize
```

Section 5.3, *Compiler Optimizations*, in Chapter *Using the Compiler* of the *User's Guide*.

## **-o (--output)**

### **EDE**

–

### **Command line syntax**

**-o***file*

**--output=***file*

### **Description**

With this option you can specify another filename for the output file of the compiler. Without this option the basename of the C source file is used with extension `.src`.

EDE names the output file always after the C source file.

### **Example**

```
cr8c -o output.src test.c
cr8c --output=output.src test.c
```

The compiler creates the file `output.src` for the compiled file `test.c`.

Without the option **-o**, like EDE, the compiler uses the names of the input file and creates `test.src`.

### **Related information**



–

# -R (--rename-sections)

## EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Add the option **-R** to the **Additional compiler options** field.

## Command line syntax

```
-R [type][=name]  
  
--rename-sections[=type][=name]
```

The *type* is a two-letter abbreviation indicating the memory type. You can specify the following memory types:

Type	Description
CO	program code
DA	data
BI	__bit type section
BA	bitaddressable data (__bita)

## Description

The compiler uses the following method to create section names: it uses the module name and a two letter memory type abbreviation to create the name *name\_type*. For example, if you compile the C source file `test.c`, the compiler creates the name `test_CO` for executable code sections.

In case a module must be loaded at a fixed address or a data section needs a special place in memory, you can use the option **-R** to generate a unique section name. Having unique names, you can use the Linker Script Language (LSL) to control the location of these sections.

When you use **-R** without a value, the compiler uses the default section naming.

## Example

To create a new section name (MARK\_CLR\_BI) for cleared `_bit` sections, enter:

```
cr8c -RBI=MARK test.c  
cr8c --rename-section=BI=MARK test.c
```

Without the option **-R** the cleared bit sections would have received the name `TEST_CLR_BI`.

## Related information



Section 3.11, *Section Naming*, in Chapter *C Language* of the *User's Guide*.

## --romstrings / --romconstants

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Code Generation**.
3. Enable the options **Keep strings in ROM** or **Keep constants in ROM**.

### Command line syntax

**--romstrings**

**--romconstants**

### Description

By default, strings literals and constants are copied from ROM to RAM at program startup. With these option you tell the compiler to keep string literals and / or constants in ROM. If you use these options, you can access these string literals or constants only with the `__rom` keyword.

### Example

To keep constant strings in ROM:

```
cr8c --romstrings test.c
```

### Related information



See also section 3.8, *Strings* in Chapter *C Language* of the *User's Guide*.

## -s (--source)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Enable the option **Merge C source code with assembly in output file (.src)**.

### Command line syntax

**-s**

**--source**

### Description

With this option you tell the compiler to merge C source code with generated assembly code in the output file. The C source lines are included as comments.

### Example

```
cr8c -s test.c
```

The output file `test.src` contains the original C source lines as comments, besides the generated assembly code.

### Related information



–

## -t (--tradeoff)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Optimization**.
3. Select a trade-off level in the **Size/speed trade-off** box.

### Command line syntax

**-t**{0 | 1 | 2 | 3 | 4}

**--tradeoff**= {0 | 1 | 2 | 3 | 4}

### Default

**-t0**

### Description

If the compiler uses certain optimizations (option **-O**), you can use this option to specify whether the used optimizations should optimize for more speed (regardless of code size) or for smaller code size (regardless of speed).

Default the compiler optimizes the selected optimizations for more speed (**-t0**).



If you have not used the option **-O**, the compiler uses default medium optimization, so you can still specify the option **-t**.

### Example

To set the trade-off level for the used optimizations:

```
cr8c -t4 test.c
cr8c --tradeoff=4 test.c
```

The compiler uses the default medium optimization level and optimizes for code size rather than for speed.

### Related information



Compiler option **-O** (Specify optimization level)

## -U (--undefine)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Add the option **-U** to the **Additional compiler options** field.

### Command line syntax

**-U***macro\_name*

**--undefine=***macro\_name*

### Description

With this option you can undefine an earlier defined macro as with `#undef`.

This option is for example useful to undefine predefined macros.

However, the following predefined ISO C standard macros cannot be undefined:

```
__FILE__  current source filename
__LINE__  current source line number (int type)
__TIME__  hh:mm:ss
__DATE__  Mmm dd yyyy
__STDC__  level of ANSI standard
```

### Example

To undefine the predefined macro `__TASKING__`:

```
cr8c -U__TASKING__ test.c
cr8c --undefine=__TASKING__ test.c
```

### Related information



Compiler option **-D** (Define preprocessor macro)

Section 3.6, *Predefined Macros*, in Chapter *Using the Compiler* of the *Users Guide*.



## -u (--uchar)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Miscellaneous**.
3. Enable the option **Treat 'char' variables as unsigned instead of signed**.

### Command line syntax

**-u**

**--uchar**

### Description

Treat 'character' type variables as 'unsigned character' variables. By default char is the same as specifying signed char. With **-u** char is the same as unsigned char.

### Example

With the following command char is treated as unsigned char:

```
cr8c -u test.c
cr8c --uchar test.c
```

### Related information



-

## **-V (--version)**

### **EDE**

–

### **Command line syntax**

**-V**

**--version**

### **Description**

Display version information. The compiler ignores all other options or input files.

### **Example**

```
cr8c -v
cr8c --version
```

The compiler does not compile any files but displays the following version information:

```
TASKING R8C C compiler      vxx.yrz Build nnn
Copyright 2002-year Altium BV  Serial# 00000000
```

### **Related information**



–

## -w (--no-warnings)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Diagnostics**.
3. Enable one of the options **Report all warnings**, **Suppress all warnings**, or **Suppress specific warnings**.

*If you select **Suppress specific warnings**:*

4. Enter the numbers, separated by commas, of the warnings you want to suppress.

### Command line syntax

**-w**[*nr*]

**--no-warnings**[=*nr*]

### Description

With this option you can suppresses all warning messages or specific warning messages.

- If you do not specify this option, all warnings are reported.
- If you specify this option but without numbers, all warnings are suppressed.
- If you specify this option with a number, only the specified warning is suppressed. You can specify the option **-w** multiple times.

### Example

To suppress all warnings:

```
cr8c test.c -w
cr8c test.c --no-warnings
```

To suppress warnings 135 and 136:

```
cr8c test.c -w135 -w136
cr8c test.c --no-warnings=135 --no-warnings=136
```

### Related information



Compiler option **`--warnings-as-errors`** (Treat warnings as errors)

## --warnings-as-errors

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **Diagnostics**.
3. Enable the option **Treat warnings as errors**.

### Command line syntax

**--warnings-as-errors**

### Description

With this option you tell the compiler to treat warnings as errors.

### Example

```
cr8c --warnings-as-errors test.c
```

When a warning occurs, the compiler considers it as an error.

### Related information



Compiler option **-w** (suppress some or all warnings)

## 4.2 ASSEMBLER OPTIONS

This section lists all assembler options.

### *Options in EDE versus options on the command line*

Most command line options have an equivalent option in EDE but some options are only available on the command line. If there is no equivalent option in EDE, you can specify a command line option in EDE as follows:

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Enter one or more command line options in the **Additional assembler options** field.

Be aware that some command line options are not useful in EDE or just do not have any effect. For example, the option **-V** displays version header information and has no effect in EDE.

### *Short and long option names*

Options have both short and long names. Short option names always begin with a single minus (–) character, long option names always begin with two minus (--) characters. You can abbreviate long option names as long as it forms a unique name. You can mix short and long option names on the command line.

Options can have flags or suboptions. To switch a flag 'on', use a lowercase letter or a *+longflag*. To switch a flag off, use an uppercase letter or a *-longflag*. Separate *longflags* with commas. The following two invocations are equivalent:

```
asr8c -lmx test.src  
asr8c --list-format=+macro,+macro-expansion test.src
```

When you do not specify an option, a default value may become active.

## -? (--help)

### EDE

-

### Command line syntax

-?

--help[=options]

### Description

Displays an overview of all command line options. When you specify the **options** argument, a list with option descriptions is displayed.

### Example

The following invocations all display a list of the available command line options:

```
asr8c -?  
asr8c --help  
asr8c
```

The following invocation displays extended information about all options:

```
asr8c --help=options
```

### Related information



-

## -C (--cpu)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Processor** entry and select **Processor Definition**.
3. Select a processor from the **Select processor** box.

### Command line syntax

**-Ccpu**

**--cpu=cpu**

### Description

With this option you define the target processor for which you create your application. You can choose the following CPU's:

R8C10  
R8C11

The assembler automatically uses the register file `regcpu.sfr`.

### Example

To assemble the file `test.src` for the R8C10 processor and use the SFR file `regr8c.sfr`:

```
asr8c -Cr8c10 test.src  
asr8c --cpu=r8c10 test.src
```



To avoid conflicts, make sure you specify the same target processor as you did for the compiler.

### Related information



Compiler option **-C** (Select the CPU type)  
Control program option **-C** (Select target CPU)

Section 6.5, *Specifying a Target Processor*, in Chapter *Using the Assembler* of the *User's Guide*.



## -c (--case-insensitive)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Disable the option **Case sensitive assembly**.

### Command line syntax

**-c**

**--case-insensitive**

### Description

With this option you tell the assembler not to distinguish between upper and lower case characters. By default the assembler considers upper and lower case characters as different characters.



Disabling the option **Assemble case sensitive** in EDE is the same as specifying the option **-c** on the command line.

Assembly source files that are generated by the compiler must always be assembled case sensitive. When you are writing your own assembly code, you may want to specify the case insensitive mode.

### Example

To assemble case insensitive:

```
asr8c -c test.src
asr8c --case-insensitive test.src
```

The assembler considers upper and lower case characters as being the same. So, for example, the label `LabelName` is the same label as `labelname`.

### Related information



Linker option **--case-sensitive** (Link case insensitive)

## -D (--define)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Preprocessing**.
3. Click on an empty **Macro** field and enter a macro name.
4. Optionally, click in the **Definition** field and enter a definition.

*Use commas to separate multiple macro definitions.*

### Command line syntax

**-D**macro\_name[=macro\_definition]

**--define**=macro\_name[=macro\_definition]

### Description

With this option you can define a macro and specify it to the assembler preprocessor. If you only specify a macro name (no macro definition), the macro expands as '1'.

You can specify as many macros as you like. In EDE, use commas to separate multiple macro definitions. On the command line you can use the option **-D** multiple times. If the command line exceeds the limit of the operating system, you can define the macros in an *option file* which you then must specify to the assembler with the option **-f**file.

Defining macros with this option (instead of in the assembly source) is, for example, useful in combination with conditional assembly as shown in the example below.



This option has the same effect as defining symbols via the **DEFINE**, **SET**, and **EQU** directives. (similar to **#define** in the C language). With the **MACRO** directive you can define more complex macros.

## Example

Consider the following C program with conditional code to compile a demo program and a real program:

```
IF DEMO == 1
    ...          ; instructions for demo application
ELSE
    ...          ; instructions for the real application
ENDIF
```

You can now use a macro definition to set the DEMO flag:

```
asr8c -DDEMO test.src
asr8c -DDEMO=1 test.src

asr8c --define=DEMO test.src
asr8c --define=DEMO=1 test.src
```

Note that all four invocations have the same effect.

## Related information



Assembler option **-f** (Specify an option file)

Section 4.9.5, *Conditional Assembly*, in Chapter *Assembly Language* of the *User's Guide*.

## --diag

### EDE

1. In the **Help** menu, enable the option **Show Help on Tool Errors**.
2. In the **Build** tab of the **Output** window, double-click on an error or warning message.

*A description of the selected message appears.*

### Command line syntax

**--diag**=[format:]{**all** | *number*[,*number*]}...

Optionally, you can use one of the following display formats (*format*):

<b>text</b>	The default is plain text
<b>html</b>	Display explanation in HTML format
<b>rtf</b>	Display explanation in RTF format

### Description

With this option you can ask for an extended description of error messages in the format you choose. The output is directed to `stdout` (normally your screen) and in the format you specify.

To create a file with the descriptions, you must redirect the output.

With the suboption **all**, the descriptions of *all* error messages are given. If you want the description of one or more selected error messages, you can specify the error message numbers, separated by commas.

With this option the assembler does not assemble any files.

### Example

To display an explanation of message number 241, enter:

```
asr8c --diag=241
```

This results in the following message and explanation:

```
W241: additional input files will be ignored
```

```
The assembler supports only a single input file. All
other input files are ignored.
```

To write an explanation of all errors and warnings in HTML format to file `aserrors.html`, enter:

```
asr8c --diag=html:all > aserrors.html
```

#### Related information



# --emit-locals

## EDE

–

## Command line syntax

**--emit-locals**

## Description

With this option the assembler also emits local symbols to the object file. Normally, only global symbols are emitted.

## Example

To emit local symbols, enter:

```
asr8c --emit-locals test.src
```

## Related information



–

## **--error-file**

EDE

-

### **Command line syntax**

**--error-file**[=*file*]

### **Description**

With this option the assembler redirects error messages to a file.

If you do not specify a filename, the error file will be named after the input file with extension `.ers`.

### **Example**

To write errors to `errors.ers` instead of `stderr`, enter:

```
asr8c --error-file=errors.ers test.src
```

### **Related information**



Assembler option **--warnings-as-errors** (Treat warnings as errors)

## **-f (--option-file)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Add the option **-f** to the **Additional assembler options** field.

In EDE you can save your options in a file and restore them to call the assembler with those options:

1. From the **Project** menu, select **Save Options...** or **Load Options...**

Be aware that when you specify the option **-f** in the **Additional assembler options** field, the options are *added* to the assembler options you have set in the Project Options dialog. Only in extraordinary cases you may want to use them in combination.

### **Command line syntax**

**-f file,...**

**--option-file=file,...**

### **Description**

Instead of typing all options on the command line, you can create an option file which contains all options and files you want to specify. With this option you specify the option file to the assembler.

Use an option file when the length of the command line would exceed the limits of the operating system, or just to store options and save typing.

You can specify the option **-f** multiple times.

### **Format of an option file**

- Multiple command line arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vice versa:



```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

Note that adjacent strings are concatenated.

- When a text line reaches its length limit, use a '\' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"  
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

### Example

Suppose the file `myoptions` contains the following lines:

```
-Cr8c10  
test.src
```

Specify the option file to the assembler:

```
asr8c -f myoptions  
asr8c --option-file=myoptions
```

This is equivalent to the following command line:

```
asr8c -Cr8c10 test.src
```

### Related information



## -g (---debug-info)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Debug**.
3. Enable one or more debug options.



You cannot use **Assembly source line information** and **Pass HLL debug information** simultaneously.

### Command line syntax

**-g**[*flag*]

**--debug-info**[=*flag*]

You can set the following flags:

<b>a/A</b>	(+/- <b>asm</b> )	Assembly source line information
<b>h/H</b>	(+/- <b>hll</b> )	Pass HLL debug information
<b>l/L</b>	(+/- <b>local</b> )	Local symbols debug information
<b>s/S</b>	(+/- <b>smart</b> )	Smart debug information

### Default

**-gs**

### Description

With this option you tell the assembler to generate debug information. If you do not use this option or if you specify **-g** without any flags, the default is **-gs**.

You cannot specify **-gah**. Either the assembler generates assembly source line information, or it passes HLL debug information.

When you specify **-gs**, the assembler selects which flags to use. If high level language information is available in the source file, the assembler passes this information (same as **-gAhL**). If not, the assembler generates assembly source line information and local symbols debug information (same as **-gaHl**).

With **-gAHLS** the assembler does not generate any debug information.

### Example

To disable symbolic debug information, turn all flags off:

```
asr8c -gAHLS test.src  
asr8c --debug-info=-asm,-hll,-local,-smart test.src
```

To enable smart debugging, enter:

```
asr8c -gs test.src  
asr8c --debug-info=+smart test.src
```

### Related information



## -H (--include-file)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Assembler** entry and select **Preprocessing**.
3. Enter the name of the file in the **Include this file before source** field.

### Command line syntax

**-H***file*,...

**--include-file=***file*,...

### Description

With this option you include one extra file at the beginning of the assembly source file, before other includes. This is the same as specifying `INCLUDE 'file'` at the beginning of your assembly sources.

### Example

```
asr8c -Hmyinc.inc test1.src  
asr8c --include-file=myinc test1.src
```

The file `myinc.inc` is included at the beginning of `test1.src` before it is assembled.

### Related information



Assembler option **-I** (Add directory to include file search path)

Section 6.6, *How the Assembler Searches Include Files*, in Chapter *Using the Assembler* of the *User's Guide*.

## -I (--include-directory)

### EDE

1. From the **Project** menu, select **Directories...**

*The Directories dialog appears.*

2. Enter one or more search paths in the **Include Files Path** field.

### Command line syntax

**-I***path*,...

**--include-directory=***path*,...

### Description

With this option you can specify the path where your include files are located. A relative path will be relative to the current directory.

The order in which the assembler searches for include files is:

1. The pathname in the assembly file and the directory of the assembly source.
2. The path that is specified with this option.
3. The path that is specified in the environment variable ASR8CINC when the product was installed.
4. The default include directory relative to the installation directory.

### Example

Suppose that your assembly source file `test.src` contains the following line:

```
.INCLUDE 'myinc.inc'
```

You can call the assembler as follows:

```
asr8c -Ic:\proj\include test.src
asr8c --include-directory=c:\proj\include test.src
```

First the assembler looks in the directory where `test.src` is located for the file `myinc.inc`. If it does not find the file, it looks in the directory `c:\proj\include` for the file `myinc.inc` (this option).

### Related information



Section 6.6, *How the Assembler Searches Include Files*, in Chapter *Using the Assembler* of the *User's Guide*.

Section 1.3.2, *Configuring the Command Line Environment*, in Chapter *Software Installation* of the *User's Guide*.

Assembler option **-H** (Include file at the start of the input files)

Compiler option **-I** (Add directory to include file search path)

## -i (--symbol-scope)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Add the option **-i** to the **Additional assembler options** field.

### Command line syntax

**-i{g|l}**

**--symbol-scope={global|local}**

### Default

**-il**

### Description

With this option you tell the assembler how to treat symbols that you have not specified explicitly as global or local.

By default the assembler treats all symbols as local symbols unless you have defined them explicitly as global.

### Example

```
asr8c -ig test.src
asr8c --symbol-scope=global test.src
```

The assembler treats all symbols as global symbols unless they are defined as local symbols in the assembly source file.

### Related information



–

## -k (--keep-output-files)

### EDE

EDE always removes the assembler output file when errors occur during assembling.

### Command line syntax

**-k**

**--keep-output-files**

### Description

If an error occurs during assembly, the resulting .obj file may be incomplete or incorrect. With this option you keep the generated object file (.obj) when an error occurs.

By default the assembler removes the generated object file (.obj) when an error occurs. This is useful when you use the make utility. If the erroneous files are not removed, the make utility may process corrupt files on a subsequent invocation.

Use this option when you still want to use the generated object. For example when you know that a particular error does not result in a corrupt object file.

### Example

```
asr8c -k test.src
```

When an error occurs during assembly, the generated output file test.obj will *not* be removed.

### Related information



Assembler option **--warnings-as-errors** (Treat warnings as errors)



# -L (--list-format)

## EDE

- 1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
- 2. Expand the **Assembler** entry and select **List File**.
- 3. Select **Custom list file generation** from the **List file generation** box.
- 4. Enable the options to include that information in the list file.

## Command line syntax

**-L***flags*

**--list-format=***flags*

You can set the following flags:

<b>0</b>		same as <b>-LCDEGIMNPQRSVWXY</b>
<b>1</b>		same as <b>-Lcdegimnpqrsvwxy</b>
<b>c/C</b>	(+/- <b>control</b> )	Assembler control lines
<b>d/D</b>	(+/- <b>section</b> )	Section directives
<b>e/E</b>	(+/- <b>symbol</b> )	Symbol definition directives
<b>g/G</b>	(+/- <b>generic-expansion</b> )	Generic instruction expansion
<b>i/I</b>	(+/- <b>generic</b> )	Generic instructions
<b>m/M</b>	(+/- <b>macro</b> )	Macro definitions
<b>n/N</b>	(+/- <b>empty-line</b> )	Empty source lines
<b>p/P</b>	(+/- <b>conditional</b> )	Conditional assembly
<b>q/Q</b>	(+/- <b>equate</b> )	Assembler EQU and SET directives
<b>r/R</b>	(+/- <b>relocations</b> )	Relocation characters ('r')
<b>s/S</b>	(+/- <b>hll</b> )	HLL symbolic debug information
<b>v/V</b>	(+/- <b>equate-values</b> )	Assembler EQU and SET values
<b>w/W</b>	(+/- <b>wrap-lines</b> )	Wrapped source lines
<b>x/X</b>	(+/- <b>macro-expansion</b> )	Macro expansions
<b>y/Y</b>	(+/- <b>cycle-count</b> )	Cycle counts

## Default

**-LcDEGiMnPqrsVWXy**

## Description

With this option you specify which information you want to include in the list file. Use this option in combination with the option **-l** (**--list-file**).

If you do not specify this option, the assembler uses the default:

**-LDEGiMnPqrsVWXy**.

## Example

```
asr8c -l -Ldm test.src
asr8c --list-file --list-format=+section,+macro
      test.src
```

The assembler generates a list file that includes all default information plus section directives and macro definitions.

## Related information



Assembler option **-l** (Generate list file)

Assembler option **-tl** (Display section information in list file)

Linker option **-M** (Generate map file)

Section 5.1, *Assembler List File Format*, in Chapter *List File Formats*.

## -l (--list-file)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **List File**.
3. Enable the option **List file generation**.

### Command line syntax

**-l**

**--list-file**

### Description

With this option you tell the assembler to generate a list file. A list file shows the generated object code and the relative addresses. Note that the assembler generates a relocatable object file with relative addresses.

### Example

To generate a list file with the name `test.lst`, enter:

```
asr8c -l test.src
asr8c --list-file test.src
```

### Related information



Assembler option **-L** (List file formatting options)

Linker option **-M** (Generate map file)

Section 5.1, *Assembler List File Format*, in Chapter *List File Formats*.

## -m (--preprocessor-type)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Add the option **-m** to the **Additional assembler options** field.

