Sourcery CodeBench Lite

ARM Altera EABI

Sourcery CodeBench Lite 2013.05-73

Getting Started

Sourcery CodeBench Lite: ARM Altera EABI: Sourcery CodeBench Lite 2013.05-73: Getting Started

Mentor Graphics, Inc.

Abstract

This guide explains how to install and build applications with Sourcery CodeBench Lite, CodeSourcery's customized, validated, and supported version of the GNU Toolchain. Sourcery CodeBench Lite includes everything you need for application development, including C and C++ compilers, assemblers, linkers, and libraries.

When you have finished reading this guide, you will know how to use Sourcery CodeBench from the command line.

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Preface

This preface introduces the Sourcery CodeBench Lite Getting Started guide. It explains the structure of this guide and describes the documentation conventions used.

1. Intended Audience

This guide is written for people who will install and/or use Sourcery CodeBench Lite. This guide provides a step-by-step guide to installing Sourcery CodeBench Lite and to building simple applications. Parts of this document assume that you have some familiarity with using the command-line interface.

2. Organization

This document is organized into the following chapters and appendices:

Chapter 1, “Quick Start”	This chapter includes a brief checklist to follow when installing and using Sourcery CodeBench Lite for the first time. You may use this chapter as an abbreviated guide to the rest of this manual.
Chapter 2, “Installation and Configuration”	This chapter describes how to download, install and configure Sourcery CodeBench Lite. This section describes the available installation options and explains how to set up your environment so that you can build applications.
Chapter 3, “Sourcery CodeBench Lite for ARM Altera EABI”	This chapter contains information about using Sourcery CodeBench Lite that is specific to ARM Altera EABI targets. You should read this chapter to learn how to best use Sourcery CodeBench Lite on your target system.
Chapter 4, “Using Sourcery CodeBench from the Command Line”	This chapter explains how to build applications with Sourcery CodeBench Lite using the command line. In the process of reading this chapter, you will build a simple application that you can use as a model for your own programs.
Chapter 5, “CS3™: The CodeSourcery Common Startup Code Sequence”	CS3 is CodeSourcery's low-level board support library. This chapter documents the boards supported by Sourcery CodeBench Lite and the compiler and linker options you need to use with them. It also explains how you can use and modify CS3-provided definitions for memory maps, system startup code and interrupt vectors in your own code.
Chapter 6, “Next Steps with Sourcery CodeBench”	This chapter describes where you can find additional documentation and information about using Sourcery CodeBench Lite and its components. It also provides information about Sourcery CodeBench subscriptions. CodeSourcery customers with Sourcery CodeBench subscriptions receive comprehensive support for Sourcery CodeBench.
Appendix A, “Sourcery CodeBench Lite Release Notes”	This appendix contains information about changes in this release of Sourcery CodeBench Lite for ARM Altera EABI. You should read through these notes to learn about new features and bug fixes.
Appendix B, “Sourcery CodeBench Lite Licenses”	This appendix provides information about the software licenses that apply to Sourcery CodeBench Lite. Read this appendix to understand your legal rights and obligations as a user of Sourcery CodeBench Lite.

3. Typographical Conventions

The following typographical conventions are used in this guide:

`> command arg ...`	A command, typed by the user, and its output. The “`>`” character is the command prompt.
`command`	The name of a program, when used in a sentence, rather than in literal input or output.
`literal`	Text provided to or received from a computer program.
`placeholder`	Text that should be replaced with an appropriate value when typing a command.
`\`	At the end of a line in command or program examples, indicates that a long line of literal input or output continues onto the next line in the document.

Chapter 1
Quick Start

This chapter includes a brief checklist to follow when installing and using Sourcery CodeBench Lite for the first time. You may use this chapter as an abbreviated guide to the rest of this manual.

Sourcery CodeBench Lite for ARM Altera EABI is intended for developers working on embedded applications or firmware for boards without an operating system, or that run an RTOS or boot loader. This Sourcery CodeBench configuration is not intended for Linux or uClinux kernel or application development.

Follow the steps given in this chapter to install Sourcery CodeBench Lite and build and run your first application program. The checklist given here is not a tutorial and does not include detailed instructions for each step; however, it will help guide you to find the instructions and reference information you need to accomplish each step.

You can find additional details about the components, libraries, and other features included in this version of Sourcery CodeBench Lite in Chapter 3, “Sourcery CodeBench Lite for ARM Altera EABI”.

