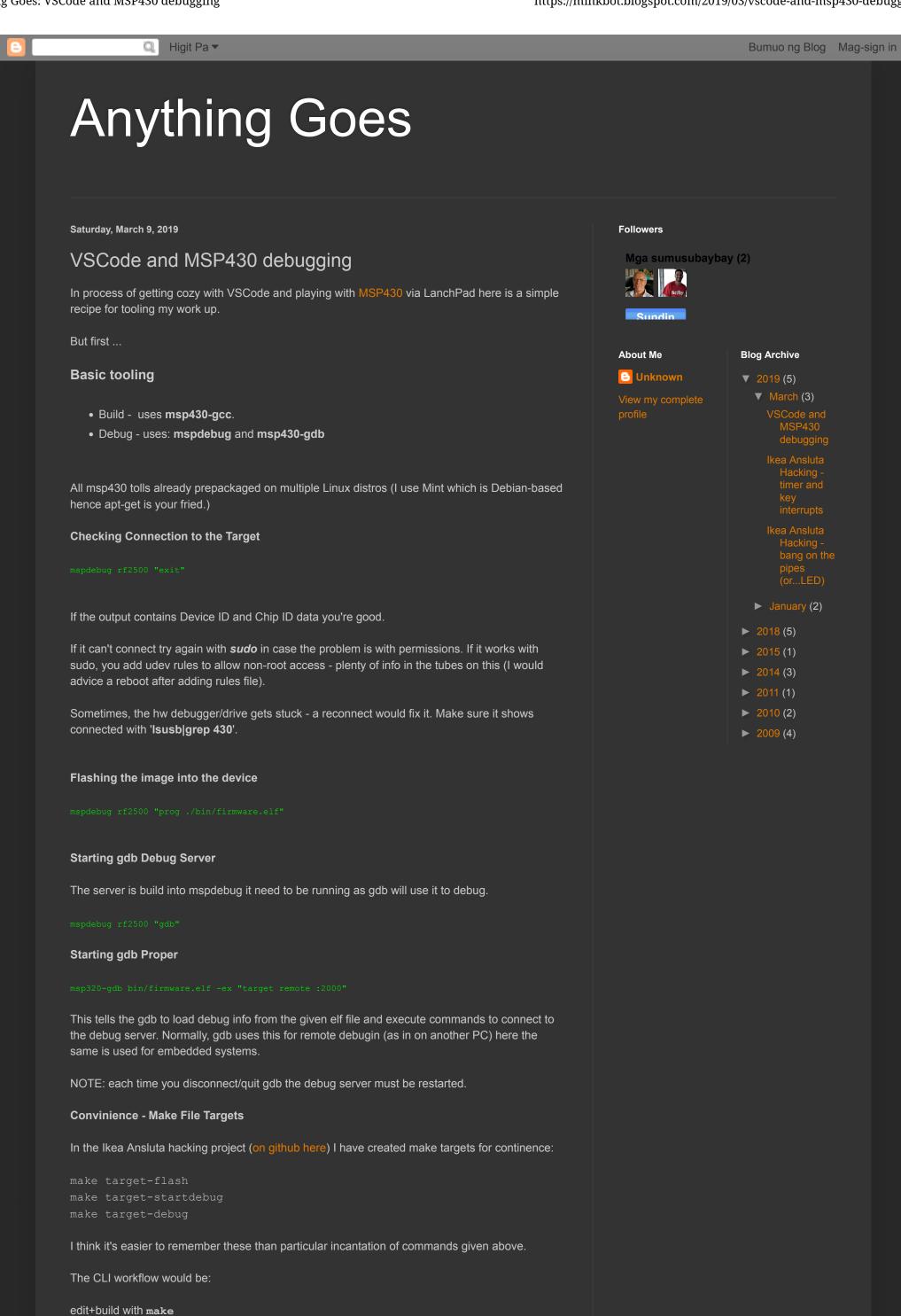
key interrupts



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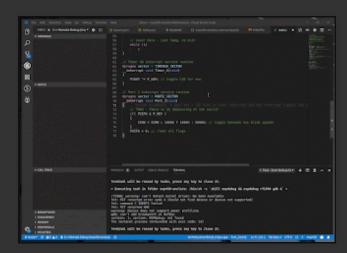
flash with make target-flash debug with make target-debug Note that target-flash makes sure the code build is up to date.

## **VSCode tooling**

By adding tasks: build and flash I can Ctrl-Shift-B to build (as normal with VS) and I can also flash directly from the IDE be selecting "Flash" task. These are added to .vscode/tasks.json file manually.

Starting debbugger with just F5 is tooled via .vscode/launch.json. This tells VSCode to use "msp430-gdb" instead of default one and it tells it to connect to remote debug server.

However, I could not make the a **preLaunchTask** to start the msbdebug in the background. This task seem to either exit and kill the mspdebug or the mspdebug is unable to connect despite the rules working file in shell. So for now the debug server must be started manually before entering visual debugging in the IDE.



Posted by Unknown at 2:49 PM

## 1 comment:



iyegoroff said...

"However, I could not make the a preLaunchTask to start the msbdebug in the background."

To start mspdebug in the background you can add

"debugServerPath": "mspdebug",

"debugServerArgs": "rf2500 \"gdb\""

to launch.json configuration.

February 10, 2021 at 5:05 PM

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