### Command line syntax

**-m{n | t}**

**--preprocessor-type={none | tasking}**

### Default

**-mt**

### Description

With this option you select the preprocessor that the assembler will use. Default, the assembler uses the TASKING preprocessor.

When the assembly source file does not contain any preprocessor symbols, you can specify the assembler not to use a preprocessor.

### Example

```
asr8c test.src
asr8c -mt test.src
asr8c --preprocessor=tasking test.src
```

These invocations have the same effect: the assembler preprocesses the file test.src with the TASKING preprocessor.

### Related information



–

## -O (--optimize)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Enable or disable the optimization suboptions.

### Command line syntax

**-O***flags*

**--optimize=***flags*

You can set the following flags:

<b>a/A</b>	(+/- <b>-align</b> )	Speed optimization by means of instruction alignment
<b>g/G</b>	(+/- <b>-generics</b> )	Allow generic instructions
<b>s/S</b>	(+/- <b>-instr-size</b> )	Optimize instruction size

### Default

**-OAgs**

### Description

With this option you can control the level of optimization. If you do not use this option, **-OAgs** is the default.

### Example

The following invocations are equivalent and result all in the default optimizations:

```
asr8c test.src
asr8c -OAgs test.src
asr8c --optimize=-align,+generics,+instr-size test.src
```

### Related information



Section 6.3, *Assembler Optimizations*, in Chapter *Using the Assembler* of the *User's Guide*.

## **-o (--output)**

### **EDE**

–

### **Command line syntax**

**-o***file*

**--output=***file*

### **Description**

With this option you can specify another filename for the output file of the assembler. Without this option, the basename of the assembly source file is used with extension `.obj`.

EDE names the output file always after the assembly source file.

### **Example**

```
asr8c -o relobj.obj asm.src
asr8c --output=relobj.obj asm.src
```

The assembler creates the file `relobj.obj` for the assembled file `asm.src`.

Without the option **-o**, like EDE, the assembler uses the name of the input file and creates `asm.obj`.

### **Related information**



–

## **-t (--section-info)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Miscellaneous**.
3. Enable the option **Generate section summary**.

*EDE always writes the section information to the list file.*

### **Command line syntax**

**-t***flags*

**--section-info=***flags*

You can set the following flags:

<b>c/C</b>	<b>(+/-console)</b>	Display section information on <code>stdout</code> .
<b>l/L</b>	<b>(+/-list)</b>	Write section information to the list file.

### **Description**

With this option you tell the assembler to display section information. For each section its memory space, size, total cycle counts and name is listed on `stdout` and/or in the list file.

The cycle count consists of two parts: the total accumulated count for the section and the total accumulated count for all repeated instructions. In the case of nested loops it is possible that the total supersedes the section total.

With **-tl**, the assembler writes the section information to the list file. You must specify this option in combination with the option **-l** (generate list file).

### Example

```
asr8c -l -tcl test.src
asr8c --list-file --section-info=+console,+list
      test.src
```

The assembler generates a list file and writes the section information to this file. The section information is also displayed on `stdout`.

Section summary:

REL	2	6	test_CO
REL	20		test_INI_BI
REL	c		test_INI_DA
ABS (00000010)	2		test_CLR_DA_00000010
REL	2		test_RO_DA

### Related information



Assembler option **-l** (Generate list file)



## **--type-checking**

### **EDE**

–

### **Command line syntax**

**--type-checking**

### **Description**

With this option the assembler checks expressions for type conflicts.

### **Example**

To turn on type checking:

```
asr8c --type-checking test.src
```

### **Related information**



–

## **-V (--version)**

### **EDE**

–

### **Command line syntax**

**-V**

**--version**

### **Description**

Display version information. The assembler ignores all other options or input files.

### **Example**

```
asr8c -V
asr8c --version
```

The assembler does not assemble any files but displays the following version information:

TASKING R8C Assembler	vx.yrz Build <i>nnn</i>
Copyright 2003- <i>years</i> Altium BV	Serial# 00000000

### **Related information**



–

## **-v (--verbose)**

### **EDE**

-

### **Command line syntax**

**-v**

**--verbose**

### **Description**

With this option you put the assembler in verbose mode. The assembler prints the filenames and the assembly passes while it processes the files so you can monitor the current status of the assembler.

### **Example**

```
asr8c -v test.src
asr8c --verbose test.src
```

### **Related information**



-

## -w (--no-warnings)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Diagnostics**.
3. Enable one of the options **Report all warnings**, **Suppress all warnings**, or **Suppress specific warnings**.

*If you select **Suppress specific warnings**:*

4. Enter the numbers, separated by commas, of the warnings you want to suppress.

### Command line syntax

**-w**[*nr*,...]

**--no-warnings**[=*nr*,...]

### Description

With this option you can suppresses all warning messages or specific warning messages.

- If you do not specify this option, all warnings are reported.
- If you specify this option but without numbers, all warnings are suppressed.
- If you specify this option with a number, only the specified warning is suppressed. You can specify the option **-w** multiple times.

### Example

To suppress all warnings:

```
asr8c -w test.src
asr8c --no-warnings test.src
```

To suppress warnings 135 and 136:

```
asr8c -w135,136 test.src
asr8c --no-warnings=135,136 test.src
```

### Related information



Assembler option **--warnings-as-errors** (Treat warnings as errors)

## --warnings-as-errors

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Assembler** entry and select **Diagnostics**.
3. Enable the option **Treat warnings as errors**.

### Command line syntax

**--warnings-as-errors**

### Description

With this option you tell the assembler to treat warnings as errors.

### Example

```
asr8c --warnings-as-errors test.src
```

When a warning occurs, the assembler considers it as an error.

### Related information



Assembler option **-w** (suppress some or all warnings)

### 4.3 LINKER OPTIONS

EDE uses a *makefile* to build your entire project. This means that you cannot run the linker separately. However, you can set options specific for the linker.

#### ***Options in EDE versus options on the command line***

Most command line options have an equivalent option in EDE but some options are only available on the command line.



See section 4.4, *Control Program Options*.

If there is no equivalent option in DXP, you can specify a command line option in DXP as follows:

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Enter one or more command line options in the **Additional linker options** field.

Be aware that some options are not useful in EDE or just will not have any effect. For example, the option **-k** keeps files after an error occurred.

When you specify this option in EDE, it will have no effect because EDE *always* removes the output file after an error had occurred.

#### ***Short and long option names***

Options can have both short and long names. Short option names always begin with a single minus (-) character, long option names always begin with two minus (--) characters. You can abbreviate long option names as long as it forms a unique name. You can mix short and long option names on the command line.

Options can have flags or suboptions. To switch a flag 'on', use a lowercase letter or a *+longflag*. To switch a flag off, use an uppercase letter or a *-longflag*. Separate *longflags* with commas. The following two invocations are equivalent:

```
lkr8c -mfkl test.obj
lkr8c --map-file-format=+files,+link,+locate test.obj
```

When you do not specify an option, a default value may become active.

## **-? (--help)**

### **EDE**

—

### **Command line syntax**

**-?**

**--help**

### **Description**

Displays an overview of all command line options.

### **Example**

The following invocations all display a list of the available command line options:

```
lkr8c -?  
lkr8c --help  
lkr8c
```

### **Related information**





## --case-insensitive

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Libraries**.
3. Disable the option **Link case sensitive**.

### Command line syntax

**--case-insensitive**

### Description

With this option you tell the linker not to distinguish between upper and lower case characters. By default the linker considers upper and lower case characters as different characters.



*Disabling* the option **Link case sensitive** in EDE is the same as specifying the option **--case-insensitive** on the command line.

Assembly source files that are generated by the compiler must always be assembled and thus linked case sensitive. When you have written your own assembly code and specified to assemble it case insensitive, you must also link the `.obj` file case insensitive.

### Example

To link case insensitive:

```
lkr8c --case-insensitive test.obj
```

The linker considers upper and lower case characters as being the same. So, for example, the label `LabelName` is considered the same label as `labelname`.

### Related information



Assembler option **-c** (Assemble case insensitive)

## -c (--chip-format)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Output Format**.
3. Enable one or more output formats.

*For some output formats you can specify a number of suboptions.*

### Command line syntax

`-cformat[:addr_size][,format[:addr_size]]...`

`--chip-format=format[:addr_size][,format[:addr_size]]...`

You can specify the following formats:

<b>IHEX</b>	Intel Hex
<b>SREC</b>	Motorola S-records

The *addr\_size* specifies the size of the addresses in bytes (record length). For Intel Hex you can use the values: **1**, **2** and **4** (default). For Motorola S you can specify: **2** (S1 records), **3** (S2 records, default) or **4** bytes (S3 records).

### Description

With this option you specify the Intel Hex or Motorola S-record output format for loading into a PROM-programmer. The linker generates a file for each memory chip.

### Examples

Generate Intel Hex output files for each chip:

```
lkr8c -cIHEX test1.obj test2.obj
lkr8c --chip-format=IHEX test1.obj test2.obj
```

### Related information



Linker option **-o** (output file)

Section 6.2, *Motorola S-Record Format*,  
Section 6.3, *Intel Hex Record Format*, in Chapter *Object File Formats*.

## -D (--define)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog box appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-D** to the **Additional linker options** field.

### Command line syntax

**-D***macro\_name*[=*macro\_definition*]

**--define**=*macro\_name*[=*macro\_definition*]

### Description

With this option you can define a macro and specify it to the linker preprocessor. If you only specify a macro name (no macro definition), the macro expands as '1'.

You can specify as many macros as you like: you can use the option **-D** multiple times. If the command line exceeds the limit of the operating system, you can define the macros in an *option file* which you then must specify to the linker with the option **-f***file*.

Define *macro* to the preprocessor, as in #define. Any number of symbols can be defined. The definition can be tested by the preprocessor with #if, #ifdef and #ifndef, for conditional locating.

### Example

To define the RESET vector, interrupt table start address and trap table start address which is used in the linker script file `r8c.lsl`, enter:

```
lkr8c test.obj -otest.elf -dr8c.lsl
-DRESET=0xa0000000 -DINTTAB=0xa00f0000
-DTRAPTAB=0xa00f2000
```

or:

```
lkr8c test.obj -otest.elf --lsl-file=r8c.lsl
--define=RESET=0xa0000000 --define=INTTAB=0xa00f0000
--define=TRAPTAB=0xa00f2000
```

### Related information



Linker option **-f** (Name of invocation file)

## -d (--lsl-file)

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Script File**.
3. Select **Use standard description for selected derivative** or select **Use project specific processor description** and specify a name.

### Command line syntax

**-d***file*  
**--lsl-file=***file*

### Description

With this option you specify a linker script file to the linker. If you do not specify this option, the linker uses a default script file. You can specify the existing file *target.lsl* or the name of a manually created linker script file. You can use this option multiple times. The linker processes the LSL files in the order in which they appear on the command line.

The linker script file contains vital information about the core for the locating phase of the linker. A linker script file is coded in LSL and contains the following types of information:

- the architecture partition describes the core's hardware architecture.
- the memory partition describes the physical memory in the system.
- the section partition describes how to locate sections in memory.

### Example

To read linker script file information from file *mylslfile.lsl*:

```
lkr8c -dmylslfile.lsl test.obj  
lkr8c --lsl-file=mylslfile.lsl test.obj
```

### Related information



Linker option **--lsl-check** (Check LSL file(s) and exit)

Section 7.6, *Controlling the Linker with a Script* in Chapter *Linker* of the *Users Guide*.

## --diag

### EDE

1. In the **Help** menu, enable the option **Show Help on Tool Errors**.
2. In the **Build** tab of the **Output** window, double-click on an error or warning message.

*A description of the selected message appears.*

### Command line syntax

**--diag**=[*format*:]{**all** | *number*[,*number*]... }

Optionally, you can use one of the following display formats (*format*):

<b>text</b>	The default is plain text
<b>html</b>	Display explanation in HTML format
<b>rtf</b>	Display explanation in RTF format

### Description

With this option you can ask for an extended description of error messages in the format you choose. The output is directed to `stdout` (normally your screen) and in the format you specify.

To create a file with the descriptions, you must redirect the output.

With the suboption **all**, the descriptions of *all* error messages are given. If you want the description of one or more selected error messages, you can specify the error message numbers, separated by commas.

With this option the linker does not link any files.

### Example

To display an explanation of message number 104, enter:

```
lkr8c --diag=106
```

This results in the following message and explanation:

```
E106: unresolved external: message
```

The linker could not resolve all external symbols. This is an error when the incremental linking option is disabled. The <message> indicates the symbol that is unresolved.

To write an explanation of all errors and warnings in HTML format to file `lerrors.html`, enter:

```
lkr8c --diag=html:all > lerrors.html
```

### Related information





## **-e (--extern)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-e** in the **Additional linker options** field.

### **Command line syntax**

**-e** *symbol*

**--extern=***symbol*

### **Description**

With this option you force the linker to consider the given symbol as an undefined reference. The linker tries to resolve this symbol by extracting the corresponding symbol definition from a library. If the symbol is defined in an object file, this option has no influence on the link process.

Suppose you are linking from a library. Because the library itself already has been compiled and assembled, the linker does not find any unresolved symbols. Hence, the linker will not extract any module from the library. When you force a symbol to be undefined, the linker extracts those modules that contain the symbol.

This option is, for example, useful if the startup code is part of a library. Because your own application does not refer to the startup code, you can force the startup code to be extracted by specifying the symbol `__TART` as an unresolved external.

### **Example:**

Consider the following invocation:

```
lkr8c mylib.a
```

Nothing is linked and no output file will be produced, because there are no unresolved symbols when the linker searches through `mylib.a`.

```
lkr8c -e __START mylib.a
lkr8c --extern=__START mylib.a
```

In this case the linker searches for the symbol `__START` in the library and (if found) extracts the object that contains `__START`, the startup code. If this module contains new unresolved symbols, the linker looks again in `mylib.a`. This process repeats until no new unresolved symbols are found.

### Related information



Section 7.4.1, *Specifying Libraries to the Linker*, in Chapter *Using the Linker* of the *User's Guide*.

## **--error-file**

EDE

-

### **Command line syntax**

**--error-file**[=*file*]

### **Description**

With this option the linker redirects error messages to a file.

If you do not specify a filename, the error file will be named after the input file with extension `.elk`.

### **Example**

```
lkr8c --error-file=my.elk test.obj
```

The linker writes error messages to the file `my.elk` instead of `stderr`.

### **Related information**



Linker option **--warnings-as-errors** (Treat warnings as errors)

## **-f (--option-file)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-f** to the **Additional linker options** field.

In EDE you can save your options in a file and restore them to call the linker with those options:

1. From the **Project** menu, select **Save Options...** or **Load Options...**

Be aware that when you specify the option **-f** in the **Additional linker options** field, the options are *added* to the linker options you have set in the Project Options dialog. Only in extraordinary cases you may want to use them in combination.

### **Command line syntax**

**-f file,...**

**--option-file=file,...**

### **Description**

Instead of typing all options on the command line, you can create an option file which contains all options and files you want to specify. With this option you specify the option file to the linker.

Use an option file when the length of the command line would exceed the limits of the operating system, or just to store options and save typing.

You can specify the option **-f** multiple times.

### **Format of an option file**

- Multiple command line arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vice versa:

```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

Note that adjacent strings are concatenated.

- When a text line reaches its length limit, use a '\' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"  
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

### Example

Suppose the file `myoptions` contains the following lines:

```
-Mymap          (generate a map file)  
test.obj        (input file)  
-Lc:\mylibs     (additional search path for system libraries)
```

Specify the option file to the linker:

```
lkr8c -f myoptions  
lkr8c --option-file=myoptions
```

This is equivalent to the following command line:

```
lkr8c -Mymap test.obj -Lc:\mylibs
```

### Related information



-

## --first-library first

EDE

–

### Command line syntax

**--first-library-first**

### Description

When the linker processes a library it searches for symbols that are referenced by the objects and libraries processed so far. If the library contains a definition for an unresolved reference the linker extracts the object that contains the definition from the library.

By default the linker processes object files and libraries in the order in which they appear at the command line. If you specify the option **--first-library-first** the linker always tries to take the symbol definition from the library that appears first on the command line before scanning subsequent libraries.

This is for example useful when you are working with a newer version of a library that partially overlaps the older version. Because they do not contain exactly the same functions, you have to link them both. However, when a function is present in both libraries, you may want the linker to extract the most recent function.

With this option, you tell the linker to scan the libraries from left to right, and extract the symbol from the first library where the linker finds it.

### Example:

```
lkr8c --first-library-first a.a test.obj b.a
```

If the file `test.obj` calls a function which is both present in `a.a` and `b.a`, normally the function in `b.a` would be extracted. With this option the linker first tries to extract the symbol from the first library `a.a`.

### Related information



Linker option **--no-rescan** (Do not rescan libraries)

# **-i**

## **(--user-provided-initialization-code)**

### **EDE**

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Miscellaneous**.
3. Disable the option **Use standard copy-table for initialization**.

### **Command line syntax**

**-i**

**--user-provided-initialization-code**

### **Description**

It is possible to use your own initialization code, for example, to save ROM space. With this option you tell the linker *not* to generate a copy table for initialize/clear sections. Use linker labels in your source code to access the positions of the sections when located.

If the linker detects references to the TASKING initialization code, an error is emitted: it is either the TASKING initialization routine or your own, not both.

Note that the options **--no-rom-copy** and **--non-romable**, may vary independently. The 'copytable-item-compression' and 'copytable-compression' optimizations are automatically disabled when you enable this option.

### **Example:**

To link with your own startup code:

```
lkr8c -i test.obj
lkr8c --user-provided-initialization-code test.obj
```

**Related information**





## **-I (--include-directory)**

**EDE**

-

### **Command line syntax**

**-I***path*,...

**--include-directory=***path*,...

### **Description**

With this option you can specify the path where your **LSL** include files are located. A relative path will be relative to the current directory.

The order in which the linker searches for LSL include files is:

1. The pathname in the LSL file and the directory where the LSL files are located (only for `#include` files that are enclosed in `""`)
2. The path that is specified with this option.
3. The default directory `c:\cr8c\include`.

### **Example**

Suppose that the LSL file `lslfile.lsl` contains the following lines:

```
#include <standard.lsl>
#include "mypart.lsl"
```

You can call the linker as follows:

```
lkr8c -Imyinclude -dlsfile.lsl test.obj
lkr8c --include-directory=myinclude
      --ls1-file=lslfile.lsl test.obj
```

First the linker looks in the directory where `lslfile.lsl` is located for the file `standard.lsl`.

Then the compiler looks in the `myinclude` subdirectory relative to the current directory for the `mypart.lsl` file and, if it was not found yet, also for the `standard.lsl` file (this option).

### Related information



Linker option **-d** (Linker script file)

## **-k (--keep-output-files)**

### **EDE**

EDE always removes the output files when errors occur during linking.

### **Command line syntax**

**-k**

**--keep-output-files**

### **Description**

If an error occurs during linking, the resulting output file may be incomplete or incorrect. With this option you keep the generated output files when an error occurs.

By default the linker removes the generated output files when an error occurs. This is useful when you use the make utility **mkr8c**. If the erroneous files are not removed, the make utility may process corrupt files on a subsequent invocation.

Use this option when you still want to use the generated file. For example when you know that the error(s) do not result in a corrupt output file, or when you want to inspect the output file, or send it to Altium support.

### **Example**

```
lkr8c -k test.obj  
lkr8c --keep-output-files test.obj
```

When an error occurs during linking, the generated output file `test.elf` will *not* be removed.

### **Related information**



-

## **-L (--library-directory / --ignore-default-library-path)**

### **EDE**

1. From the **Project** menu, select **Directories...**

*The Directories dialog appears.*

2. Add a pathname in the **Library Files Path** field.
3. In the **Library Files Path** field, add the pathnames of the directories where the linker should look for library files.

*If you enter multiple paths, separate them with a semicolon (;).*

### **Command line syntax**

```
-Lpath,...  
--library-directory=path,...  
  