1.1. Installation and Set-Up

Install Sourcery CodeBench Lite on your host computer. You may download an installer package from the internet or you may have received an installer on CD. The installer is an executable program that pops up a window on your computer and leads you through a series of dialogs to configure your installation. When the installation is complete, it offers to launch the Getting Started guide. For more information about installing Sourcery CodeBench Lite, including host system requirements and tips to set up your environment after installation, refer to Chapter 2, “Installation and Configuration”.

Install drivers for your debug device. Sourcery CodeBench Lite supports third-party debug devices that communicate via the GDB remote serial protocol. If you plan to use one of these devices, follow the manufacturer's directions to connect the device and install any required drivers or software.

1.2. Configuring Sourcery CodeBench Lite for the Target System

Identify your target board. On bare-metal targets, you must explicitly specify a linker script for your target board on your link command line. Supported boards are listed in Chapter 5, “CS3™: The CodeSourcery Common Startup Code Sequence”.

1.3. Building Your Program

Build your program with Sourcery CodeBench command-line tools. Create a simple test program, and follow the directions in Chapter 4, “Using Sourcery CodeBench from the Command Line” to compile and link it using Sourcery CodeBench Lite. On bare-metal targets, you must specify a linker script using the `-T` option on your link command line. Supported boards and linker scripts are listed in Chapter 5, “CS3™: The CodeSourcery Common Startup Code Sequence”.

1.4. Running and Debugging Your Program

The steps to run or debug your program depend on your target system and how it is configured. Choose the appropriate method for your target.

Debug your program on the target using a third-party debug device. Sourcery CodeBench supports debugging programs on the remote target using third-party debug devices that can communicate via the GDB remote serial protocol. For command-line GDB instructions, see Section 4.3, “Running Applications from GDB”.

Chapter 2
Installation and Configuration

This chapter explains how to install Sourcery CodeBench Lite. You will learn how to:

1. Verify that you can install Sourcery CodeBench Lite on your system.
2. Download the appropriate Sourcery CodeBench Lite installer.
3. Install Sourcery CodeBench Lite.
4. Configure your environment so that you can use Sourcery CodeBench Lite.

2.1. Terminology

Throughout this document, the term *host system* refers to the system on which you run Sourcery CodeBench while the term *target system* refers to the system on which the code produced by Sourcery CodeBench runs. The target system for this version of Sourcery CodeBench is `arm-altera-eabi`.

If you are developing a workstation or server application to run on the same system that you are using to run Sourcery CodeBench, then the host and target systems are the same. On the other hand, if you are developing an application for an embedded system, then the host and target systems are probably different.

2.2. System Requirements

2.2.1. Host Operating System Requirements

This version of Sourcery CodeBench supports the following host operating systems and architectures:

- Microsoft Windows XP (SP1), Windows Vista, and Windows 7 systems using IA32, AMD64, and Intel 64 processors.
- GNU/Linux systems using IA32, AMD64, or Intel 64 processors, including Debian 5 (and later), Red Hat Enterprise Linux 5 (and later), SuSE Enterprise Linux 10 (and later), and Ubuntu 8.04 (and later).

Sourcery CodeBench is built as a 32-bit application. Therefore, even when running on a 64-bit host system, Sourcery CodeBench requires 32-bit host libraries. If these libraries are not already installed on your system, you must install them before installing and using Sourcery CodeBench Lite. Consult your operating system documentation for more information about obtaining these libraries.

Installing on Ubuntu and Debian GNU/Linux Hosts

The Sourcery CodeBench graphical installer is incompatible with the `dash` shell, which is the default `/bin/sh` for recent releases of the Ubuntu and Debian GNU/Linux distributions. To install Sourcery CodeBench Lite on these systems, you must make `/bin/sh` a symbolic link to one of the supported shells: `bash`, `csh`, `tcsh`, `zsh`, or `ksh`.

For example, on Ubuntu systems, the recommended way to do this is:

```
> sudo dpkg-reconfigure -plow dash
Install as /bin/sh? No
```

This is a limitation of the installer and uninstaller only, not of the installed Sourcery CodeBench Lite toolchain.