-L  
--ignore-default-library-path
```

### **Description**

With this option you can specify the path(s) where your system libraries, specified with the **-l** option, are located. If you want to specify multiple paths, use the option **-L** for each separate path.

By default path this is \$(PRODDIR)\cr8c\lib directory.

If you specify only **-L** (without a pathname) or the long option **--ignore-default-library-path**, the linker will *not* search the default path and also not in the paths specified in the environment variable LIBR8C. So, the linker ignores steps 2 and 3 as listed below.

The priority order in which the linker searches for system libraries specified with the **-l** option is:

1. The path that is specified with the **-L** option.
2. The path that is specified in the environment variable LIBR8C when the product was installed.
3. The default directory c:\cr8c\lib.

## Example

Suppose you call the linker as follows:

```
lkr8c test.obj -Lc:\mylibs -lc
```

First the linker looks in the directory `c:\mylibs` for library `libc.a` (this option).

If it does not find the requested libraries, it looks in the directory that is set with the environment variable `LIBR8C`.

Then the linker looks in the default directory `c:\cr8c\lib` for libraries.

## Related information



Linker option **-l** (Link system library)

Section 7.4.2, *How the Linker Searches Libraries*, in Chapter *Using the Linker* of the *User's Guide*.

Section 1.3.2, *Configuring the Command Line Environment*, in Chapter *Software Installation* of the *User's Guide*.

## -l (--library)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Libraries**.
3. Enable the option **Link default C libraries**.

### Command line syntax

**-l***name*

**--library=***name*

### Description

With this option you tell the linker to search also in system library `libname.a`, where *name* is a string. The linker first searches for system libraries in any directories specified with **-Lpath**, then in the directories specified with the environment variable `LIBR8C`, unless you used the option **-L** without a directory.

### Example

To search in the system library `libfp.a` (floating-point library):

```
lkr8c test.obj mylib.a -lfp
lkr8c test.obj mylib.a --library=fp
```

The linker links the file `test.obj` and first looks in `mylib.a` (in the current directory only), then in the system library `libfp.a` to resolve unresolved symbols.

### Related information



Linker option **-L** (Additional search path for system libraries)

Section 7.4.1, *Specifying Libraries to the Linker*, in Chapter *Using the Linker* of the *User's Guide*.

## --link-only

EDE

-

### Command line syntax

**--link-only**

### Description

With this option you suppress the locating phase. The linker stops after linking. The linker complains if any unresolved references are left.

### Example:

```
lkr8c --link-only hello.obj
```

The linker checks for unresolved symbols and creates the file `hello.e1n`.

### Related information



Control program option **-cl** (Stop after linking)

## --lsl-check

### EDE

–

### Command line syntax

**--lsl-check**

### Description

With this option the linker just checks the syntax of the LSL file(s) and exits. No linking or locating is performed.

### Example:

To check the LSL file(s) and exit:

```
lkr8c --lsl-check --lsl-file=mylslfile.lsl
```

### Related information



Linker option **-d** (Linker script file)

Linker option **--lsl-dump** (Dump LSL info)

Chapter 7, *Linker Script Language*.



## --lsl-dump

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Miscellaneous**.
3. Enable the option **Dump processor and memory info from LSL file**.

### Command line syntax

**--lsl-dump**[=*file*]

### Description

With this option you tell the linker to dump the LSL part of the map file in a separate file, independent of the **-M** (generate map file) option. If you do not specify a filename, the file `lkr8c.ldf` is used.

### Example

```
lkr8c --lsl-dump=mydump.ldf test.obj
```

The linker dumps the processor and memory info from the LSL file in the file `mydump.ldf`.

### Related information



Linker option **-m** (Map file formatting options)

## -M (--map-file)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Map File**.
3. Enable the option **Generate a map file (.map)**.

### Command line syntax

**-M**[file]

**--map-file**[=file]

### Description

With this option you tell the linker to generate a linker map file. If you do not specify a filename, the linker uses the same basename as the output file with the extension `.map`.

A linker map file is a text file that shows how the linker has mapped the sections and symbols from the various object files (`.obj`) to the linked object file. A locate part shows the absolute position of each section. External symbols are listed per space with their absolute address, both sorted on symbol and sorted on address.

With the option **-m** (map file formatting) you can specify which parts you want to place in the map file.

### Example

To generate a map file (`test.map`):

```
lkr8c -Mtest.map test.obj
lkr8c --map-file=test.map test.obj
```

The control program by default tells the linker to generate a map file.

### Related information



Linker option **-m** (Map file formatting options)

Section 5.2, *Linker Map File Format*, in Chapter *List File Formats*.

# -m (--map-file-format)

## EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Map File**.
3. Enable the options to include several kinds of information in the map file.

## Command line syntax

```
-mflags  
  
--map-file-format=flags
```

You can set the following flags:

<b>0</b>		same as <b>-mfklMrSU</b>	(link info)
<b>1</b>		same as <b>-mfklmRSU</b>	(locate info)
<b>2</b>		same as <b>-mfklmrsu</b>	(all)
<b>f/F</b>	(+/-files)	Processed files info	
<b>k/K</b>	(+/-link)	Link result info	
<b>l/L</b>	(+/-locate)	Locate result info	
<b>m/M</b>	(+/-memory)	Memory usage info	
<b>r/R</b>	(+/-crossref)	Cross references info	
<b>s/S</b>	(+/-lsi)	Processor and memory info	
<b>u/U</b>	(+/-rules)	Locate rules	

## Default

```
-mfklMRSU
```

## Description

With this option you specify which information you want to include in the map file. Use this option in combination with the option **-M (--map-file)**.

If you do not specify this option, the linker uses the default: **-mfklMRSU**.

### Example

```
lkr8c -Mtest.map -mFr test.obj  
lkr8c --map-file=test.map --map-file-format=+crossref,  
      -files test.obj
```

The linker generates the map file `test.map` that includes all default information plus the cross reference part, but not the processed files part.

### Related information



Linker option **-M** (Generate map file)

Section 5.2, *Linker Map File Format*, in Chapter *List File Formats*.

## --misra-c-report

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **C Compiler** entry and select **MISRA C**.
3. Select a MISRA C configuration.
4. Enable the option **Produce a MISRA C report**.

### Command line syntax

**--misra-c-report**[=*file*]

### Description

With this option you tell the linker to create a MISRA C Quality Assurance report. This report lists the various modules in the project with the respective MISRA C settings at the time of compilation. If you do not specify a filename, the file *name.mcr* is used.

### Example

```
lkr8c --misra-c-report test.obj
```

The linker creates a MISRA C report file *test.mcr*.

### Related information



Compiler option **--misrac**

## --munch

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **--munch** to the **Additional linker options** field.

### Command line syntax

**--munch**

### Description

With this option you tell the linker to activate the muncher in the pre-locate phase.

### Example

```
lkr8c --munch test.obj
```

The linker activates the muncher in the pre-locate phase while linking the file `test.obj`.

### Related information



—

## -N (--no-rom-copy)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-N** to the **Additional linker options** field.

### Command line syntax

**-N**

**--no-rom-copy**

### Description

With this option the linker will not generate a ROM copy for data sections. A copy table is generated and contains entries to clear sections. However, no entries to copy data sections from ROM to RAM are placed in the copy table.

The data sections are initialized when the application is downloaded. The data sections are not re-initialized when the application is restarted.

### Example

```
lkr8c -N test.obj  
lkr8c --no-rom-copy test.obj
```

The linker does not generate a copy table.

### Related information



-

## --no-rescan

### EDE

1. From the **Project** menu, select **Project Options...**  
*The Project Options dialog appears.*
2. Expand the **Linker** entry and select **Libraries**.
3. *Disable* the option **Rescan libraries to solve unresolved externals**.

### Command line syntax

**--no-rescan**

### Description

When the linker processes a library, it searches for symbol definitions that are referenced by the objects and libraries processed so far. If the library contains a definition for an unresolved reference, the linker extracts the object that contains the definition from the library. The linker processes object files and libraries in the order in which they appear on the command line.

When all objects and libraries are processed the linker checks if there are unresolved symbols left. If so, the default behavior of the linker is to rescan all libraries in the order given on the command line. The linker stops rescanning the libraries when all symbols are resolved, or when the linker could not resolve any symbol(s) during the rescan of all libraries. Notice that resolving one symbol may introduce new unresolved symbols.

With this option, you tell the linker to scan the object files and libraries only once. When the linker has not resolved all symbols after the first scan, it reports which symbols are still unresolved. This option is useful if you are building your own libraries. The libraries are most efficiently organized if the linker needs only one pass to resolve all symbols.

### Example:

To scan the libraries only once:

```
lkr8c --no-rescan test.obj a.a b.a
```

The linker resolves all unresolved symbols while scanning the object files and libraries and reports all remaining unresolved symbols after this scan.



### Related information



Linker option **--first-library-first** (Scan libraries in the specified order)

## --non-romable

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option to the **Additional linker options** field.

### Command line syntax

**--non-romable**

### Description

With this option you tell the linker that the application is not romable. The linker will locate all ROM sections in RAM. A copy table is generated and is located in RAM. When the application is started, the data sections are re-initialized.

### Example

```
lkr8c --non-romable test.obj
```

The linker locates all ROM sections in RAM.

### Related information



—

## **-O (--optimize)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Optimization**.
3. Enable or disable the optimization suboptions.

### **Command line syntax**

**-O***flags*

**--optimize=***flags*

You can set the following flags:

**c/C (+/-delete-unreferenced-code)**

Delete unreferenced code sections from the output file  
(no effect on sources compiled with debug information)

**d/D (+/-delete-unreferenced-data)**

Delete unreferenced data sections from the output file  
(no effect on sources compiled with debug information)

**l/L (+/-first-fit-decreasing)**

Use a 'first fit decreasing' algorithm to locate unrestricted sections in memory.

**s/S (+/-delete-unreferenced-symbols)**

Delete unreferenced symbols from the output file

**t/T (+/-copytable-compression)**

Emit smart restrictions to reduce copy table size

**x/X (+/-delete-duplicate-code)**

Delete duplicate code from the output file

**y/Y (+/-delete-duplicate-data)**

Delete duplicate constant data from the output file

Use the following options for predefined sets of flags:

<b>-O0</b> ( <b>--optimize=0</b> )	No optimization. Alias for: <b>-OCDLStXY</b>
<b>-O1</b> ( <b>--optimize=1</b> )	Normal optimization (default). Alias for: <b>-OCDLStXY</b>
<b>-O2</b> ( <b>--optimize=2</b> )	All optimizations. Alias for: <b>-Ocdlstxy</b>

## Default

**-O1**

## Description

With this option you can control the level of optimization. If you do not use this option, **-OCDLStXY** (**-O1**) is the default.

## Example

The following invocations are equivalent and result all in the default optimizations.

```
lkr8c test.obj
lkr8c -O test.obj
lkr8c -O1 test.obj
lkr8c -OCDLSt test.obj

lkr8c --optimize test.obj
lkr8c --optimize=1 test.obj
lkr8c --optimize=-delete-unreferenced-code,
      -delete-unreferenced-data,-first-fit-decreasing,
      -delete-unreferenced-symbols,+copytable-compression
      test.obj
```

## Related information



Section 7.2.3, *Linker Optimizations*, in Chapter *Using the Linker* of the *User's Guide*.

## **-o (--output-file)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-o** in the **Additional linker options** field.

### **Command line syntax**

**-o**[filename][:format[:addr\_size][,space\_name]]...

**--output=**[filename][:format[:addr\_size][,space\_name]]...

You can specify the following formats:

<b>ELF</b>	ELF/DWARF
<b>IEEE</b>	IEEE-695
<b>IHEX</b>	Intel Hex
<b>SREC</b>	Motorola S-records

### **Description**

By default, the linker generates an output file in ELF/DWARF format, named after the first input file with extension `.elf`.

With this option you can specify an alternative *filename*, and an alternative output *format*. The default output format is the format of the first input file.

You can use the **-o** option multiple times. This useful to generate multiple output formats or to link multiple address spaces. With the first occurrence of the **-o** option you must specify the filename without extension. If you do not specify a filename, or you do not specify the **-o** option at all, the linker uses the default basename `taskn`.

### ***IHEX and SREC formats***

If you specify the Intel Hex format or the Motorola S-records format, you can use the argument *addr\_size* to specify the size of addresses in bytes (record length). For Intel Hex you can use the values: **1**, **2**, and **4** (default). For Motorola S-records you can specify: **2** (S1 records), **3** (S2 records, default) or **4** bytes (S3 records).

For these formats you must also choose which address space must be emitted. With the argument *space\_name* you can specify the name of the address space. The name of the output file will be *filename\_spacename* with the extension *.hex* or *.s*. (Remember to use the **-o** option multiple times to link multiple address spaces.)

If you do not specify *space\_name*, the default address space is emitted. In this case the name of the output file does not reflect the emitted space.



Use option **-c** (**--chip-format**) to create Intel Hex or Motorola S-record output files for each chip (suitable for loading into a PROM-programmer).

### Example

To create the output file *myfile* of the address space named *near*:

```
lkr8c test.obj -omyfile:IHEX:2,near
lkr8c test.obj --output-file=myfile:IHEX:2,near
```

To create the output file *myfile* of the default address space:

```
lkr8c test.obj -omyfile:IHEX:2
lkr8c test.obj --output-file=myfile:IHEX:2
```

### Related information



Linker option **-c** (Generate an output file for each chip)

## **-r (--incremental)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Add the option **-r** in the **Additional linker options** field.

### **Command line syntax**

**-r**

**--incremental**

### **Description**

Normally the linker links *and* locates the specified object files. With this option you tell the linker to link only the specified files. The linker creates a linker output file `.eln`. You then can link this file again with other object files until you have reached the final linker output file that is ready for locating.

In the last pass, you call the linker without this option with the final linker output file `.eln`. The linker will now locate the file.

### **Example**

In this example, the files `test1.obj`, `test2.obj` and `test3.obj` are incrementally linked:

1. `lkr8c -r test1.obj test2.obj -otest.eln`  
`lkr8c --incremental test1.obj test2.obj -otest.eln`  
*test1.obj and test2.obj are linked*
2. `lkr8c -r test3.obj test.eln`  
`lkr8c --incremental test3.obj test.eln`  
*test3.obj is linked together with test.eln. The file task1.eln is created.*
3. `lkr8c task1.eln`  
*test.eln is located*

### Related information



Section 7.5, *Incremental Linking*, in Chapter *Using the Linker* of the *User's Guide*.



## -S (--strip-debug)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. *Disable* the option **Include symbolic debug information**.

### Command line syntax

**-S**

**--strip-debug**

### Description

With this option you specify not to include symbolic debug information in the resulting output file.

### Example

```
lkr8c -S test.obj -otest.elf
lkr8c --strip-debug test.obj --output=test.elf
```

The linker generates the object file `test.elf` without symbolic debug information.

### Related information



-

## **-V (--version)**

### **EDE**

–

### **Command line syntax**

**-V**

### **Description**

Display version information. The linker ignores all other options or input files.

### **Example**

```
lkr8c -V
lkr8c --version
```

The linker does not link any files but displays the following version information:

TASKING R8C linker	vx.yrz Build 000
Copyright 2002-year Altium BV	Serial# 00000000

### **Related information**



–

## **-v (--verbose)**

### **EDE**

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Miscellaneous**.
3. Enable the option **Print the name of each file as it is processed**.

### **Command line syntax**

**-v**

### **Description**

With this option you put the linker in *verbose* mode. The linker prints the filenames and the link passes while it processes the files. It also shows which objects are extracted from libraries. With this option you can monitor the current status of the linker.

### **Example**

```
lkr8c test.obj -lc -lfp -lrt -v
```

The linker links the file `test.obj` and displays the steps it performs.

### **Related information**



—

## -w (--no-warnings)

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Warnings**.
3. Enable one of the options **Report all warnings**, **Suppress all warnings**, or **Suppress specific warnings**.

*If you select **Suppress specific warnings**:*

4. Enter the numbers, separated by commas, of the warnings you want to suppress.

### Command line syntax

**-w**[*nr*[,*nr*]...]

**--no-warnings**[=*nr*[,*nr*]...]

### Description

With this option you can suppresses all warning messages or specific warning messages.

- If you do not specify this option, all warnings are reported.
- If you specify this option but without numbers, all warnings are suppressed.
- If you specify this option with a number, only the specified warnings are suppressed. Separate multiple warnings by commas.

### Example:

To suppress all warnings:

```
lkr8c -w test.obj  
lkr8c --no-warnings test.obj
```

To suppress warnings 135 and 136:

```
lkr8c -w135,136 test.obj  
lkr8c --no-warnings=135,136 test.obj
```

### Related information



Linker option **--warnings-as-errors** (Treat warnings as errors)

## --warnings-as-errors

### EDE

1. From the **Project** menu, select **Project Options...**

*The Project Options dialog appears.*

2. Expand the **Linker** entry and select **Warnings**.
3. Enable the option **Treat warnings as errors**.

### Command line syntax

**--warnings-as-errors**

### Description

With this option you tell the linker to treat warnings as errors.

When the linker detects an error, it tries to continue the link process and reports other errors and warnings. However, the linker will exit with an exit status not equal zero ( $\neq 0$ ) and will not produce any output files.

### Example

```
lkr8c --warnings-as-errors test.obj
```

When a warning occurs, the linker considers it as an error.

### Related information



Linker option **-w** (Suppress some or all warnings)

## 4.4 CONTROL PROGRAM OPTIONS

The control program **ccr8c** facilitates the invocation of the various components of the R8C toolchain from a single command line. The control program is a command line tool so there are no equivalent options in EDE.



For the linker options in EDE, EDE invokes the linker via the control program. Therefore, it uses the syntax of the control program to pass options and files to the linker. See section 4.3, *Linker Options*, for an overview of the EDE linker options and the corresponding command line linker options.

Some options are interpreted by the control program itself; other options are passed to those programs in the toolchain that accept the option.

### ***Recognized input files***

The control program recognizes the following input files:

- Files with a `.c` suffix are interpreted as C source programs and are passed to the compiler.
- Files with a `.asm` suffix are interpreted as hand-written assembly source files which have to be passed to the assembler.
- Files with a `.src` suffix are interpreted as compiled assembly source files. They are directly passed to the assembler.
- Files with a `.a` suffix are interpreted as library files and are passed to the linker.
- Files with a `.obj` suffix are interpreted as object files and are passed to the linker.
- Files with a `.eln` suffix are interpreted as linked object files and are passed to the locating phase of the linker. The linker accepts only one `.eln` file in the invocation.
- An argument with a `.lsl` suffix is interpreted as a linker script file and is passed to the linker.

Normally, the control program tries to compile, assemble, link and locate all source files to absolute object files. There are however, options to suppress the assembler, link or locate stage.

## -? (--help)

### Command line syntax

-?[**options**]

--**help**[=**options**]

### Description

Displays an overview of all command line options. When you specify the suboption **options**, you receive extended information.

### Example

The following invocations all display a list of the available command line options:

```
ccr8c -?  
ccr8c --help  
ccr8c
```

### Related information



—



## -A (--language)

### Command line syntax

**-A**[*flags*]

**--language**[*=flags*]

You can set the following flags:

**p/P** (+/-**comments**) Allow C++ style comments in ISO C90  
**x/X** (+/-**strings**) Relaxed const check for string literals

### Default

**-ApX**

### Description

With this option you control the language extensions the compiler can accept. Default the C compiler allows all language extensions.

**-A (--language)** is the equivalent of **-APX** and disables all language extensions.

With **-Ap** you tell the compiler to allow C++ style comments (//) in ISO C90 mode (option **-c90**). In ISO C99 mode this style of comments is always accepted.

With **-Ax** you tell the compiler not to check for assignments of a constant string to a non-constant string pointer. With this option the following example does not produce a warning:

```
char *p;
void main( void ) { p = "hello"; }
```

### Example

```
ccr8c -APx test.c
ccr8c --language=-comments,+strings test.c
```

The control program calls the compiler in such a way that it accepts assignments of a constant string to a non-constant string pointer but ignores C++ style comments.

### Related information



Compiler option **-A** (Control language extensions)

## -C (--cpu)

### Command line syntax

`-Ccpu`

`--cpu=type`

### Description

With this option you define the target processor for which you create your application. You can choose the following CPU's:

R8C10

R8C11

The compiler automatically includes the register file `regcpu.sfr`.

### Example

To build the file `test.c` for the R8C10 processor and use the SFR file `regr8c10.sfr`:

```
cr8c -Cr8c10 test.c
cr8c --cpu=r8c10 test.c
```

### Related information



Compiler option **-C** (Select the CPU type)

Assembler option **-C** (Select CPU)

## **-cs/-co/-cl (--create)**

### **Command line syntax**

```
-cs  
--create=assembly  
  
-co  
--create=object  
  
-cl  
--create=relocatable
```

### **Description**

Normally the control program generates an absolute object file of the specified output format from the file you supplied as input.

With this option you tell the control program to stop after a certain number of phases.

```
-cs   Stop after C files are compiled to assembly (.src)  
-co   Stop after the files are assembled to object files (.obj)  
-cl   Stop after the files are linked to a linker object file (.eln)
```

### **Example**

To generate the object file `test.obj`:

```
ccr8c -co test.c  
ccr8c --create=object test.c
```

The control program stops after the file is assembled. It does not link nor locate the generated output.

### **Related information**



—

## --diag

### Command line syntax

**--diag**=[*format*:]{**all**|*nr*,...]

### Description

With this option you can ask for an extended description of error messages in the format you choose. The output is directed to stdout (normally your screen) and in the format you specify. You can specify the following formats: **html**, **rtf** or **text** (default). To create a file with the descriptions, you must redirect the output.

With the suboption **all**, the descriptions of all error messages are given. If you want the description of one or more selected error messages, you can specify the error message numbers, separated by commas.

With this option the control program does not process any files.

### Example

To display an explanation of message number 103 , enter:

```
ccr8c --diag=103
```

This results in message 103 with explanation.

To write an explanation of all errors and warnings in HTML format to file `ccerrors.html`, enter:

```
ccr8c --diag=html:all > ccerrors.html
```

### Related information



—

## **-d (--lsl-file)**

### **Command line syntax**

**-d***file*

**--lsl-file=***file*

### **Description**

A linker script file contains vital information about the core for the locating phase of the linker. A linker script file is coded in LSL and contains the following types of information:

- the architecture and derivative definition describe the core's hardware architecture and its internal memory.
- the board specification describes the physical memory available in the system.
- the section layout definition describes how to locate sections in memory.

With this option you specify a linker script file via the control program to the linker. If you do not specify this option, the linker does not use a script file. You can specify the existing file `r8c.lsl` or the name of a manually written linker script file. You can use this option multiple times. The linker processes the LSL files in the order in which they appear on the command line.

### **Example**

To read linker script file information from file `mylslfile.lsl`:

```
ccr8c -dmylslfile.lsl test.obj
ccr8c --lsl-file=mylslfile.lsl test.obj
```

### **Related information**



Section 7.6, *Controlling the Linker with a Script*, in the User's Guide

## **-D (--define)**

### **Command line syntax**

```
-Dmacro_name[=macro_definition]  
--define=macro_name[=macro_definition]
```

### **Description**

With this option you can define a macro and specify it to the preprocessor. If you only specify a macro name (no macro definition), the macro expands as '1'.

You can specify as many macros as you like. On the command line, use the option **-D** multiple times. If the command line exceeds the length limit of the operating system, you can define the macros in an option file which you then must specify to the control program with the option **-f***file*.

Defining macros with this option (instead of in the C source) is, for example, useful to compile or assemble conditional source as shown in the example below.

The control program passes the option **-D (--define)** to the compiler and the assembler.

### **Example**

Consider the following C program with conditional code to compile a demo program and a real program:

```
void main( void )  
{  
  #if DEMO == 1  
    demo_func(); /* compile for the demo program */  
  #else  
    real_func(); /* compile for the real program */  
  #endif  
}
```

You can now use a macro definition to set the DEMO flag. With the control program this looks as follows:

```
ccr8c -DDEMO test.c  
ccr8c -DDEMO=1 test.c
```

```
ccr8c --define=DEMO test.c  
ccr8c --define=DEMO=1 test.c
```

Note that all four invocations have the same effect.

The next example shows how to define a macro with arguments. Note that the macro name and definition are placed between double quotes because otherwise the spaces would indicate a new option.

```
ccr8c -D"MAX(A,B)=((A) > (B) ? (A) : (B))"  
ccr8c --define="MAX(A,B)=((A) > (B) ? (A) : (B))"
```

### Related information



Control program option **-U** (Undefine preprocessor macro)  
Control program option **-f** (Read options from file)



## -E (--preprocess)

### Command line syntax

**-E***[flags]*

**--preprocess***=[flags]*

You can set the following flags:

<b>c/C</b>	<b>(+/-comments)</b>	Keep comments
<b>p/P</b>	<b>(+/-noline)</b>	Strip #line source position info

### Description

With this option you tell the control program to preprocess the C source.

The compiler sends the preprocessed file to stdout. To capture the information in a file, specify an output file with the option **-o**.

With **-Ec** you tell the preprocessor to keep the comments from the C source file in the preprocessed output.

With **-Ep** you tell the preprocessor to strip the #line source position information (lines starting with #line). These lines are normally processed by the assembler and not needed in the preprocessed output. When you leave these lines out, the output is more orderly to read.

### Example

```
ccr8c -EcP test.c -o test.pre
ccr8c --preprocess +comments,-noline test.c
      --output=test.pre
```

The compiler preprocesses the file `test.c` and sends the output to the file `test.pre`. Comments are included but the line source position information is not stripped from the output file.

### Related information



## --error-file

### Command line syntax

**--error-file**[=*file*]

### Description

With this option the control program redirects error messages to a file.

If you do not specify a filename, the error file will be named after the input file with extension `.err`.

### Example

To write errors to `errors.err` instead of `stderr`, enter:

```
ccr8c --error-file=errors.err test.c
```

### Related information



Control program option **--warnings-as-errors** (Warnings as errors)

## **-f (--option-file)**

### **Command line syntax**

**-f** *file*

**--option-file=***file*

### **Description**

Instead of typing all options on the command line, you can create a option file which contains all options and file you want to specify. With this option you specify the option file to the control program.

Use an option file when the length of the command line would exceed the limits of the operating system, or just to store options and save typing.

You can specify the option **-f** multiple times.

### ***Format of an option file***

- Multiple command line arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vise versa:

```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

Note that adjacent strings are concatenated.

- When a text line reaches its length limit, use a '\' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"  
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

**Example**

Suppose the file `myoptions` contains the following lines:

```
-g
-k
test.c
```

Specify the option file to the control program:

```
ccr8c -m myoptions
ccr8c --option-file=myoptions
```

This is equivalent to the following command line:

```
ccr8c -g -k test.c
```

## --format

### Command line syntax

**--format**=*format*

You can specify the following formats:

<b>ELF</b>	ELF/DWARF
<b>IEEE</b>	IEEE-695
<b>IHEX</b>	Intel Hex
<b>SREC</b>	Motorola S-records

### Description

With this option you specify the output format for the resulting (absolute) object file. The default output format is ELF/DWARF, which can directly be used by the CrossView Pro debugger.

### Example

To generate an ELF/DWARF output file:

```
ccr8c --format=ELF test1.c test2.c --output=test.elf
```

### Related information



Linker option **-o** (output file)

Linker option **-cformat** (Chip format)

Section 6.1, *ELF/DWARF Object Format*, in Chapter *Object File Formats*.

## --fp-trap

### Command line syntax

**--fp-trap**

### Description

By default the control program uses the non-trapping floating point library (`libfp.a`). With this option you tell the control program to use the trapping floating point library (`libfpt.a`).

If you use the trapping floating point library, exceptional floating point cases are intercepted and can be handled separately by an application defined exception handler. Using this library decreases the execution speed of your application.

### Example

```
ccr8c --fp-trap test.c
```

Link the trapping floating point library when generating the object file `test.elf`.

### Related information



–

## **-g (--debug-info)**

### **Command line syntax**

**-g**

**--debug-info**

### **Description**

With this option you tell the control program to include debug information in the generated object file.

### **Example**

```
ccr8c -g test.c  
ccr8c --debug-info test.c
```

The control program includes symbolic debug information in the generated object file `test.elf`.

### **Related information**



## **-I (--include-directory)**

### **Command line syntax**

**-I***path*

**--include-directory=***path*

### **Description**

With this option you can specify the path where your include files are located. A relative path will be relative to the current directory.

The order in which the compiler searches for include files is:

- The pathname in the C source file and the directory of the C source (only for `#include` files that are enclosed in `"`)
- The path that is specified with this option.
- The path that is specified in the environment variable `CR8CINC` when the product was installed.
- The default include directory relative to the installation directory.

### **Example**

Suppose that the C source file `test.c` contains the following lines:

```
#include <stdio.h>
#include "myinc.h"
```

You can call the control program as follows:

```
ccr8c -Imyinclude test.c
ccr8c --include-directory=myinclude
```

First the compiler looks in the directory where `test.c` is located for the file `myinc.h`.

Then the compiler looks in the `myinclude` sub-directory relative to the current directory for the file `stdio.h` and, if it was not found yet, also for the file `myinc.h`.

If the file(s) are still not found, the compiler searches in the environment variable and then in the default include directory.



### Related information



- Compiler option **-I** (Add directory to include file search path)
- Compiler option **-H** (Include file at the start of a compilation)

## --iso

### Command line syntax

**--iso={90|99}**

### Description

With this option you specify to the control program against which ISO standard it should check your C source. C90 is also referred to as the "ANSI C standard". C99 refers to the newer ISO/IEC 9899:1999 (E) standard and is the default.

### Example

To compile the file test.c conform the ISO C90 standard:

```
ccr8c --iso=90 test.c
```

### Related information



Compiler option **-c** (ISO C standard)

## **-k (--keep-output-files)**

### **Command line syntax**

**-k**

**--keep-output-files**

### **Description**

If an error occurs during the compilation, assembling or linking process, the resulting output file may be incomplete or incorrect. With this option you keep the generated output files when an error occurs.

By default the control program removes generated output files when an error occurs. This is useful when you use the make utility. If the erroneous files are not removed, the make utility may process corrupt files on a subsequent invocation.

Use this option when you still want to use the generated files. For example when you know that a particular error does not result in a corrupt file, or when you want to inspect the output file, or send it to Altium support.

### **Example**

```
ccr8c -k test.c  
ccr8c --keep-output-files test.c
```

When an error occurs during compiling, assembling or linking, the erroneous generated output files will not be removed.

### **Related information**



## **-L (--library-directory / --ignore-default-library-path)**

### **Command line syntax**

```
-Lpath  
--library-directory=path  
  
-L  
--ignore-default-library-path
```

### **Description**

With this option you can specify the path(s) where your system libraries, specified with the **-l** option, are located. If you want to specify multiple paths, use the option **-L** for each separate path.

By default path this is \$(PRODDIR)\lib directory.

If you specify only **-L** (without a pathname) or the long option **--ignore-default-library-path**, the linker will not search the default path and also not in the paths specified in the environment variable LIBR8C. So, the linker ignores steps 2 and 3 as listed below.

The priority order in which the linker searches for system libraries specified with the **-l** option is:

1. The path that is specified with the **-L** option.
2. The path that is specified in the environment variable LIBR8C when the product was installed.
3. The default directory \$(PRODDIR)\lib.

### **Example**

Suppose you call the control program as follows:

```
ccr8c test.c -Lc:\mylibs -lc  
ccr8c test.c --library-directory=c:\mylibs -lc
```

First the linker looks in the directory `c:\mylibs` for library `libc.a` (this option).

If it does not find the requested libraries, it looks in the directory that is set with the environment variable LIBR8C.

Then the linker looks in the default directory `$(PRODDIR)\lib` for libraries.

### Related information



Linker option **-l** (Search also in system library *libname*)

## -l (--library)

### Command line syntax

**-l***name*

**--library=***name*

### Description

With this option you tell the linker via the control program to search also in system library `libname.a`, where *name* is a string. The linker first searches for system libraries in any directories specified with **-Lpath**, then in the directories specified with the environment variable `LIBR8C`, unless you used the option **-L** without a directory.

### Example

To search in the system library `libfp.a` (floating-point library):

```
ccr8c test.obj mylib.a -lfp
ccr8c test.obj mylib.a --library=fp
```

The linker links the file `test.obj` and first looks in `mylib.a` (in the current directory only), then in the system library `libfp.a` to resolve unresolved symbols.

### Related information



Control program option **-L** (Add library directory)

Section 7.4, *Linking with Libraries*, in the User's Guide

## **-n (--dry-run)**

### **Command line syntax**

**-n**  
**--dry-run**

### **Description**

With this option you put the control program *verbose* mode. The control program prints the invocations of the tools it would use to process the files.

### **Example**

To see how the control program will invoke the tools it needs to process the file `test.c`:

```
ccr8c -n test.c  
ccr8c --dry-run test.c
```

The control program only displays the invocations of the tools it would use to create the final object file but does not actually perform the steps.

### **Related information**



Control program option **-v** (Verbose output)

## --no-default-libraries

### Command line syntax

**--no-default-libraries**

### Description

Default the control program specifies the standard C libraries and run-time library to the linker.

With this option you tell the control program not to specify the standard C libraries and run-time library to the linker.

In this case you must specify the libraries you want to link to the linker with the option **-l***library\_name*. The control program recognizes the option **-l** as an option for the linker.

### Example

```
ccr8c --no-default-libraries test.c
```

The control program does not specify any libraries to the linker. In normal cases this would result in unresolved externals.

To specify your own libraries (libmy.a) and avoid unresolved externals:

```
ccr8c --no-default-libraries -lmy test.c
```

### Related information



Linker option **-l** (Search also in system library libx.a)



## --no-map-file

### Command line syntax

**--no-map-file**

### Description

By default the control program generates a linker map file (`.map`).

A linker map file is a text file that shows how the linker has mapped the sections and symbols from the various object files (`.obj`) to the linked object file. A locate part shows the absolute position of each section. External symbols are listed per space with their absolute address, both sorted on symbol and sorted on address.

With this option you prevent the generation of a map file.

### Example

To prevent the generation of the linker map file `test.map`:

```
ccr8c --no-map-file test.c
```

### Related information



Linker option **-M** (Generate map file)

## **-o (--output)**

### **Command line syntax**

**-o***file*

**--output=***file*

### **Description**

By default, the control program generates a file with the same basename as the first specified input file. With this option you specify another name for the resulting absolute object file.

### **Example**

```
ccr8c test.c prog.c
```

The control program generates an ELF/DWARF object file (default) with the name `test.elf`.

To generate the file `result.elf`:

```
ccr8c -oresult.elf test.c prog.c  
ccr8c --output=result.elf test.c prog.c
```

### **Related information**



## **-t (--keep-temporary-files)**

### **Command line syntax**

**-t**

**--keep-temporary-files**

### **Description**

By default, the control program removes intermediate files like the `.src` file (result of the compiler phase) and the `.eln` file (result of the linking phase).

With this option you tell the control program to keep temporary files it generates during the creation of the absolute object file.

### **Example**

To keep all temporary files:

```
ccr8c -t test.c
ccr8c --keep-temporary-files test.c
```

The control program keeps all intermediate files it generates while creating the absolute object file `test.elf`.

### **Related information**



## **-Wtool (–pass)**

### **Command line syntax**

<b>-W</b> <i>option</i>	<b>--pass-c=</b> <i>option</i>	Pass option directly to the C compiler
<b>-W</b> <i>option</i>	<b>--pass-assembler=</b> <i>option</i>	Pass option directly to the assembler
<b>-W</b> <i>option</i>	<b>--pass-linker=</b> <i>option</i>	Pass option directly to the linker

### **Description**

With this option you tell the control program to call a tool with the specified option. The control program does not use the option itself, but specifies it directly to the tool which the control program calls.

### **Example**

```
ccr8c -Wl-r test.c
```

The control program does not use the option **-r** but calls the linker with the option **-r** (`lkr8c -r`).

### **Related information**



–

## **-U (--undefine)**

### **Command line syntax**

```
-Umacro_name
--undefine=macro_name
```

### **Description**

With this option you can undefine an earlier defined macro as with `#undef`.

This option is for example useful to undefine predefined macros.

However, the following predefined ISO C standard macros cannot be undefined:

<code>__FILE__</code>	current source filename
<code>__LINE__</code>	current source line number (int type)
<code>__TIME__</code>	hh:mm:ss
<code>__DATE__</code>	mmm dd yyyy
<code>__STDC__</code>	level of ANSI standard

The control program passes the option **-U (--undefine)** to the compiler.

### **Example**

To undefine the predefined macro `__TASKING__`:

```
ccr8c -U__TASKING__ test.c
ccr8c --undefine=__TASKING__ test.c
```

### **Related information**



Control Program option **-D** (Define preprocessor macro)

## **-V (--version)**

### **Command line syntax**

**-V**  
**--version**

### **Description**

Display version information. The control program ignores all other options or input files.

### **Example**

```
ccr8c -V  
ccr8c --version
```

The control program does not call any tools but displays the following version information:

```
TASKING R8C control program  
Copyright years Altium BV
```

```
vx.yrz Build nnn  
Serial# 00000000
```

### **Related information**



—

## **-v (--verbose)**

### **Command line syntax**

**-v**  
**--verbose**

### **Description**

With this option you put the control program in *verbose* mode. With the option **-v** the control program performs its tasks while it prints the steps it performs to stdout.

### **Example**

```
ccr8c -v test.c  
ccr8c --verbose test.c
```

The control program processes the file `test.c` and displays the invocations of the tools it uses to create the final object file

### **Related information**



Control program option **-n** (Verbose output and suppress execution)

## **-w (no-warnings)**

### **Command line syntax**

**-w**  
**--no-warnings**

### **Description**

With this option suppresses all warning messages. If you do not specify this option, all warnings are reported.

### **Example**

To suppress all warnings:

```
ccr8c -w test.c  
ccr8c --no-warnings test.c
```

### **Related information**



Control program option **--warnings-as-errors** (Warnings as errors)



## **--warnings-as-errors**

### **Command line syntax**

**--warnings-as-errors**

### **Description**

With this option you tell the control program to treat warnings as errors.

### **Example**

```
ccr8c --warnings-as-errors test.c
```

When a warning occurs, the control program considers it as an error.

### **Related information**



Control program option **-w** (Suppress all warnings)

## 4.5 MAKE UTILITY OPTIONS

When you build a project in EDE, EDE generates a makefile and uses the graphical make utility **wmk** to build all your files. However, you can also use the make utility **mkr8c** from the command line to build your project.

The invocation syntax is:

```
mkr8c [option...] [target...] [macro=def]
```

This section describes all options for the make utility. The make utility is a command line tool so there are no equivalent options in EDE.

# Defining Macros

## Command line syntax

*macro=definition*

## Description

With this argument you can define a macro and specify it to the make utility.

A macro definition remains in existence during the execution of the makefile, even when the makefile recursively calls the make utility again. In the recursive call, the macro acts as an environment variable. This means that it is overruled by definitions in the recursive call. Use the option **-e** to prevent this.

You can specify as many macros as you like. If the command line exceeds the limit of the operating system, you can define the macros in an *option file* which you then must specify to the compiler with the option **-m file**.

Defining macros on the command line is, for example, useful in combination with conditional processing as shown in the example below.

## Example

Consider the following makefile with conditional rules to build a demo program and a real program:

```
ifdef DEMO      # the value of DEMO is of no importance
    real.eln : demo.obj
                lkr8c demo.obj main.obj -lc -lfp -lrt
else
    real.eln : real.obj
                lkr8c real.obj main.obj -lc -lfp -lrt
endif

real.elf      : real.eln
                lkr8c -FELF -oreal.elf real.eln
```

You can now use a macro definition to set the DEMO flag:

```
mkr8c real.elf DEMO=1
```

In both cases the absolute object file `real.elf` is created but depending on the DEMO flag it is linked with `demo.obj` or with `real.eln`.

### Related information



Make utility option **-e** (Environment variables override macro definitions)

Make utility option **-m** (Name of invocation file)

—?

### Command line syntax

—?

### Description

Displays an overview of all command line options.

### Example

To display a list of the available command line options:

```
mkr8c —?
```

### Related information



—

## **-a**

### **Command line syntax**

**-a**

### **Description**

Normally the make utility rebuilds only those files that are out of date. With this option you tell the make utility to rebuild *all* files, without checking whether they are out of date.

### **Example**

```
mkr8c -a
```

Rebuilds all your files, regardless of whether they are out of date or not.

### **Related information**



## —c

### Command line syntax

**—c**

### Description

EDE uses this option for the graphical version of make when you create sub-projects. In this case make calls another instance of make for the sub-project. With the option **—c**, the make utility runs as a child process of the current make.

The option **—c** overrides the option **—err**.

### Example

The following command runs the make utility as a child process:

```
mkr8c -c
```

### Related information



Make utility option **—err** (Redirect error message to file)

## **-D/-DD**

### **Command line syntax**

**-D**  
**-DD**

### **Description**

With the option **-D** the make utility prints every line of the makefile to standard output as it is read by **mkr8c**.

With the option **-DD** not only the lines of the makefile are printed but also the lines of the `mkr8c.mk` file (implicit rules).

### **Example**

```
mkr8c -D
```

Each line of the makefile that is read by the make utility is printed to standard output (usually your screen).

### **Related information**



–



## **-d/-dd**

### **Command line syntax**

**-d**  
**-dd**

### **Description**

With the option **-d** the make utility shows which files are out of date and thus need to be rebuild. The option **-dd** gives more detail than the option **-d**.

### **Example**

```
mkr8c -d
```

Shows which files are out of date and rebuilds them.

### **Related information**



**-e**

## Command line syntax

**-e**

## Description

If you use macro definitions, they may overrule the settings of the environment variables.

With the option **-e**, the settings of the environment variables are used even if macros define otherwise.

## Example

```
mkr8c -e
```

The make utility uses the settings of the environment variables regardless of macro definitions.

## Related information



—

## **-err**

### **Command line syntax**

**-err** *file*

### **Description**

With this option the make utility redirects error messages and verbose messages to a specified file.

With the option **-s** the make utility only displays error messages.

### **Example**

```
mkr8c -err error.txt
```

The make utility writes messages to the file `error.txt`.

### **Related information**



Make utility option **-s** (Do not print commands before execution)

## **-f**

### **Command line syntax**

**-f** *my\_makefile*

### **Description**

Default the make utility uses the file `makefile` to build your files.

With this option you tell the make utility to use the specified file instead of the file `makefile`. Multiple **-f** options act as if all the makefiles were concatenated in a left-to-right order.

### **Example**

```
mkr8c mymake
```

The make utility uses the file `mymake` to build your files.

### **Related information**



—

## -G

### Command line syntax

**-G** *path*

### Description

Normally you must call the make utility **mkr8c** from the directory where your makefile and other files are stored.

With the option **-G** you can call the make utility from within another directory. The *path* is the path to the directory where your makefile and other files are stored and can be absolute or relative to your current directory.

### Example

Suppose your makefile and other files are stored in the directory `\myfiles`. You can call the make utility as follows:

```
mkr8c -G ..\myfiles
```

### Related information



**-i**

### Command line syntax

**-i**

### Description

When an error occurs during the make process, the make utility exits with a certain exit code.

With the option **-i**, the make utility exits without an error code, even when errors occurred.

### Example

```
mkr8c -i
```

The make utility exits without an error code, even when an error occurs.

### Related information



—

## -K

### Command line syntax

**-K**

### Description

With this option the make utility keeps temporary files it creates during the make process. The make utility stores temporary files in the directory that you have specified with the environment variable TMPDIR or in the default 'temp' directory of your system when the TMPDIR variable is not specified.

### Example

```
mkr8c -K
```

The make utility preserves all temporary files.

### Related information



Section 1.3.2, *Configuring the Command Line Environment*, in Chapter *Software Installation* of the *User's Guide*.

## **-k**

### **Command line syntax**

**-k**

### **Description**

When during the make process the make utility encounters an error, it stops rebuilding your files.

With the option **-k**, the make utility only stops building the target that produced the error. All other targets defined in the makefile are built.

### **Example**

```
mkx8c -k
```

If the make utility encounters an error, it stops building the current target but proceeds with the other targets that are defined in the makefile.

### **Related information**



Make utility option **-S** (Undo the effect of **-k**)



## -m

### Command line syntax

**-m** *file*

### Description

Instead of typing all options on the command line, you can create an option file which contains all options and flags you want to specify. With this option you specify the option file to the make utility.

Use an option file when the length of the command line would exceed the limits of the operating system, or just to store options and save typing.

You can specify the option **-m** multiple times.

### *Format of an option file*

- Multiple command line arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vice versa:

```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

Note that adjacent strings are concatenated.

- When a text line reaches its length limit, use a '\' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"
```

```
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

### Example

Suppose the file `myoptions` contains the following lines:

```
-k  
-err errors.txt  
test.elf
```

Specify the option file to the make utility:

```
mkr8c -m myoptions
```

This is equivalent to the following command line:

```
mkr8c -k -err errors.txt test.elf
```

### Related information



## -n

### Command line syntax

**-n**

### Description

With this option you tell the make utility to perform a *dry run*. The make utility shows what it would do but does not actually perform these tasks.

This option is for example useful to quickly inspect what would happen if you call the make utility.

### Example

```
mkr8c -n
```

The make utility does not perform any tasks but displays what it would do if called without the option **-n**.

### Related information



Make utility option **-s** (Do not print commands before execution)

## **-p**

### **Command line syntax**

**-p**

### **Description**

Normally, if a command in a target rule in a makefile returns an error or when the target construction is interrupted, the make utility removes that target file. With this option you tell the make utility to make all target files precious. This means that all dependency files are never removed.

### **Example**

```
mkr8c -p
```

The make utility never removes target dependency files.

### **Related information**



–

## -q

### Command line syntax

**-q**

### Description

With this option the make utility does not perform any tasks but only returns an error code. A zero status indicates that all target files are up to date, a non-zero status indicates that some or all target files are out of date.

### Example

```
mkr8c -q
```

The make utility only returns an error code that indicates whether all target files are up to date or not. It does not rebuild any files.

### Related information



—

**-r**

## Command line syntax

**-r**

## Description

When you call the make utility, it first reads the implicit rules from the file `mkx8c.mk`, then it reads the makefile with the rules to build your files. (The file `mkx8c.mk` is located in the `\etc` directory of the toolchain.)

With this option you tell the make utility *not* to read `mkx8c.mk` and to rely fully on the make rules in the makefile.

## Example

```
mkx8c -r
```

The make utility does not read the implicit make rules in `mkx8c.mk`.

## Related information



—

## -S

### Command line syntax

**-S**

### Description

With this option you cancel the effect of the option **-k**. This is never necessary except in a recursive make where the option **-k** might be inherited from the top-level make via MAKEFLAGS or if you set the option **-k** in the environment variable MAKEFLAGS.

### Example

```
mkr8c -S
```

The effect of the option **-k** is cancelled so the make utility stops with the make process after it encounters an error.

The option **-k** in this example may have been set with the environment variable MAKEFLAGS or in a recursive call to **mkr8c** in the makefile.

### Related information



Make utility option **-k** (On error, abandon the work for the current target only)

## **-s**

### **Command line syntax**

**-s**

### **Description**

With this option you tell the make utility to perform its tasks without printing the commands it executes. Error messages are normally printed.

### **Example**

```
mkr8c -s
```

The make utility rebuilds your files but does not print the commands it executes during the make process.

### **Related information**



Make utility option **-n** (Perform a dry run)



## **-t**

### **Command line syntax**

**-t**

### **Description**

With this option you tell the make utility to *touch* the target files, bringing them up to date, rather than performing the rules to rebuild them.

### **Example**

```
mkr8c -t
```

The make utility updates out-of-date files by giving them a new date and time stamp. The files are not actually rebuild.

### **Related information**



-

## **-time**

### **Command line syntax**

**-time**

### **Description**

With this option you tell the make utility to display the current date and time on standard output.

### **Example**

```
mkr8c -time
```

The make utility displays the current date and time and updates out-of-date files.

### **Related information**



–

## **-V**

### **Command line syntax**

**-V**

### **Description**

Display version information. The make utility ignores all other options or input files.

### **Example**

```
mkr8c -V
```

The make utility does not perform any tasks but displays the following version information:

```
TASKING R8C program builder      vx.yrz Build nnn  
Copyright 2003-year Altium BV    Serial# 00000000
```

### **Related information**



## **-W**

### **Command line syntax**

**-W** *target*

### **Description**

With this option the make utility considers the specified target file always as up to date and will not rebuild it.

### **Example**

```
mkr8c -W test.elf
```

The make utility rebuilds out of date targets in the makefile except the file `test.elf` which is considered now as up to date.

### **Related information**



–

## **-W**

### **Command line syntax**

**-w**

### **Description**

With this option the make utility sends error messages and verbose messages to standard out. Without this option, the make utility sends these messages to standard error.



This option is only useful on UNIX systems.

### **Example**

```
mkr8c -w
```

The make utility sends messages to standard out instead of standard error.

### **Related information**



—

## **-x**

### **Command line syntax**

**-x**

### **Description**

With this option the make utility shows extended error messages. Extended error messages give more detailed information about the exit status of the make utility after errors. EDE uses this option for the graphical version of make.



This option is only useful on UNIX systems.

### **Example**

```
mkr8c -x
```

If errors occur, the make utility gives extended information.

### **Related information**



–

4.6 ARCHIVER OPTIONS

The archiver and library maintainer **arr8c** is a tool to build library files and it offers the possibility to replace, extract and remove modules from an existing library.

The invocation syntax is:

```
arr8c key_option [sub_option...] library [object_file]
```

This section describes all options for the archiver. Some suboptions can only be used in combination with certain key options. They are described together. Suboptions that can always be used are described separately.

The archiver is a command line tool so there are no equivalent options in EDE.

Description	Option	Suboption
Main functions		
Replace or add an object module	-r	-a -b -c -u -v
Extract an object module from the library	-x	-v
Delete object module from library	-d	-v
Move object module to another position	-m	-a -b -v
Print a table of contents of the library	-t	-s0 -s1
Print object module to standard output	-p	
Miscellaneous		
Display options	-?	
Display version header	-V	
Read options from file	-f file	
Suppress warnings above level n	-wn	

Table 4-1: Overview of archiver options and suboptions

–?

## Command line syntax

–?

## Description

Displays an overview of all command line options.

## Example

The following invocations display a list of the available command line options:

```
arr8c -?  
arr8c
```

## Related information



–



## **-d**

### **Command line syntax**

**-d** [-v]

### **Description**

Delete the specified object modules from a library. With the suboption **-v** the archiver shows which files are removed.

**-v**      Verbose: the archiver shows which files are removed.

### **Example**

```
arr8c -d lib.a obj1.obj obj2.obj
```

The archiver deletes obj1.obj and obj2.obj from the library lib.a.

```
arr8c -d -v lib.a obj1.obj obj2.obj
```

The archiver deletes obj1.obj and obj2.obj from the library lib.a and displays which files are removed.

### **Related information**



—

## **-f**

### **Command line syntax**

**-f** *file*

### **Description**

Instead of typing all options on the command line, you can create an option file which contains all options and flags you want to specify. With this option you specify the option file to the librarian **arr8c**.

Use an option file when the command line would exceed the limits of the operating system, or just to store options and save typing.

Option files can also be generated on the fly, for example by the make utility. You can specify the option **-f** multiple times.

### ***Format of an option file***

- Multiple arguments on one line in the option file are allowed.
- To include whitespace in an argument, surround the argument with single or double quotes.
- If you want to use single quotes as part of the argument, surround the argument by double quotes and vice versa:

```
"This has a single quote ' embedded"
```

```
'This has a double quote " embedded'
```

```
'This has a double quote " and \  
a single quote ''' embedded"
```

- When a text line reaches its length limit, use a '\ ' to continue the line. Whitespace between quotes is preserved.

```
"This is a continuation \  
line"
```

```
-> "This is a continuation line"
```

- It is possible to nest command line files up to 25 levels.

### **Example**

Suppose the file `myoptions` contains the following lines:

```
-x lib.lib obj1.obj  
-w5
```

Specify the option file to the librarian:

```
arr8c -f myoptions
```

This is equivalent to the following command line:

```
arr8c -x lib.lib obj1.obj -w5
```

### Related information



-

## -m

### Command line syntax

**-m** [**-a** *posname*] [**-b** *posname*]

### Description

Move the specified object modules to another position in the library.

The ordering of members in a library can make a difference in how programs are linked if a symbol is defined in more than one member.

Default, the specified members are moved to the end of the archive. Use the suboptions **-a** or **-b** to move them to a specified place instead.

**-a** *posname*      Move the specified object module(s) after the existing module *posname*.

**-b** *posname*      Move the specified object module(s) before the existing module *posname*.

### Example

Suppose the library `lib.a` contains the following objects (see option **-t**):

```
obj1.obj  
obj2.obj  
obj3.obj
```

To move `obj1.obj` to the end of `lib.a`:

```
arr8c -m lib.a obj1.obj
```

To move `obj3.obj` just before `obj2.obj`:

```
arr8c -m -b obj3.obj lib.a obj2.obj
```

The library `lib.a` after these two invocations now looks like:

```
obj3.obj  
obj2.obj  
obj1.obj
```

### Related information



Archiver option **-t** (Print library contents)

## -p

### Command line syntax

**-p**

### Description

Print the specified object module(s) in the library to standard output.

This option is only useful when you redirect or pipe the output to other files or tools that serve your own purposes. Normally you do not need this option.

### Example

```
arr8c -p lib.a obj1.obj > file.obj
```

The archiver prints the file `obj1.obj` to standard output where it is redirected to the file `file.obj`. The effect of this example is very similar to extracting a file from the library but in this case the 'extracted' file gets another name.

### Related information



## -r

### Command line syntax

**-r** [**-a** *posname*] [**-b** *posname*] [**-c**] [**-u**] [**-v**]

### Description

You can use the option **-r** for several purposes:

- Adding new objects to the library
- Replacing objects in the library with the same object of a newer date
- Creating a new library

The option **-r** normally *adds* a new module to the library. However, if the library already contains a module with the specified name, the existing module is *replaced*. If you specify a library that does not exist, the archiver *creates* a new library with the specified name.

If you add a module to the library without specifying the suboption **-a** or **-b**, the specified module is added at the end of the archive. Use the suboptions **-a** or **-b** to insert them to a specified place instead.

<b>-a</b> <i>posname</i>	Add the specified object module(s) after the existing module <i>posname</i> .
<b>-b</b> <i>posname</i>	Add the specified object module(s) before the existing module <i>posname</i> .
<b>-c</b>	Create a new library without checking whether it already exists. If the library already exists, it is overwritten.
<b>-u</b>	Insert the specified object module only if it is newer than the module in the library.
<b>-v</b>	Verbose: the archiver shows which files are removed.



The suboptions **-a** or **-b** have no effect when an object is added to the library.

## Examples

Suppose the library `lib.a` contains the following objects (see option **-t**):

```
obj1.obj
```

To add `obj2.obj` to the end of `lib.a`:

```
arr8c -r lib.a obj2.obj
```

To insert `obj3.obj` just before `obj2.obj`:

```
arr8c -r -b obj2.obj lib.a obj3.obj
```

The library `lib.a` after these two invocations now looks like:

```
obj1.obj  
obj3.obj  
obj2.obj
```

## Creating a new library

To *create a new library file*, add an object file and specify a library that does not yet exist:

```
arr8c -r obj1.obj newlib.a
```

The archiver creates the library `newlib.a` and adds the object `obj1.obj` to it.

To *create a new library file and overwrite an existing library*, add an object file and specify an existing library with the supoption **-c**:

```
arr8c -r -c obj1.obj lib.a
```

The archiver overwrites the library `lib.a` and adds the object `obj1.obj` to it. The new library `lib.a` only contains `obj1.obj`.

## Related information



Archiver option **-t** (Print library contents)

## -t

### Command line syntax

**-t** [-s0] [-s1]

### Description

Print a table of contents of the library to standard out. With the suboption **-s** you the archiver displays all symbols per object file.

- s0** Displays per object the library in which it resides, the name of the object itself and all symbols in the object.
- s1** Displays only the symbols of all object files in the library.

### Example

```
arr8c -t lib.a
```

The archiver prints a list of all object modules in the library `lib.a`.

```
arr8c -t -s0 lib.a
```

The archiver prints per object all symbols in the library. This looks like:

```

prolog.obj
  symbols:
lib.a:prolog.obj:___Qabi_callee_save
lib.a:prolog.obj:___Qabi_callee_restore
div16.obj
  symbols:
lib.a:div16.obj:___udiv16
lib.a:div16.obj:___div16
lib.a:div16.obj:___urem16
lib.a:div16.obj:___rem16

```

### Related information



—



# -V

## Command line syntax

-V

## Description

Display version information. The archiver ignores all other options or input files.

## Example

```
arr8c -V
```

The archiver does not perform any tasks but displays the following version information:

```
TASKING R8C ELF archiver      vx.yrz Build nnn
Copyright 2003-year Altium BV  Serial# 00000000
```

## Related information



## **-W**

### **Command line syntax**

*-wlevel*

### **Description**

With this suboption you tell the archiver to suppress all warnings above the specified level. The level is a number between 0 – 9.

The level of a message is printed between parentheses after the warning number. If you do not use the **-w** option, the default warning level is 8.

### **Example**

To suppress warnings above level 5:

```
arr8c -x -w5 lib.a obj1.obj
```

### **Related information**



–

## -X

### Command line syntax

**-x** [-o] [-v]

### Description

Extract an existing module from the library.

- o** Give the extracted object module the same date as the last-modified date that was recorded in the library.

Without this suboption it receives the last-modified date of the moment it is extracted.

- v** Verbose: the archiver shows which files are extracted.

### Example

To extract the file `obj.obj` from the library `lib.a`:

```
arr8c -x lib.a obj1.obj
```

If you do not specify an object module, all object modules are extracted:

```
arr8c -x lib.a
```

### Related information



# CHAPTER

# 5

## LIST FILE FORMATS

---



---

# 5

# CHAPTER

---

5.1 ASSEMBLER LIST FILE FORMAT

The assembler list file is an additional output file of the assembler that contains information about the generated code.

The list file consists of a page header and a source listing.

Page header

The page header consists of four lines:

```
TASKING R8C Assembler vx.yrz Build nnn SN 00000000
This is the page header title
Page 1

ADDR CODE      CYCLES  LINE SOURCE LINE
```

The first line contains information about the assembler name, version number and serial number. The second line contains a title specified by the TITLE (first page) assembler directive and a page number. The third line is empty. The fourth line contains the heading of the source listing.

Source listing

The following is a sample part of a listing. An explanation of the different columns follows below.

```
ADDR CODE      CYCLES  LINE SOURCE LINE
.
.
0000 754Frrrr 4    4    14      push.w  _world
0004 A2rrrr 2    6    15      mov.w   #__2__ini, A0
0007 FDrrrr0r 9   15   16      jsr     _printf
000B 7DB2 1   16   17      add.b   #2, SP
000D F3 6   22   18      rts
.
.
0000          33 _world:
0000          34      ds   4
| RESERVED
0003
```

The meaning of the different columns is:

ADDR This column contains the memory address. The address is a hexadecimal number that represents the offset from the beginning of a relocatable section or the absolute address for an absolute section. The address only appears on lines that generate object code.

CODE	This is the object code generated by the assembler for this source line, displayed in hexadecimal format. The displayed code need not be the same as the generated code that is entered in the object module. The code can also be relocatable code. In this case the letter 'r' is printed for the relocatable code part in the listing. For lines that allocate space, the code field contains the text "RESERVED". For lines that initialize a buffer, the code field lists one value followed by the word "REPEATS".
CYCLES	The first number in this column is the number of instruction cycles needed to execute the instruction(s) as generated in the CODE field. The second number is the accumulated cycle count of this section.
LINE	This column contains the line number. This is a decimal number indicating each input line, starting from 1 and incrementing with each source line.
SOURCE LINE	This column contains the source text. This is a copy of the source line from the assembly source file.



For the SET and EQU directives the ADDR and CODE columns do not apply. The symbol value is listed instead.

### ***Related information***



See section 6.7, *Generating a List File*, in Chapter *Using the Assembler* of the *User's Guide* for more information on how to generate a list file and specify the amount of list file information.

## 5.2 LINKER MAP FILE FORMAT

The linker map file is an additional output file of the linker that shows how the link phase has mapped the sections and symbols from the various object files (.obj) to output sections. The locate part shows the absolute position of each section. External symbols are listed per space with their absolute address, both sorted on symbol and sorted on address.

With the linker option **-m** (map file formatting) you can specify which parts of the map file you want to see.

### Example (part of) linker map file

```
R8C linker - mapfile (task1)
-----

***** File Part *****

* Processed files:
=====

File          | From archive | Symbol causing the extraction
-----
cstart.obj    | libc.a       | __START
hello.obj     |              |
printf.obj    | libc.a       | _printf

***** Link Part *****

* Section translation:
=====

[in] File      | [in] Section  | [in] Size  | [out] Offset | [out] Section
-----
cstart.obj    | .cstart       | 0x0000001f | 0x00000000   | .cstart
-----
hello.obj     | hello_CO      | 0x0000000e | 0x00000000   | hello_CO
-----
hello.obj     | hello_CO      | 0x00000014 | 0x00000000   | hello_CO
-----
printf.obj    | printf_CO     | 0x0000001e | 0x00000000   | printf_CO
```



\*\*\*\*\* Cross Reference Part \*\*\*\*\*

\* Defined symbols:

Definition file	Definition section	Symbol	Referenced in
cstart.obj	.cstart	__Exit	exit.obj
cstart.obj	.cstart	__START	hello.obj
hello.obj	hello_CO	_main	cstart.obj, exit.obj, ....

\* Undefined symbols:

Symbol	Referenced in
__init	cstart.obj
__lc_es	cstart.obj
__vecttab	cstart.obj

\*\*\*\*\* Locate Part \*\*\*\*\*

\* Task entry address:

\*\*\*\*\*

symbol : \_\_START

\* Section translation:

\*\*\*\*\*

+ Space R8C:R8C:near

Chip	Group	Section	Size (MAU)	Space addr	Chip addr
sfr	sfr	sfr	0x00000300	0x00000000	0x00000000
iram		_iob_INI_DA	0x0000006e	0x00000400	0x00000000
		fss_init_INI_DA	0x0000000c	0x0000046e	0x0000006e
		hello_INI_DA	0x00000014	0x0000047a	0x0000007a
irom		[_iob_INI_DA]	0x0000006e	0x0000c000	0x00000000
		[fss_init_INI_DA]	0x0000000c	0x0000c06e	0x0000006e
		[hello_INI_DA]	0x00000014	0x0000c07a	0x0000007a
		hello_CO	0x0000000e	0x0000c08e	0x0000008e
		table	0x00000011	0x0000c09c	0x0000009c

\* Symbol translation (sorted on symbol):

=====

Symbol	Address	Space
-----		
__dcti	0x00000000	
__vecttab	0x00000000	
-----		
__Exit	0x0000cddf	R8C:R8C:near
__START	0x0000cdc2	

\* Symbol translation (sorted on address):

=====

Address	Symbol	Space
-----		
0x00000000	__vecttab	
0x00000000	__dcti	
-----		
0x00000000	__lc_gb_sfr	R8C:R8C:near
0x00000300	__lc_ge_sfr	

\*\*\*\*\* Memory Part \*\*\*\*\*

\* Address range usage at space level:

=====

Name	Total	Used	%	Free	%	> free gap	%
-----							
R8C:R8C:bit	0x00004000	0x000019d8	41	0x00002628	59	0x00002000	50
R8C:R8C:bita	0x00000800	0x0000033b	41	0x000004c5	59	0x00000400	50
R8C:R8C:near	0x00010000	0x00001120	7	0x0000eeee	93	0x0000b8c5	72

\* Address range usage at memory level:

=====

Name	Total	Used	%	Free	%	> free gap	%
-----							
iram	0x00000400	0x0000033b	81	0x000000c5	19	0x000000c5	19
irom	0x00004000	0x00000de5	22	0x0000321b	78	0x0000321b	78
sfr	0x00000300	0x00000000	0	0x00000300	100	0x00000300	100

\*\*\*\*\* Linker Script File Part \*\*\*\*\*

\*\*\*\*\* Locate Rule Part \*\*\*\*\*

Address space	Type	Properties	Sections
-----			
R8C:R8C:near	clustered		[_iob_INI_DA] + ...
R8C:R8C:near	clustered	gaps(protected, not filled)	_iob_CLR_DA + ...
R8C:R8C:near	absolute address	0x0000fffc	.reset
R8C:R8C:near	absolute address	0x00000000	sfr

The meaning of the different parts is:

### ***File Part***

This part of the map file shows all processed files. This also includes object files that are extracted from a library, with the symbol that led to the extraction

### ***Link Part: Section translation***

This part of the map file shows per object file how the link phase has mapped the sections from the various object files (.obj) to output sections.

[in] File	The name of an input object file.
[in] Section	A section name from the input object file.
[in] Size	The size of the input section.
[out] Offset	The offset relative to the start of the output section.
[out] Section	The resulting output section name.

### ***Cross Reference Part***

This part of the map file lists all symbols defined in the object modules and for each symbol the object modules that contain a reference to the symbol are shown. Also, symbols that remain undefined are shown.

By default this part is not shown in the map file. You have to turn this part on manually with linker option **-mr** (cross references info).

### ***Locate Part: Section translation***

This part of the map file shows the absolute position of each section in the absolute object file. It is organized per address space, memory chip and group and sorted on space address.

+ Space	The names of the address spaces as defined in the linker script file (*.lsl). The names are constructed of the derivative name followed by a colon ':', the core name, another colon ':' and the space name. For example: R8C:R8C:near
Chip	The names of the memory chips as defined in the linker script file (*.lsl) in the memory definitions.

Group	Sections can be ordered in groups. These are the names of the groups as defined in the linker script file (*.ls1) with the keyword <code>group</code> in the <code>section_layout</code> definition. The name that is displayed is the name of the deepest nested group.
Section	The name of the section. Names within square brackets [ ] will be copied during initialization from ROM to the corresponding section name in RAM.
Size (MAU)	The size of the section in minimum addressable units.
Space addr	The absolute address of the section in the address space.
Chip addr	The absolute offset of the section from the start of a memory chip.

### ***Locate Part: Symbol translation***

This part of the map file lists all external symbols per address space name, both sorted on address and sorted on symbol name.

Symbol	The name of the symbol.
Address	The absolute address of the symbol in the address space.
Space	The names of the address spaces as defined in the linker script file (*.ls1). The names are constructed of the <code>derivative</code> name followed by a colon ':', the <code>core</code> name, another colon ':' and the <code>space</code> name. For example: <code>R8C:R8C:near</code>

### ***Memory Part***

This part of the map file shows the memory usage in totals and percentages for spaces and chips. The largest free block of memory per space and per chip is also shown.

By default this part is not shown in the map file. You have to turn this part on manually with linker option **-mm** (memory usage info).

### ***Linker Script File Part***

This part of the map file shows the processor and memory information of the linker script file.

By default this part is not shown in the map file. You have to turn this part on manually with linker option **-ms** (processor and memory info). You can print this information to a separate file with linker option **--lsl-dump**.

**Locate Rule Part**

This part of the map file shows the rules the linker uses to locate sections.

**Address space**    The names of the address spaces as defined in the linker script file (\*.lsl). The names are constructed of the derivative name followed by a colon ':', the core name, another colon ':' and the space name. For example: R8C:R8C:near

**Type**                The rule type:

- ordered/contiguous/clustered**    Specifies how sections are grouped.
- absolute address**                The section must be located at the address shown in the Properties column
- address range**                    The section must be located in the union of the address ranges shown in the Properties column; end addresses are not included in the range.
- address range size**                The sections must be located in some address range with size not larger than shown in the Properties column; the second number in that field is the alignment requirement for the address range.

**Properties**                The contents depends on the Type column.

**Sections**                The sections to which the rule applies; restrictions between sections are shown in this column:

<	ordered
	contiguous
+	clustered

For contiguous sections, the linker uses the section order as shown here. Clustered sections can be located in any relative order.

By default this part is not shown in the map file. You have to turn this part on manually with linker option **-mu** (locate rules).

### ***Related information***



Section 7.8, *Generating a Map File*, in Chapter *Using the Linker* of the *User's Guide*.

Linker option **-M** (Generate map file)

LIST FILE FORMATS

# CHAPTER

# 6

## OBJECT FILE FORMATS

---





---

# 6

# CHAPTER

---

## **6.1 ELF/DWARF OBJECT FORMAT**

The R8C toolchain by default produces objects in the ELF/DWARF 2 (`.elf`) format.

For a complete description of the ELF and DWARF formats, please refer to the *Tools Interface Standards* on Intel's website for developers:  
<http://developer.intel.com/vtune/tis.htm>

## 6.2 MOTOROLA S-RECORD FORMAT

With the linker option **-ofilename:SREC** option the linker produces output in Motorola S-record format with three types of S-records: S0, S2 and S8. With the options **-ofilename:SREC:2** or **-ofilename:SREC:4** option you can force other types of S-records. They have the following layout:

### ***S0 - record***

'S' '0' <length\_byte> <2 bytes 0> <comment> <checksum\_byte>

A linker generated S-record file starts with a S0 record with the following contents:

```
length_byte : 0x8
comment     : lkr8c
checksum    : 0x13
```

```
      l k r 8 c
S008000006C6B72386313
```

The S0 record is a comment record and does not contain relevant information for program execution.

The length\_byte represents the number of bytes in the record, not including the record type and length byte.

The checksum is calculated by first adding the binary representation of the bytes following the record type (starting with the length\_byte) to just before the checksum. Then the one's complement is calculated of this sum. The least significant byte of the result is the checksum. The sum of all bytes following the record type is 0xFF.

### ***S1 - record***

With the linker option **-ofilename:SREC:2**, the actual program code and data is supplied with S1 records, with the following layout:

'S' '1' <length\_byte> <address> <code bytes> <checksum\_byte>

This record is used for 2-byte addresses.



Example:

```

S3070000FFFE6E6825
| |         | | checksum
| |         | | code
| |         | |
| |_ address
|_ length

```

The length of the output buffer for generating S3 records is 32 code bytes.

The checksum calculation of S3 records is identical to S0.

### **S7 - record**

With the linker option **-ofilename:SREC:4**, at the end of an S-record file, the linker generates an S7 record, which contains the program start address. S7 is the corresponding termination record for S3 records.

Layout:

```
'S' '7' <length_byte> <address> <checksum_byte>
```

Example:

```

S70500006E6824
| |         |_checksum
| |_ address
|_ length

```

The checksum calculation of S7 records is identical to S0.

### **S8 - record**

With the linker option **-ofilename:SREC:3**, which is the default, at the end of an S-record file, the linker generates an S8 record, which contains the program start address.

Layout:

```
'S' '8' <length_byte> <address> <checksum_byte>
```

Example:

```

S804FF0003F9
| |         |_checksum
| |_ address
|_ length

```

The checksum calculation of S8 records is identical to S0.

### ***S9 - record***

With the linker option **-ofilename:SREC:4**, at the end of an S-record file, the linker generates an S9 record, which contains the program start address. S9 is the corresponding termination record for S1 records.

Layout:

'S' '9' <length\_byte> <address> <checksum\_byte>

Example:

```
S9030210EA
| | | _checksum
| | | _address
| | | _length
```

The checksum calculation of S9 records is identical to S0.

6.3 INTEL HEX RECORD FORMAT

Intel Hex records describe the hexadecimal object file format for 8-bit, 16-bit and 32-bit microprocessors. The hexadecimal object file is an ASCII representation of an absolute binary object file. There are six different types of records:

- Data Record (8-, 16, or 32-bit formats)
- End of File Record (8-, 16, or 32-bit formats)
- Extended Segment Address Record (16, or 32-bit formats)
- Start Segment Address Record (16, or 32-bit formats)
- Extended Linear Address Record (32-bit format only)
- Start Linear Address Record (32-bit format only)

For the R8C the linker generates records in the 32-bit format (4-byte addresses with linker option `-ofilename:IHEx`).

General Record Format

In the output file, the record format is:

:	<i>length</i>	<i>offset</i>	<i>type</i>	<i>content</i>	<i>checksum</i>
---	---------------	---------------	-------------	----------------	-----------------

Where:

- :

is the record header.
- length*

is the record length which specifies the number of bytes of the *content* field. This value occupies one byte (two hexadecimal digits). The linker outputs records of 255 bytes (32 hexadecimal digits) or less; that is, *length* is never greater than 0xFF.
- offset*

is the starting load offset specifying an absolute address in memory where the data is to be located when loaded by a tool. This field is two bytes long. This field is only used for Data Records. In other records this field is coded as four ASCII zero characters ('0000').
- type*

is the record type. This value occupies one byte (two hexadecimal digits). The record types are:

Byte Type	Record type
00	Data
01	End of File
02	Extended segment address (not used)
03	Start segment address (not used)
04	Extended linear address (32-bit)
05	Start linear address (32-bit)

*content* is the information contained in the record. This depends on the record type.

*checksum* is the record checksum. The linker computes the checksum by first adding the binary representation of the previous bytes (from *length* to *content*). The linker then computes the result of sum modulo 256 and subtracts the remainder from 256 (two's complement). Therefore, the sum of all bytes following the header is zero.

**Extended Linear Address Record**

The Extended Linear Address Record specifies the two most significant bytes (bits 16-31) of the absolute address of the first data byte in a subsequent Data Record:

:	02	0000	04	<i>upper_address</i>	<i>checksum</i>
---	----	------	----	----------------------	-----------------

The 32-bit absolute address of a byte in a Data Record is calculated as:

$( address + offset + index ) \text{ modulo } 4G$

where:

*address* is the base address, where the two most significant bytes are the *upper\_address* and the two least significant bytes are zero.

*offset* is the 16-bit offset from the Data Record.

*index* is the index of the data byte within the Data Record (0 for the first byte).



Example:

```
:0200000400FFFB
| | | | | _ checksum
| | | | | _ upper_address
| | | | | _ type
| | | | | _ offset
| | | | | _ length
```

**Data Record**

The Data Record specifies the actual program code and data.

:	<i>length</i>	<i>offset</i>	00	<i>data</i>	<i>checksum</i>
---	---------------	---------------	----	-------------	-----------------

The *length* byte specifies the number of *data* bytes. The linker has an option that controls the length of the output buffer for generating Data records. The default buffer length is 32 bytes.

The *offset* is the 16-bit starting load offset. Together with the address specified in the Extended Address Record it specifies an absolute address in memory where the data is to be located when loaded by a tool.

Example:

```
:0F00200000232222754E00754F04AF4FAE4E22C3
| | | | | _ data
| | | | | _ type
| | | | | _ offset
| | | | | _ length
```

**Start Linear Address Record**

The Start Linear Address Record contains the 32-bit program execution start address.

Layout:

:	04	0000	05	<i>address</i>	<i>checksum</i>
---	----	------	----	----------------	-----------------

Example:

```
:040000050000CE2405
| | | | | checksum
| | | | | address
| | | | | type
| | | | | offset
| | | | | length
```

**End of File Record**

The hexadecimal file always ends with the following end-of-file record:

```
:00000001FF
| | | | | checksum
| | | | | type
| | | | | offset
| | | | | length
```

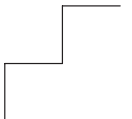


# OBJECT FORMATS

# CHAPTER 7

## LINKER SCRIPT LANGUAGE

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# 7 | CHAPTER

---

## 7.1 INTRODUCTION

To make full use of the linker, you can write a script with information about the architecture of the target processor and locating information. The language for the script is called the *Linker Script Language* (LSL). This chapter first describes the structure of an LSL file. The next section contains a summary of the LSL syntax. Finally, in the remaining sections, the semantics of the Linker Script Language is explained.

The TASKING linker is a target independent linker/locator that can simultaneously link and locate all programs for all cores available on a target board. The target board may be of arbitrary complexity. A simple target board may contain one standard processor with some external memory that executes one task. A complex target board may contain multiple standard processors and DSPs combined with configurable IP-cores loaded in an FPGA. Each core may execute a different program, and external memory may be shared by multiple cores.

LSL serves two purposes. First it enables you to specify the characteristics (that are of interest to the linker) of your specific target board and of the cores installed on the board. Second it enables you to specify how sections should be located in memory.

## 7.2 STRUCTURE OF A LINKER SCRIPT FILE

A script file generally consists of the following parts:

### ***The architecture definition (required)***

In essence an *architecture definition* describes how the linker should convert logical addresses into physical addresses for a given type of core. If the core supports multiple address spaces, then for each space the linker must know how to perform this conversion. In this context a physical address is an offset on a given internal or external bus. Additionally the architecture definition contains information about items such as the (hardware) stack and the interrupt vector table.

Typically an architecture definition is written by Altium and should not be changed by you unless you also modify a core's hardware architecture. If the LSL file describes a multi-core system an architecture definition must be available for each different type of core.



See section 7.5, *Semantics of the Architecture Definition* for detailed descriptions of LSL in the architecture definition.

### ***The derivative definition (required)***

The *derivative definition* describes the configuration of the internal (on-chip) bus and memory system. Basically it tells the linker how to convert offsets on the buses specified in the architecture definition into offsets in internal memory. A derivative definition must be present in an LSL file. Microcontrollers and DSPs often have internal memory and I/O sub-systems apart from one or more cores. The design of such a chip is called a *derivative*. Altium provides LSL descriptions of supported derivatives, along with "SFR files", which provide easy access to registers in I/O sub-systems from C and assembly programs. When you build an ASIC or use a derivative that is not (yet) supported by the TASKING tools, you may have to write a derivative definition.



See section 7.6, *Semantics of the Derivative Definition* for a detailed description of LSL in the derivative definition.

### ***The processor definition***

The *processor definition* describes an instance of a derivative. Typically the processor definition instantiates one derivative only (single-core processor). A processor that contains multiple cores having the same (homogeneous) or different (heterogeneous) architecture can also be described by instantiating multiple derivatives of the same or different types in separate processor definitions.



See section 7.7, *Semantics of the Board Specification* for a detailed description of LSL in the processor definition.

### ***The memory and bus definitions (optional)***

Memory and bus definition are used within the context of a derivative definition to specify internal memory and on-chip buses. In the context of a board specification the memory and bus definitions are used to define external (off-chip) memory and buses. Given the above definitions the linker can convert a logical address into an offset into an on-chip or off-chip memory device.



See section 7.7.3, *Defining External Memory and Buses*, for more information on how to specify the external physical memory layout. *Internal* memory for a processor should be defined in the derivative definition for that processor.

### ***The board specification***

The processor definition and memory and bus definitions together form a *board specification*. LSL provides language constructs to easily describe single-core and heterogeneous or homogeneous multi-core systems. The board specification describes all characteristics of your target board's system buses, memory devices, I/O sub-systems, and cores that are of interest to the linker. Based on the information provided in the board specification the linker can for each core:

- convert a logical address to a physical addresses (offsets within a memory device)
- locate sections in physical memory
- maintain an overall view of the used and free physical memory within the whole system while locating

### ***The section layout definition (optional)***

The optional *section layout definition* enables you to exactly control where input sections are located. Features are provided such as: the ability to place sections at a given load-address or run-time address, to place sections in a given order, and to overlay code and/or data sections.

Which object files (sections) constitute the task that will run on a given core is specified on the command line when you invoke the linker. The linker will link and locate all sections of all tasks simultaneously. From the section layout definition the linker can deduce where a given section may be located in memory, from the board specification the linker can deduce which physical memory is (still) available while locating the section.



See section 7.8, *Semantics of the Section Layout Definition*., for more information on how to locate a section at a specific place in memory.

### ***Skeleton of a Linker Script File***

The skeleton of a linker script file now looks as follows:

```
architecture architecture_name
{
    architecture definition
}

derivative derivative_name
{
    derivative definition
}
```



```

processor processor_name
{
    processor definition
}

memory definitions and/or bus definitions

section_layout space_name
{
    section placement statements
}

```

### 7.3 SYNTAX OF THE LINKER SCRIPT LANGUAGE

The following lexicon is used to describe the syntax of the Linker Script Language:

$A ::= B$	= $A$ is defined as $B$
$A ::= B\ C$	= $A$ is defined as $B$ and $C$ ; $B$ is followed by $C$
$A ::= B\  \ C$	= $A$ is defined as $B$ or $C$
$\langle B \rangle^0 1$	= zero or one occurrence of $B$
$\langle B \rangle^{>=0}$	= zero or more occurrences of $B$
$\langle B \rangle^{>=1}$	= one or more occurrences of $B$
<i>IDENTIFIER</i>	= a character sequence starting with 'a'-'z', 'A'-'Z', '_', '.', or '@'
<i>STRING</i>	= sequence of characters not starting with '\n', '\r' or '\t'
<i>DQSTRING</i>	= " <i>STRING</i> " (double quoted string)
<i>OCT_NUM</i>	= octal number, starting with a zero (06, 045)
<i>DEC_NUM</i>	= decimal number, not starting with a zero (14, 1024)
<i>HEX_NUM</i>	= hexadecimal number, starting with '0x' (0x0023, 0xFF00)

*OCT\_NUM*, *DEC\_NUM* and *HEX\_NUM* can be followed by a **k** (kilo), **M** (mega), or **G** (giga).

Characters in **bold** are characters that occur literally. Words in *italics* are higher order terms that are defined in the same or in one of the other sections.

### **7.3.1 IDENTIFIERS**

```
arch_name      ::= IDENTIFIER
bus_name       ::= IDENTIFIER
core_name      ::= IDENTIFIER
derivative_name ::= IDENTIFIER
file_name      ::= DQSTRING
group_name     ::= IDENTIFIER
mem_name       ::= IDENTIFIER
proc_name      ::= IDENTIFIER
section_name   ::= DQSTRING
space_name     ::= IDENTIFIER
stack_name     ::= section_name
symbol_name    ::= DQSTRING
```

### **7.3.2 EXPRESSIONS**

The expressions and operators in this section work the same as in ANSI C.

```
number          ::= OCT_NUM
                  | DEC_NUM
                  | HEX_NUM

expr            ::= number
                  | symbol_name
                  | unary_op expr
                  | expr binary_op expr
                  | expr ? expr : expr
                  | ( expr )
                  | function_call

unary_op        ::= !      // logical NOT
                  | ~      // bitwise complement
                  | -      // negative value
```

```

binary_op ::= ^      // exclusive OR
            | *      // multiplication
            | /      // division
            | %      // modulus
            | +      // addition
            | -      // subtraction
            | >>     // right shift
            | <<     // left shift
            | ==     // equal to
            | !=     // not equal to
            | >      // greater than
            | <      // less than
            | >=     // greater than or equal to
            | <=     // less than or equal to
            | &      // bitwise AND
            | |      // bitwise OR
            | &&     // logical AND
            | ||     // logical OR

```

### 7.3.3 BUILT-IN FUNCTIONS

```

function_call ::= absolute ( expr )
                  | addressof ( addr_id )
                  | exists ( section_name )
                  | max ( expr , expr )
                  | min ( expr , expr )
                  | sizeof ( size_id )

```

```

addr_id ::= sect : section_name
            | group : group_name

```

```

size_id ::= sect : section_name
            | group : group_name

```

- Every space, bus, memory, section or group you refer to, must be defined in the LSL file.
- The `addressof()` and `sizeof()` functions can only be used in the right hand side of an assignment.

You can use the following built-in functions in expressions. All functions return a numerical value. This value is a 64-bit signed integer.

***absolute()***

```
int absolute( expr )
```

Converts the value of *expr* to a positive integer.

```
absolute( "labelA"-"labelB" )
```

***addressof()***

```
int addressof( addr_id )
```

Returns the address of *addr\_id*, which is a named section or group. To get the offset of the section with the name *asect*:

```
addressof( sect: "asect" )
```



This function only works in assignments.

***exists()***

```
int exists( section_name )
```

The function returns 1 if the section *section\_name* exists in one or more object file, 0 otherwise. If the section is not present in input object files, but generated from LSL, the result of this function is undefined.

To check whether the section *mysection* exists in one of the object files that is specified to the linker:

```
exists( "mysection" )
```

***max()***

```
int max( expr, expr )
```

Returns the value of the expression that has the largest value. To get the highest value of two symbols:

```
max( "sym1" , "sym2" )
```

***min()***

```
int min( expr, expr )
```

Returns the value of the expression that has the smallest value. To get the lowest value of two symbols:

```
min( "sym1" , "sym2" )
```

***sizeof()***

```
int sizeof( size_id )
```

Returns the size of a section or group in an object file. To get the size of the section "asection":

```
sizeof( sect: "asection" )
```



This function only works in assignments.

### **7.3.4 LSL DEFINITIONS IN THE LINKER SCRIPT FILE**

*description* ::= <definition>>=1

*definition* ::= *architecture\_definition*  
                   | *derivative\_definition*  
                   | *board\_spec*  
                   | *section\_definition*

- At least one *architecture\_definition* must be present in the LSL file.

### **7.3.5 MEMORY AND BUS DEFINITIONS**

*mem\_def* ::= **memory** *mem\_name* { <*mem\_descr* ;>=0 }

- A *mem\_def* defines a *memory* with the *mem\_name* as a unique name.

```

mem_descr ::= type = mem_type
              | mau = expr
              | size = expr
              | speed = number
              | mapping

```

- A *mem\_def* contains exactly one **type** statement.
- A *mem\_def* contains exactly one **mau** statement (non-zero size).
- A *mem\_def* contains exactly one **size** statement.
- A *mem\_def* contains zero or one **speed** statement (default value is 1).
- A *mem\_def* contains at least one *mapping*.

```

mem_type ::= rom           // attrs = rx
              | ram         // attrs = rw
              | nvram      // attrs = rwx

```

```

bus_def ::= bus bus_name { <bus_descr ;>*=0 }

```

- A *bus\_def* statement defines a *bus* with the given *bus\_name* as a unique name within a core architecture.

```

bus_descr ::= mau = expr
              | width = expr // bus width, nr
              |           // of data bits
              | mapping      // legal destination
              |           // 'bus' only

```

- The **mau** and **width** statements appear exactly once in a *bus\_descr*. The default value for **width** is the **mau** size.
- The bus width must be an integer times the bus MAU size.
- The MAU size must be non-zero.
- A bus can only have a *mapping* on a destination *bus* (through **dest = bus:** ).

```

mapping ::= map ( map_descr <, map_descr>*=0 )

```

```

map_descr ::= dest = destination
              | dest_dbits = range
              | dest_offset = expr
              | size = expr
              | src_dbits = range
              | src_offset = expr

```

- A *mapping* requires at least the **size** and **dest** statements.
- Each *map\_descr* can occur only once.

- You can define multiple mappings from a single source.
- Overlap between source ranges or destination ranges is not allowed.
- If the **src\_dbits** or **dest\_dbits** statement is not present, its value defaults to the **width** value if the source/destination is a bus, and to the **mau** size otherwise.

```

destination      ::= space : space_name
                    | bus : <proc_name |
                        core_name :>0|1 bus_name

```

- A *space\_name* refers to a defined address space.
- A *proc\_name* refers to a defined processor.
- A *core\_name* refers to a defined core.
- A *bus\_name* refers to a defined bus.
- The following mappings are allowed (source to destination)
  - space => space
  - space => bus
  - bus => bus
  - memory => bus

```

range            ::= number .. number

```

### 7.3.6 ARCHITECTURE DEFINITION

```

architecture_definition
    ::= architecture arch_name
       <( parameter_list )>0|1
       <extends arch_name
         <( argument_list )>0|1 >0|1
       { arch_spec>=0 }

```

- An *architecture\_definition* defines a core *architecture* with the given *arch\_name* as a unique name.
- At least one *space\_def* and at least one *bus\_def* have to be present in an *architecture\_definition*.
- An *architecture\_definition* that uses the **extends** construct defines an architecture that *inherits* all elements of the architecture defined by the second *arch\_name*. The *parent architecture* must be defined in the LSL file as well.

```

parameter_list   ::= parameter < , parameter >=0

```

```

parameter          ::= IDENTIFIER <= expr>0|1

argument_list       ::= expr <, expr>>=0

arch_spec           ::= bus_def
                       | space_def
                       | endianness_def

space_def            ::= space space_name { <space_descr;>>=0 }
    • A space_def defines an address space with the given
      space_name as a unique name within an architecture.

space_descr          ::= space_property ;
                       | section_definition //no space ref

space_property       ::= id = number // as used in object
                       | mau = expr
                       | align = expr
                       | page_size = expr
                       | stack_def
                       | heap_def
                       | copy_table_def
                       | start_address
                       | mapping
    • A space_def contains exactly one id and one mau statement.
    • A space_def contains at most one align statement.
    • A space_def contains at most one page_size statement.
    • A space_def contains at least one mapping.

stack_def            ::= stack stack_name ( stack_heap_descr
                                           <, stack_heap_descr >>=0 )
    • A stack_def defines a stack with the stack_name as a unique
      name.

heap_def             ::= heap heap_name ( stack_heap_descr
                                           <, stack_heap_descr >>=0 )
    • A heap_def defines a heap with the heap_name as a unique
      name.

copy_table_def       ::= copytable ( copy_table_descr
                                           <, copy_table_descr>>=0 )
    • A space_def contains at most one copytable statement.

```



- If the architecture definition contains more than one address space, exactly one copy table must be defined in one of the spaces. If the the architecture definition contains only one address space, a copy table definition is optional (it will be generated in the space).

```
stack_heap_descr ::= min_size = expr
                  | grows = direction
                  | align = expr
                  | fixed
```

- The **min\_size** statement must be present.
- You can specify at most one **align** statement and one **grows** statement.

```
direction ::= low_to_high
           | high_to_low
```

- If you do not specify the **grows** statement, the stack and grow **low-to-high**.

```
copy_table_descr ::= align = expr
                  | copy_unit = expr
                  | dest = space_name
```

- The **copy\_unit** is defined by the size in MAUs in which the startup code moves data.
- The **dest** statement is only required when the startup code initializes memory used by another processor that has no access to ROM.
- A *space\_name* refers to a defined address space.

```
start_addr ::= start_address ( start_addr_descr
                               <, start_addr_descr>=>0 )
```

```
start_addr_descr ::= run_addr = expr
                  | symbol = symbol_name
```

- A *symbol\_name* refers to the section that contains the startup code.

```
endianness_def ::= endianness { <endianness_type;>=1 }
```

```
endianness_type ::= big
                  | little
```

### 7.3.7 DERIVATIVE DEFINITION

```

derivative_definition
    ::= derivative derivative_name
       <( parameter_list )>0|1
       <extends derivative_name
         <( argument_list )>0|1 >0|1
       { <derivative_spec>=0 }

```

- A *derivative\_definition* defines a derivative with the given *derivative\_name* as a unique name.
- At least one *core\_def* must be present in a *derivative\_definition*.

```

derivative_spec    ::= core_def
                       | bus_def
                       | mem_def
                       | section_definition // no processor
                                                // name

```

```

core_def           ::= core core_name { <core_descr ;>=0 }

```

- A *core\_def* defines a *core* with the given *core\_name* as a unique name.

```

core_descr         ::= architecture = arch_name
                       <( argument_list )>0|1
                       | endianness = ( endianness_type
                                           <, endianness_type>=0 )

```

- An *arch\_name* refers to a defined core architecture.
- Exactly one **architecture** statement must be present in a *core\_def*.

### 7.3.8 PROCESSOR DEFINITION AND BOARD SPECIFICATION

```

board_spec         ::= proc_def
                       | bus_def
                       | mem_def

```

```

proc_def           ::= processor proc_name
                       { proc_descr ; }

```

```

proc_descr         ::= derivative = derivative_name
                       <( argument_list )>0|1

```

- A *proc\_def* defines a *processor* with the *proc\_name* as a unique name.
- If you do not explicitly define a processor for a derivative in an LSL file, the linker defines a processor with the same name as that derivative.
- A *derivative\_name* refers to a defined derivative.
- A *proc\_def* contains exactly one **derivative** statement.

### 7.3.9 SECTION PLACEMENT DEFINITION

```
section_definition ::= section_layout <space_ref>0|1
                    <( locate_direction )>0|1
                    { <section_statement>>=0 }
```

- A section definition inside a space definition does not have a *space\_ref*.
- All global section definitions have a *space\_ref*.

```
space_ref          ::= <proc_name>0|1 : <core_name>0|1
                    : space_name
```

- If more than one processor is present, the *proc\_name* must be given for a global section layout.
- If the section layout refers to a processor that has more than one core, the *core\_name* must be given in the *space\_ref*.
- A *proc\_name* refers to a defined processor.
- A *core\_name* refers to a defined core.
- A *space\_name* refers to a defined address space.

```
locate_direction   ::= direction = direction
```

```
direction          ::= low_to_high
                    | high_to_low
```

- A section layout contains at most one **direction** statement.
- If you do not specify the **direction** statement, the locate direction of the section layout is **low-to-high**.

```
section_statement ::= simple_section_statement ;
                    | aggregate_section_statement
```

```

simple_section_statement
    ::= assignment
       | select_section_statement
       | special_section_statement

assignment      ::= symbol_name assign_op expr

assign_op       ::= =
                 | :=

select_section_statement
    ::= select <section_name>0|1
       <section_selections>0|1

    • Either a section_name or at least one section_selection must
      be defined.

section_selections
    ::= ( section_selection
         <, section_selection>>=0 )

section_selection
    ::= attributes = < <+|-> attribute>>0

    • +attribute means: select all sections that have this attribute.
    • -attribute means: select all sections that do not have this
      attribute.

special_section_statement
    ::= heap stack_name <size_spec>0|1
       | stack stack_name <size_spec>0|1
       | copytable
       | reserved <section_name>0|1
                 <reserved_specs>0|1

    • Special sections cannot be selected in load-time groups.

size_spec       ::= ( size = expr )

reserved_specs  ::= ( reserved_spec
                     <, reserved_spec>>=0 )

reserved_spec   ::= attributes
                 | fill = fill_values
                 | ( size = expr )

fill_values     ::= expr
                 | [ expr <, expr>>=0 ]

```

- If a **reserved** section has attributes **r**, **rw**, **x**, **rx** or **rwxx**, and no fill pattern is defined, the section is filled with zeros. If no attributes are set, the section is created as a scratch section (attributes **ws**, no image).

```

aggregate_section_statement
    ::= { <section_statement>*>=0 }
        | group_descr
        | if_statement

group_descr      ::= group <group_name>*>0|1
                    <( group_specs )>*>0|1
                    section_statement

group_specs      ::= group_spec < , group_spec >*>=0

group_spec       ::= group_alignment
                    | attributes
                    | group_load_address
                    | group_page
                    | group_run_address
                    | group_type
                    | allow_cross_references

```

- The **allow-cross-references** property is only allowed for *overlay* groups.
- Sub groups inherit all properties from a parent group.

```

group_alignment  ::= align = expr

attributes       ::= attributes = <attribute>*>=1

group_load_address
    ::= load_addr <= load_or_run_addr>*>0|1

group_page       ::= page <= expr>*>0|1

group_run_address ::= run_addr <= load_or_run_addr>*>0|1

group_type       ::= clustered
                    | contiguous
                    | ordered
                    | overlay

```

- For *non-contiguous* groups, you can only specify *group\_alignment* and *attributes*.
- The **overlay** keyword also sets the **contiguous** property.

- The **clustered** property cannot be set together with **contiguous** or **ordered** on a single group.

```
attribute          ::= r      // read-only sections
                   | w      // read/write sections
                   | x      // executable code sections
                   | i      // initialized sections
                   | s      // scratch sections
                   | b      // blanked (cleared) sections
```

```
load_or_run_addr  ::= expr
                   | memory_reference
                   | load_or_run_addr_mem_postfix
```

```
load_or_run_addr_mem_postfix
                   ::= < | memory_reference >>=0
                   | [ expr ]
```

```
memory_reference  ::= mem : <proc_name :>0|1
                   <core_name :>0|1 mem_name
```

- A *proc\_name* refers to a defined processor.
- A *core\_name* refers to a defined core.
- A *mem\_name* refers to a defined memory.

```
if_statement      ::= if ( expr ) section_statement
                   <else section_statement>0|1
```

## 7.4 EXPRESSION EVALUATION

Only *constant* expressions are allowed, including sizes, but not addresses, of sections in object files.

All expressions are evaluated with 64-bit precision integer arithmetic. The result of an expression can be absolute or relocatable. A symbol you assign is created as an absolute symbol.

## 7.5 SEMANTICS OF THE ARCHITECTURE DEFINITION

### *Keywords in the architecture definition*

```

architecture
    extends
bus
    mau
    width
    map
space
    id
    mau
    align
    page_size
    stack
        min_size
        grows          low_to_high  high_to_low
        align
        fixed
    heap
        min_size
        grows          low_to_high  high_to_low
        align
        fixed
    copytable
        align
        copy_unit
        dest
    start_address
        run_addr
        symbol
    map

    map
        dest          bus  space
        dest_dbits
        dest_offset
        size
        src_dbits
        src_offset

```

### 7.5.1 DEFINING AN ARCHITECTURE

With the keyword **architecture** you define an architecture and assign a unique name to it. The name is used to refer to it at other places in the LSL file:

```
architecture name
{
    definitions
}
```

If you are defining multiple core architectures that show great resemblance, you can define the common features in a parent core architecture and extend this with a child core architecture that contains specific features. The child inherits all features of the parent. With the keyword **extends** you create a child core architecture:

```
architecture name_child_arch extends name_parent_arch
{
    definitions
}
```

A core architecture can have any number of parameters. These are identifiers which get values assigned on instantiation or extension of the architecture. You can use them in any expression within the core architecture. Parameters can have default values, which are used when the core architecture is instantiated with less arguments than there are parameters defined for it. When you extend a core architecture you can pass arguments to the parent architecture. Arguments are expressions that set the value of the parameters of the sub-architecture.

```
architecture name_child_arch (parm1,parm2=1)
    extends name_parent_arch (arguments)
{
    definitions
}
```



## 7.5.2 DEFINING INTERNAL BUSES

With the **bus** keyword you define a bus (the combination of data and corresponding address bus). The bus name is used to identify a bus and does not conflict with other identifiers. Bus descriptions in an architecture definition or derivative definition define *internal* buses. Some internal buses are used to communicate with the components outside the core or processor. Such buses on a processor have physical pins reserved for the number of bits specified with the **width** statements.

- The **mau** field specifies the MAU size (Minimum Addressable Unit) of the data bus. This field is required.
- The **width** field specifies the width (number of address lines) of the data bus. The default value is the MAU size.
- The **map** keyword specifies how this bus maps onto another bus (if so). Mappings are described in section 7.5.4, *Mappings*.

```
bus bus_name
{
    mau = 8;
    width = 8;
    map ( map_description );
}
```

## 7.5.3 DEFINING ADDRESS SPACES

With the **space** keyword you define a logical address space. The space name is used to identify the address space and does not conflict with other identifiers.

- The **id** field defines how the addressing space is identified in object files. In general, each address space has a unique ID. The linker locates sections with a certain ID in the address space with the same ID. This field is required. In IEEE this ID is specified explicitly for sections and symbols, ELF sections map by default to the address space with ID 1. Sections with one of the special names defined in the ABI (Application Binary Interface) may map to different address spaces.
- The **mau** field specifies the MAU size (Minimum Addressable Unit) of the space. This field is required.
- The **align** value must be a power of two. The linker uses this value to compute the start addresses when sections are concatenated. An align value of *n* means that objects in the address space have to be aligned on *n* MAUs.

- The **page\_size** field sets the page size in MAUs for the address space. It must be a power of 2. The default page size is 1. See also the **page** keyword in subsection *Locating a group* in section 7.8.2, *Creating and Locating Groups of Sections*.
- The **stack** keyword defines a stack in the address space and assigns a name to it. The architecture definition must contain at least one stack definition. Each stack of a core architecture must have a unique name. See also the **stack** keyword in section 7.8.3, *Creating or Modifying Special Sections*.

The stack is described in terms of a minimum size (**min\_size**) and the direction in which the stack grows (**grows**). This can be either from **low\_to\_high** addresses (stack grows upwards, this is the default) or from **high\_to\_low** addresses (stack grows downwards). The **min\_size** is required.

By default, the linker tries to maximize the size of the stacks and heaps. After locating all sections, the largest remaining gap in the space is used completely for the stacks and heaps. If you specify the keyword **fixed**, you can disable this so-called 'balloon behavior'. The size is also fixed if you used a stack or heap in the software layout definition in a restricted way. For example when you override a stack with another size or select a stack in an ordered group with other sections.

Optionally you can specify an alignment for the stack with the argument **align**. This alignment must be equal or larger than the alignment that you specify for the address space itself.

- The **heap** keyword defines a heap in the address space and assigns a name to it. The definition of a heap is similar to the definition of a stack. See also the **heap** keyword in section 7.8.3, *Creating or Modifying Special Sections*.



See section 7.8, *Semantics of the Section Layout Definition* for information on creating and placing stack sections.

- The **copytable** keyword defines a copy table in the address space. The content of the copy table is created by the linker and contains the start address and size of all sections that should be initialized by the startup code. If the architecture definition contains more than one address space, you must define exactly one copy table in one of the address spaces. If the architecture definition contains only one address space, the copy table definition is optional.

Optionally you can specify an alignment for the copy table with the argument **align**. This alignment must be equal or larger than the alignment that you specify for the address space itself. If smaller, the alignment for the address space is used.

The **copy\_unit** argument specifies the size in MAUs of information chunks that are copied. If you do not specify the copy unit, the MAU size of the address space itself is used.

The **dest** argument specifies the destination address space that the code uses for the copy table. The linker uses this information to generate the correct addresses in the copy table. The memory into where the sections must be copied at run-time, must be accessible from this destination space.

- The **start\_address** keyword specifies the start address for the position where the C startup code is located. When a processor is reset, it initializes its program counter to a certain start address, sometimes called the *reset vector*. In the architecture definition, you must specify this start address in the correct address space in combination with the name of the label in the application code which must be located here.

The **run\_addr** argument specifies the start address (reset vector). If the core starts executing using an entry from a vector table, and directly jumps to the start label, you should omit this argument.

The **symbol** argument specifies the name of the label in the application code that should be located at the specified start address. The **symbol** argument is required. The linker will resolve the start symbol and use its value after locating for the start address field in IEEE-695 files and Intel Hex files. If you also specified the **run\_addr** argument, the start symbol (label) must point to a section. The linker locates this section such that the start symbol ends up on the start address.

- The **map** keyword specifies how this address space maps onto an internal bus or onto another address space. Mappings are described in section 7.5.4, *Mappings*.

```
space space_name
{
    id = 1;
    mau = 8;
    align = 8;
    page_size = 1;
    stack name (min_size = 1k, grows = low_to_high);
    start_address ( run_addr = 0x0000,
                   symbol = "start_label" )
    map ( map_description );
}
```

### 7.5.4 MAPPINGS

You can use a mapping when you define a space, bus or memory. With the **map** field you specify how addresses from the source (space, bus or memory) are translated to addresses of a destination (space, bus). The following mappings are possible:

- space => space
- space => bus
- bus => bus
- memory => bus

With a mapping you specify a range of source addresses you want to map (specified by a source offset and a size), the destination to which you want to map them (a bus or another address space), and the offset address in the destination.

- The **dest** argument specifies the destination. This can be a **bus** or another address **space** (only for a space to space mapping). This argument is required.
- The **src\_offset** argument specifies the offset of the source addresses. In combination with size, this specifies the range of address that are mapped. Default the source offset is 0x0000.
- The **size** argument specifies the number of addresses that are mapped. This argument is required.
- The **dest\_offset** argument specifies the position in the destination to which the specified range of addresses is mapped. Default the destination offset is 0x0000.

If you are mapping a bus to another bus, the number of data lines of each bus may differ. In this case you have to specify a range of source data lines you want to map (**src\_dbits** = *begin..end*) and the range of destination data lines you want to map them to (**dest\_dbits** = *first..last*).

- The **src\_dbits** argument specifies a range of data lines of the source bus. Default all data lines are mapped.
- The **dest\_dbits** argument specifies a range of data lines of the destination bus. Default, all data lines from the source bus are mapped on the data lines of the destination bus (starting with line 0).

### ***From space to bus***

All spaces that are not mapped to another space must map to a bus in the architecture:

```
space large
{
    id = 1;
    mau = 4;
    map (src_offset = 0, dest_offset = 0,
        dest = bus:bus_name, size = 16M );
}
```

### ***From space to space***

If you map an address space to another address space (nesting), you can do this by mapping the subspace to the containing larger space. In this example a small space of 64k is mapped on a large space of 16M.

```
space small
{
    id = 2;
    mau = 4;
    map (src_offset = 0, dest_offset = 0,
        dest = space : large, size = 64k);
}
```

### ***From bus to bus***

The next example maps an external bus called `e_bus` to an internal bus called `i_bus`. This internal bus resides on a core called `mycore`. The source bus has 16 data lines whereas the destination bus has only 8 data lines. Therefore, the keywords **src\_dbits** and **dest\_dbits** specify which source data lines are mapped on which destination data lines.

```
architecture mycore
{
    bus i_bus
    {
        mau = 4;
    }

    space i_space
    {
        map (dest=bus:i_bus, size=256);
    }
}

bus e_bus
{
    mau = 16;
    width = 16;
    map (dest = bus : mycore : i_bus,
        src_dbits = 0 .. 7, dest_dbits = 0 .. 7 )
}
```



It is not possible to map an internal bus to an external bus.

## 7.6 SEMANTICS OF THE DERIVATIVE DEFINITION

### *Keywords in the derivative definition*

```

derivative
    extends
core
    architecture
bus
    mau
    width
    map
memory
    type                rom  ram  nvram
    mau
    size
    speed
    map

    map
        dest            bus  space
        dest_dbits
        dest_offset
        size
        src_dbits
        src_offset

```

### 7.6.1 DEFINING A DERIVATIVE

With the keyword **derivative** you define a derivative and assign a unique name to it. The name is used to refer to it at other places in the LSL file:

```

derivative name
{
    definitions
}

```

If you are defining multiple derivatives that show great resemblance, you can define the common features in a parent derivative and extend this with a child derivative that contains specific features. The child inherits all features of the parent (cores and memories). With the keyword **extends** you create a child derivative:

```
derivative name_child_deriv extends name_parent_deriv
{
    definitions
}
```

As with a core architecture, a derivative can have any number of parameters. These are identifiers which get values assigned on instantiation or extension of the derivative. You can use them in any expression within the derivative definition.

```
derivative name_child_deriv (parm1,parm2=1)
    extends name_parent_derivh (arguments)
{
    definitions
}
```

## 7.6.2 INSTANTIATING CORE ARCHITECTURES

With the keyword **core** you instantiate a core architecture in a derivative.

- With the keyword **architecture** you tell the linker that the given core has a certain architecture. The architecture name refers to an existing architecture definition in the same LSL file.

For example, if you have two cores (called `mycore_1` and `mycore_2`) that have the same architecture (called `mycorearch`), you must instantiate both cores as follows:

```
core mycore_1
{
    architecture = mycorearch;
}

core mycore_2
{
    architecture = mycorearch;
}
```



If the architecture definition has parameters you must specify the arguments that correspond with the parameters. For example `mycorearch1` expects two parameters which are used in the architecture definition:

```
core mycore
{
    architecture = mycorearch1 (1,2);
}
```

### 7.6.3 DEFINING INTERNAL MEMORY AND BUSES

With the **memory** keyword you define physical memory that is present on the target board. The memory name is used to identify the memory and does not conflict with other identifiers. It is common to define internal memory (on-chip) in the derivative definition. External memory (off-chip memory) is usually defined in the board specification (See section 7.7.3, *Defining External Memory and Buses*).

- The **type** field specifies a memory type:
  - **rom**: read only memory
  - **ram**: random access memory
  - **nvr****am**: non volatile ram
- The **mau** field specifies the MAU size (Minimum Addressable Unit) of the memory. This field is required.
- The **size** field specifies the size in MAU of the memory. This field is required.
- The **speed** field specifies a symbolic speed for the memory (0..4): 0 is the fastest, 4 the slowest. The linker uses the relative speed of the memories in such a way, that optimal speed is achieved. The default speed is 1.
- The **map** field specifies how this address space maps onto an (internal) bus. Mappings are described in section 7.5.4, *Mappings*.

```
memory mem_name
{
    type = rom;
    mau = 8;
    size = 64k;
    speed = 2;
    map ( map_description );
}
```

With the **bus** keyword you define a bus in a derivative definition. Buses are described in section 7.5.2, *Defining Internal Buses*.

## 7.7 SEMANTICS OF THE BOARD SPECIFICATION

### *Keywords in the board specification*

```

processor
  derivative
bus
  mau
  width
  map
memory
  type          rom  ram  nvram
  mau
  size
  speed
  map
  map
    dest          bus  space
    dest_dbits
    dest_offset
    size
    src_dbits
    src_offset

```

### 7.7.1 DEFINING A PROCESSOR

If you have a target board with multiple processors that have the same derivative, you need to instantiate each individual processor in a processor definition. This information tells the linker which processor has which derivative and enables the linker to distinguish between the present processors.



If you use processors that all have a unique derivative, you may omit the processor definitions. In this case the linker assumes that for each derivative definition in the LSL file there is one processor. The linker uses the derivative name also for the processor.

With the keyword **processor** you define a processor. You can freely choose the processor name. The name is used to refer to it at other places in the LSL file:

```
processor proc_name
{
    processor definition
}
```

### 7.7.2 INSTANTIATING DERIVATIVES

With the keyword **derivative** you tell the linker that the given processor has a certain derivative. The derivative name refers to an existing derivative definition in the same LSL file.

For examples, if you have two processors on your target board (called `myproc_1` and `myproc_2`) that have the same derivative (called `myderiv`), you must instantiate both processors as follows:

```
processor myproc_1
{
    derivative = myderiv;
}

processor myproc_2
{
    derivative = myderiv;
}
```

If the derivative definition has parameters you must specify the arguments that correspond with the parameters. For example `myderiv1` expects two parameters which are used in the derivative definition:

```
processor myproc
{
    derivative = myderiv1 (2,4);
}
```

### 7.7.3 DEFINING EXTERNAL MEMORY AND BUSES

It is common to define external memory (off-chip) and external buses at the global scope (outside any enclosing definition). Internal memory (on-chip memory) is usually defined in the scope of a derivative definition.

With the keyword **memory** you define physical memory that is present on the target board. The memory name is used to identify the memory and does not conflict with other identifiers. If you define memory parts in the LSL file, only the memory defined in these parts is used for placing sections.

If no external memory is defined in the LSL file and if the linker option to allocate memory on demand is set then the linker will assume that all virtual addresses are mapped on physical memory. You can override this behavior by specifying one or more memory definitions.

```
memory mem_name
{
    type = rom;
    mau = 8;
    size = 64k;
    speed = 2;
    map ( map_description );
}
```



For a description of the keywords, see section 7.6.3, *Defining Internal Memory and Buses*.

With the keyword **bus** you define a bus (the combination of data and corresponding address bus). The bus name is used to identify a bus and does not conflict with other identifiers. Bus descriptions at the global scope (outside any definition) define *external* buses. These are buses that are present on the target board.

```
bus bus_name
{
    mau = 8;
    width = 8;
    map ( map_description );
}
```



For a description of the keywords, see section 7.5.2, *Defining Internal Buses*.

You can connect off-chip memory to any derivative: you need to map the off-chip memory to a bus and map that bus on the internal bus of the derivative you want to connect it to.

## 7.8 SEMANTICS OF THE SECTION LAYOUT DEFINITION

### *Keywords in the section layout definition*

```

section_layout
    direction      low_to_high  high_to_low
group
    align
    attributes     + -  r w x b i s
    ordered
    clustered
    contiguous
    overlay
    allow_cross_references
    load_addr
        mem
    run_addr
        mem
    page
select
heap
    size
stack
    size
reserved
    size
    attributes     r w x
    fill
copytable

if
else

```

### 7.8.1 DEFINING A SECTION LAYOUT

With the keyword **section\_layout** you define a section layout for exactly one address space. In the section layout you can specify how input sections are placed in the address space, relative to each other, and what the absolute run and load addresses of each section will be.

You can define one or more section definitions. Each section definition arranges the sections in one address space. You can precede the address space name with a processor name and/or core name, separated by colons. You can omit the processor name and/or the core name if only one processor is defined and/or only one core is present in the processor. A reference to a space in the only core of the only processor in the system would look like `::my_space`. A reference to a space of the only core on a specific processor in the system could be `my_chip::my_space`. The next example shows a section definition for sections in the `my_space` address space of the processor called `my_chip`:

```
section_layout my_chip::my_space ( locate_direction )
{
    section statements
}
```

With the optional keyword **direction** you specify whether the linker starts locating sections from **low\_to\_high** (default) or from **high\_to\_low**. In the second case the linker starts locating sections at the highest addresses in the address space but preserves the order of sections when necessary (one processor and core in this example).

```
section_layout ::my_space ( direction = high_to_low )
{
    section statements
}
```



If you do not explicitly tell the linker how to locate a section, the linker decides on the basis of the section attributes in the object file and the information in the architecture definition and memory parts where to locate the section.

## **7.8.2 CREATING AND LOCATING GROUPS OF SECTIONS**

Sections are located per group. A group can contain one or more (sets of) input sections as well as other groups. Per group you can assign a mutual order to the sets of sections and locate them into a specific memory part.

```
group ( group_specifications )
{
    section_statements
}
```



With the *section\_statements* you generally select sets of sections to form the group. This is described in subsection *Selecting sections for a group*.

Instead of selecting sections, you can also modify special sections like stack and heap or create a reserved section. This is described in section 7.8.3, *Creating or Modifying Special Sections*.

With the *group\_specifications* you actually locate the sections in the group. This is described in subsection *Locating a group*.

### **Selecting sections for a group**

With the **select** keyword you can select one or more sections for the group. You can select a section by name or by attributes. If you select a section by name, you can use a wildcard pattern:

"*"	matches with all section names
"?"	matches with a single character in the section name
"\"	takes the next character literally
"[abc]"	matches with a single 'a', 'b' or 'c' character
"[a-z]"	matches with any single character in the range 'a' to 'z'

```
group ( ... )
{
    select ".mysection";
    select "*";
}
```

The first **select** statement selects the section with the name ".mysection". The second **select** statement selects all sections that were not selected yet.

A section is selected by the first **select** statement that matches, in the union of all section layouts for the address space. Global section layouts are processed in the order in which they appear in the LSL file. Internal core architecture section layouts always take precedence over global section layouts.

- The **attributes** field selects all sections that carry (or do not carry) the given attribute. With **+attribute** you select sections that have the specified attribute set. With **-attribute** you select sections that do not have the specified attribute set. You can specify one or more of the following attributes:
  - **r** readable sections
  - **w** readable/writable sections

- **x** executable sections
- **i** initialized sections
- **b** sections that should be cleared at program startup
- **s** scratch sections (not cleared and not initialized)

To select all read-only sections:

```
group ( ... )
{
    select (attributes = +r);
}
```



Keep in mind that all section selections are restricted to the address space of the section layout in which this group definition occurs.

### ***Locating a group***

```
group group_name ( group_specifications )
{
    section_statements
}
```

With the *group\_specifications* you actually define how the linker must locate the group. You can roughly define three things: 1) assign properties to the group like alignment and read/write attributes, 2) define the mutual order in the address space for sections in the group and 3) assign a load-time address or run-time address to the group.

The linker creates labels that allow you to refer to the begin and end address of a group from within the application software. Labels `__lc_gb_group_name` and `__lc_ge_group_name` mark the begin and end of the group respectively, where the begin is the lowest address used within this group and the end is the highest address used. Notice that a group not necessarily occupies all memory between begin and end address. The given label refers to where the section is located at run-time (versus load-time).

1. Assign properties to the group like alignment and read/write attributes. These properties are assigned to all sections in the group (and subgroups) and override the attributes of the input sections.

- The **align** field tells the linker to align all sections in the group and the group as a whole according to the align value. Default the linker uses the largest alignment constraint of either the input sections or the alignment of the address space.
  - The **attributes** field tells the linker to assign one or more attributes to the sections in the group. Default the linker uses the attributes of the input sections. The list of available attributes is the same as described above for the selection of sections.
2. Define the mutual order of the sections in the group. By default, a group is *unrestricted* which means that the linker has total freedom to place the sections of the group in the address space.
- The **ordered** keyword tells the linker to locate the sections in the same order in the address space as they appear in the group (but not necessarily adjacent).

Suppose you have an ordered group that contains the sections 'A', 'B' and 'C'. Default the linker places the sections in the address space like 'A' - 'B' - 'C', where section 'A' gets the lowest possible address. With **direction=high\_to\_low** in the **section\_layout** space properties, the linker places the sections in the address space like 'C' - 'B' - 'A', where section 'A' gets the highest possible address.

- The **contiguous** keyword tells the linker to locate the sections in the group in a single address range, thus without 'gaps' between the sections.

When you define a group that is both **ordered** and **contiguous**, this is called a *sequential* group. In a sequential group the linker places sections in the same order in the address space as they appear in the group and leaves no 'gaps' between them.

- The **clustered** keyword tells the linker to locate the sections in the group in a number of *contiguous* blocks. It tries to keep the number of these blocks to a minimum. If enough memory is available, the group will be located as if it was specified as **contiguous**. Otherwise, it gets split into two or more blocks.
- The **overlay** keyword tells the linker to overlay the sections in the group. The linker places all sections in the address space using a contiguous range of addresses. (Thus an overlay group is automatically also a contiguous group.) To overlay the sections, all sections in the overlay group share the same run-time address.

For each input section within the overlay the linker automatically defines two symbols. The symbol `__lc_cb_section_name` is defined as the load-time start address of the section. The symbol `__lc_ce_section_name` is defined as the load-time end address of the section. C (or assembly) code may be used to copy the overlaid sections.

If sections in the overlay group contain references between groups, the linker reports an error. The keyword **`allow_cross_references`** tells the linker to accept cross-references. Normally, it does not make sense to have references between sections that are overlaid.

```
group ovl (overlay)
{
    group a
    {
        select "my_ovl_p1";
        select "my_ovl_p2";
    }
    group b
    {
        select "my_ovl_q1";
    }
}
```



It may be possible that one of the sections in the overlay group already has been defined in another group where it received a load-time address. In this case the linker does not overrule this load-time address and excludes the section from the overlay group.

3. Assign a load-time address, run-time address or page to the group. The load-time address specifies where the group's elements are loaded in at download time. The run-time address specifies where sections are located at run-time, that is when the program is executing. If you do not explicitly set the load-time or run-time address in the LSL file, the linker assigns addresses to the sections based on the restrictions relative to other sections in the LSL file and section alignments. The program is responsible for copying overlay sections at appropriate moment from its load-time location to its run-time location (this is typically done by the startup code).

- The **run\_addr** keyword defines the run-time address. If the run-time location of a group is set explicitly, the given order between groups specify whether the run-time address propagates to the parent group or not. With an *expression* you can specify that the group should be located at the absolute address specified by the expression:

```
group (run_addr = 0xa00f0000)
```

With the **mem** keyword you can specify that the group should be located within a physical memory device, instead of an address value:

```
group (run_addr = mem:my_dram)
```

You can use the **'|'** to specify an address range of more than one physical memory device:

```
group (run_addr = mem:A | mem:B)
```

Use the **'[offset]'** variant to locate the group at the given offset in memory:

```
group (run_addr = mem:A[0x1000])
```

- The **load\_addr** keyword defines the load-time address. It also changes the meaning of the section selection in the group: the linker selects the load-time ROM copy of the name section(s) instead of the regular sections. With an *expression* you can specify that the first element of the group should be loaded at the absolute address specified by the expression:

```
group (load_addr = 0x00000000)
```

With the **mem** keyword you can specify that the elements of the group should be loaded within a physical memory (use **'|'** to specify an address range or use **'[offset]'** to load the group at the given offset):

```
group (load_addr = mem:my_ram)
```

The **load\_addr** keyword itself (without an assignment) specifies that the group's position in the LSL file defines its load-time address.

```
group (load_addr)
select "mydata"; // select ROM copy of mydata:
                // "[mydata]"
```

The load-time and run-time addresses of a group cannot be set at the same time. If the load-time property is set for a group, the group (only) restricts the positioning at load-time of the group's sections. It is not allowed to set the address of a group that has a not-unrestricted parent group.

The properties of the load-time and run-time start address are:

- At run-time, before using an element in an overlay group, the application copies the sections from their load location to their run-time location, but only if these two addresses are different. For non-overlay sections this happens at program start-up.
- The start addresses cannot be set to absolute values for unrestricted groups.
- For non-overlay groups that do not have an overlay parent, the load-time start address equals the run-time start address.
- For any group, if the run-time start address is not set, the linker selects an appropriate address.

For overlays, the linker reserves memory at the run-time start address as large as the largest element in the overlay group.

- The **page** keyword tells the linker to place the group in one page. Instead of specifying a run-time address, you can specify a page and optional a page number. Page numbers start from zero. If you omit the page number, the linker chooses a page.

The **page** keyword refers to pages in the address space as defined in the architecture definition. See also the **page** keyword in section 7.5.3, *Defining Address Spaces*.

```
group ( page, ... )  
group ( page = 3, ... )
```

### **7.8.3 CREATING OR MODIFYING SPECIAL SECTIONS**

Instead of selecting sections, you can also create a reserved section or modify special sections like a stack or a heap, a reserved section. Because you cannot define these sections in the input files, you must use the linker to create them.

- The **stack** keyword tells the linker to reserve memory for the stack. The name for the stack section refers to the stack as defined in the architecture definition. If no name was specified in the architecture definition, the default name is `stack`.

With the keyword **size** you can specify the size for the stack. If the **size** is not specified, the linker uses the size given by the **min\_size** argument as defined for the stack in the architecture definition. Normally the linker automatically tries to maximize the size, unless you specified the **fixed** keyword.

```
group ( ... )
{
    stack "mystack" ( size = 2k );
}
```

The linker creates two labels to mark the begin and end of the stack, `__lc_ub_stack_name` for the begin of the stack and `__lc_ue_stack_name` for the end of the stack. The linker allocates space for the stack when there is a reference to either of the labels.

See also the **stack** keyword in section 7.5.3, *Defining Address Spaces*.

- The **heap** keyword tells the linker to reserve a dynamic memory range for the `malloc()` function. Optionally you can assign a name to the heap section. With the keyword **size** you can change the size for the heap. If the **size** is not specified, the linker uses the size given by the **min\_size** argument as defined for the heap in the architecture definition. Normally the linker automatically tries to maximize the size, unless you specified the **fixed** keyword.

```
group ( ... )
{
    heap "myheap" ( size = 2k );
}
```

The linker creates two labels to mark the begin and end of the heap, `__lc_ub_heap_name` for the begin of the heap and `__lc_ue_heap_name` for the end of the heap. The linker allocates space for the heap when a reference to either of the section labels exists in one of the input object files.

- The **reserved** keyword tells the linker to create a section of a given size. The linker will not locate any other sections in the memory occupied by a reserved section. Optionally you can assign a name to a reserved section. With the keyword **size** you can specify a size for a given reserved section.

```
group ( ... )
{
    reserved "myreserved" ( size = 2k );
}
```

The optional **fill** field contains a bit pattern that the linker writes to all memory addresses that remain unoccupied during the locate process. The result of the expression, or list of expressions, is used as values to write to memory, each in MAU. The first MAU of the fill pattern is always the first MAU in the section.

With the **attributes** field you can set the access type of the reserved section. The linker locates the reserved section in its space with the restrictions that follow from the used attributes, **r**, **w** or **x** or a valid combination of them. The allowed attributes are shown in the following table. A value between < and > in the table means this value is set automatically by the linker.

Properties set in LSL		Resulting section properties		
attributes	filled	access	memory	content
x	yes		<rom>	executable
r	yes	r	<rom>	data
r	no	r	<rom>	scratch
rx	yes	r	<rom>	executable
rw	yes	rw	<ram>	data
rw	no	rw	<ram>	scratch
rwX	yes	rw	<ram>	executable

```
group ( ... )
{
    reserved "myreserved" ( size = 2k,
                           attributes = rw, fill = 0xaa );
}
```

If you do not specify any attributes, the linker locates the reserved section in its space as a non-executable section, whatever type of memory lies beneath. If you use the reserved section in combination with other sections that do have a predefined memory constraint, the reserved section(s) adapt to the memory constraint of the others.



The linker creates two labels to mark the begin and end of the section, `__lc_ub_name` for the start, and `__lc_ue_name` for the end of the reserved section.

- The **copytable** keyword tells the linker to select a section that is used as *copy-table*. The content of the copy-table is created by the linker. It contains the start address and length of all sections that should be initialized by the startup code.

The linker creates two labels to mark the begin and end of the section, `__lc_ub_table` for the start, and `__lc_ue_table` for the end of the copy table. The linker generates a copy table when a reference to either of the section labels exists in one of the input object files.

### 7.8.4 CREATING SYMBOLS

You can tell the linker to create symbols before locating by putting assignments in the section layout definition. Symbol names are represented by double-quoted strings. Any string is allowed, but object files may not support all characters for symbol names. You can use two different assignment operators. With the simple assignment operator `=`, the symbol is created unconditionally. With the `:=` operator, the symbol is only created if it already exists as an undefined reference in an object file.

The expression that represents the value to assign to the symbol may contain references to other symbols. If such a referred symbol is a special section symbol, creation of the symbol in the left hand side of the assignment will cause creation of the special section.

```
section_layout
{
    "__lc_bs" := "__lc_ub_stack";
    // when the symbol __lc_bs occurs in the object
    // file, the linker allocates space for the stack
}
```

### 7.8.5 **CONDITIONAL GROUP STATEMENTS**

Within a group, you can conditionally select sections or create special sections.

- With the **if** keyword you can specify a condition. The succeeding section statement is executed if the condition evaluates to TRUE (1).
- The optional **else** keyword is followed by a section statement which is executed in case the if-condition evaluates to FALSE (0).

```
group ( ... )  
{  
    if ( size_of ( sect:.mysection ) < 2k )  
        select ".mysection";  
    else  
        select ".othersection";  
}
```



# LINKER SCRIPT LANGUAGE

# CHAPTER

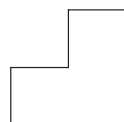
# 8

## MISRA C RULES

---



**TASKING**



---

# 8

# CHAPTER

---

***Supported and unsupported MISRA C rules***

A number of MISRA C rules leave room for interpretation. Other rules can only be checked in a limited way. In such cases the implementation decisions and possible restrictions for these rules are listed.

1. The code shall conform to standard C, without language extensions
- \* 2. Other languages should only be used with an interface standard
3. Inline assembly is only allowed in dedicated C functions
- \* 4. Provision should be made for appropriate run-time checking
5. Only use characters and escape sequences defined by ISO C
- \* 6. Character values shall be restricted to a subset of ISO 106460-1
7. Trigraphs shall not be used
8. Multibyte characters and wide string literals shall not be used
9. Comments shall not be nested
10. Sections of code should not be "commented out"

In general, it is not possible to decide whether a piece of comment is C code that is commented out, or just some pseudo code. Instead, the following heuristics are used to detect possible C code inside a comment:

- a line ends with ';', or
- a line starts with '}', possibly preceded by white space

11. Identifiers shall not rely on significance of more than 31 characters
12. The same identifier shall not be used in multiple name spaces
13. Specific-length typedefs should be used instead of the basic types
14. Use 'unsigned char' or 'signed char' instead of plain 'char'
- \* 15. Floating point implementations should comply with a standard
16. The bit representation of floating point numbers shall not be used

A violation is reported when a pointer to a floating point type is converted to a pointer to an integer type.

17. "typedef" names shall not be reused
18. Numeric constants should be suffixed to indicate type  
A violation is reported when the value of the constant is outside the range indicated by the suffixes, if any.
19. Octal constants (other than zero) shall not be used
20. All object and function identifiers shall be declared before use
21. Identifiers shall not hide identifiers in an outer scope
22. Declarations should be at function scope where possible
- \* 23. All declarations at file scope should be static where possible
24. Identifiers shall not have both internal and external linkage
- \* 25. Identifiers with external linkage shall have exactly one definition
26. Multiple declarations for objects or functions shall be compatible
- \* 27. External objects should not be declared in more than one file
28. The "register" storage class specifier should not be used
29. The use of a tag shall agree with its declaration
30. All automatics shall be initialized before being used  
This rule is checked using worst-case assumptions. This means that violations are reported not only for variables that are guaranteed to be uninitialized, but also for variables that are uninitialized on some execution paths.
31. Braces shall be used in the initialization of arrays and structures
32. Only the first, or all enumeration constants may be initialized
33. The right hand operand of && or || shall not contain side effects
34. The operands of a logical && or || shall be primary expressions
35. Assignment operators shall not be used in Boolean expressions
36. Logical operators should not be confused with bitwise operators
37. Bitwise operations shall not be performed on signed integers

38. A shift count shall be between 0 and the operand width minus 1  
This violation will only be checked when the shift count evaluates to a constant value at compile time.
39. The unary minus shall not be applied to an unsigned expression
40. "sizeof" should not be used on expressions with side effects
- \* 41. The implementation of integer division should be documented
42. The comma operator shall only be used in a "for" condition
43. Don't use implicit conversions which may result in information loss
44. Redundant explicit casts should not be used
45. Type casting from any type to or from pointers shall not be used
46. The value of an expression shall be evaluation order independent  
This rule is checked using worst-case assumptions. This means that a violation will be reported when a possible alias may cause the result of an expression to be evaluation order dependent.
47. No dependence should be placed on operator precedence rules
48. Mixed arithmetic should use explicit casting
49. Tests of a (non-Boolean) value against 0 should be made explicit
50. F.P. variables shall not be tested for exact equality or inequality
51. Constant unsigned integer expressions should not wrap-around
52. There shall be no unreachable code
53. All non-null statements shall have a side-effect
54. A null statement shall only occur on a line by itself
55. Labels should not be used
56. The "goto" statement shall not be used
57. The "continue" statement shall not be used
58. The "break" statement shall not be used (except in a "switch")



59. An "if" or loop body shall always be enclosed in braces
60. All "if", "else if" constructs should contain a final "else"
61. Every non-empty "case" clause shall be terminated with a "break"
62. All "switch" statements should contain a final "default" case
63. A "switch" expression should not represent a Boolean case
64. Every "switch" shall have at least one "case"
65. Floating point variables shall not be used as loop counters
66. A "for" should only contain expressions concerning loop control  
A violation is reported when the loop initialization or loop update expression modifies an object that is not referenced in the loop test.
67. Iterator variables should not be modified in a "for" loop
68. Functions shall always be declared at file scope
69. Functions with variable number of arguments shall not be used
70. Functions shall not call themselves, either directly or indirectly  
A violation will be reported for direct or indirect recursive function calls in the source file being checked. Recursion via functions in other source files, or recursion via function pointers is not detected.
71. Function prototypes shall be visible at the definition and call
72. The function prototype of the declaration shall match the definition
73. Identifiers shall be given for all prototype parameters or for none
74. Parameter identifiers shall be identical for declaration/definition
75. Every function shall have an explicit return type
76. Functions with no parameters shall have a "void" parameter list
77. An actual parameter type shall be compatible with the prototype
78. The number of actual parameters shall match the prototype
79. The values returned by "void" functions shall not be used

80. Void expressions shall not be passed as function parameters
81. "const" should be used for reference parameters not modified
82. A function should have a single point of exit
83. Every exit point shall have a "return" of the declared return type
84. For "void" functions, "return" shall not have an expression
85. Function calls with no parameters should have empty parentheses
86. If a function returns error information, it should be tested  
  
A violation is reported when a the return value of a function is ignored.
87. #include shall only be preceded by another directives or comments
88. Non-standard characters shall not occur in #include directives
89. #include shall be followed by either <filename> or "filename"
90. Plain macros shall only be used for constants/qualifiers/specifiers
91. Macros shall not be #define'd and #undef'd within a block
92. #undef should not be used
93. A function should be used in preference to a function-like macro
94. A function-like macro shall not be used without all arguments
95. Macro arguments shall not contain pre-preprocessing directives  
  
A violation is reported when the first token of an actual macro argument is '#.
96. Macro definitions/parameters should be enclosed in parentheses
97. Don't use undefined identifiers in pre-processing directives
98. A macro definition shall contain at most one # or ## operator
99. All uses of the #pragma directive shall be documented  
  
This rule is really a documentation issue. The compiler will flag all #pragma directives as violations.

100. "defined" shall only be used in one of the two standard forms
101. Pointer arithmetic should not be used
102. No more than 2 levels of pointer indirection should be used  
A violation is reported when a pointer with three or more levels of indirection is declared.
103. No relational operators between pointers to different objects  
In general, checking whether two pointers point to the same object is impossible. The compiler will only report a violation for a relational operation with incompatible pointer types.
104. Non-constant pointers to functions shall not be used
105. Functions assigned to the same pointer shall be of identical type
106. Automatic address may not be assigned to a longer lived object
107. The null pointer shall not be de-referenced  
A violation is reported for every pointer dereference that is not guarded by a NULL pointer test.
108. All struct/union members shall be fully specified
109. Overlapping variable storage shall not be used  
A violation is reported for every 'union' declaration.
110. Unions shall not be used to access the sub-parts of larger types  
A violation is reported for a 'union' containing a 'struct' member.
111. Bit fields shall have type "unsigned int" or "signed int"
112. Bit fields of type "signed int" shall be at least 2 bits long
113. All struct/union members shall be named
114. Reserved and standard library names shall not be redefined
115. Standard library function names shall not be reused
- \* 116. Production libraries shall comply with the MISRA C restrictions
- \* 117. The validity of library function parameters shall be checked

- 118. Dynamic heap memory allocation shall not be used
- 119. The error indicator "errno" shall not be used
- 120. The macro "offsetof" shall not be used
- 121. <locale.h> and the "setlocale" function shall not be used
- 122. The "setjmp" and "longjmp" functions shall not be used
- 123. The signal handling facilities of <signal.h> shall not be used
- 124. The <stdio.h> library shall not be used in production code
- 125. The functions atof/atol/atoi shall not be used
- 126. The functions abort/exit/getenv/system shall not be used
- 127. The time handling functions of library <time.h> shall not be used



\* = Not supported by the TASKING C compiler



See also section 5.8, *C Code Checking: MISRA C*, in Chapter *Using the Compiler* of the *User's Guide*.



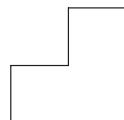
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**TASKING**



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