2.2.2. Host Hardware Requirements

The amount of disk space required for a complete Sourcery CodeBench Lite installation directory depends on the host operating system and the number of target libraries included. When you start the graphical installer, it checks whether there is sufficient disk space before beginning to install. Note that the graphical installer also requires additional temporary disk space during the installation process. On Microsoft Windows hosts, the installer uses the location specified by the `TEMP` environment variable for these temporary files. If there is not enough free space on that volume, the installer prompts for an alternate location. On Linux hosts, the installer puts temporary files in the directory specified by the `IATEMPDIR` environment variable, or `/tmp` if that is not set.

2.2.3. Target System Requirements

See Chapter 3, “Sourcery CodeBench Lite for ARM Altera EABI” for requirements that apply to the target system.

2.3. Downloading an Installer

If you have received Sourcery CodeBench Lite on a CD, or other physical media, then you do not need to download an installer. You may skip ahead to Section 2.4, “Installing Sourcery CodeBench Lite”.

Once you have navigated to the appropriate web site, download the installer that corresponds to your host operating system. For Microsoft Windows systems, the Sourcery CodeBench installer is provided as an executable with the `.exe` extension. For GNU/Linux systems Sourcery CodeBench Lite is provided as an executable installer package with the `.bin` extension. You may also install from a compressed archive with the `.tar.bz2` extension.

On Microsoft Windows systems, save the installer to the desktop. On GNU/Linux systems, save the download package in your home directory.

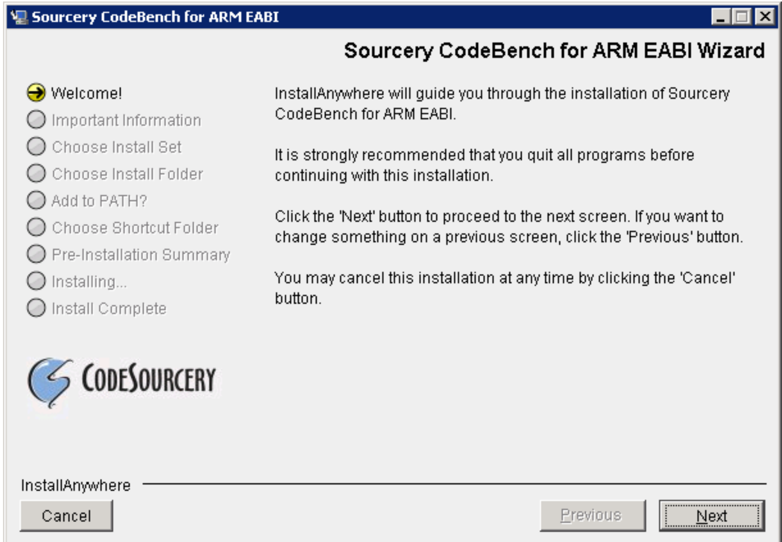
2.4. Installing Sourcery CodeBench Lite

The method used to install Sourcery CodeBench Lite depends on your host system and the kind of installation package you have downloaded.

2.4.1. Using the Sourcery CodeBench Lite Installer on Microsoft Windows

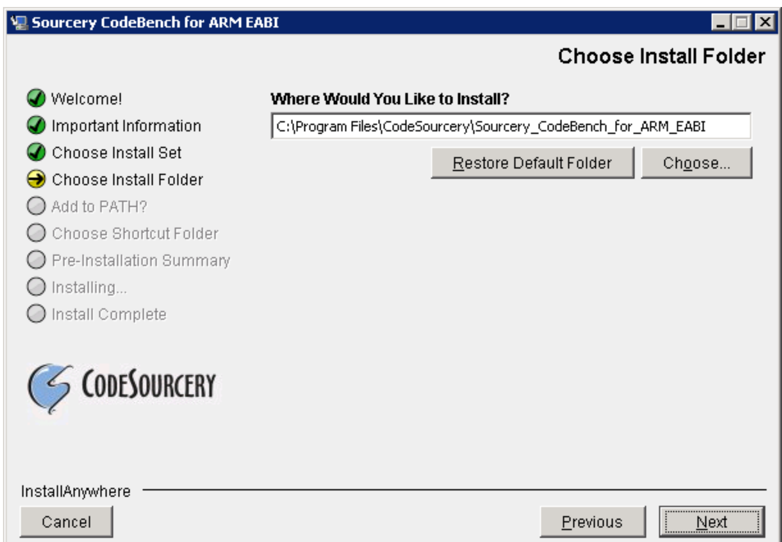
If you have received Sourcery CodeBench Lite on CD, insert the CD in your computer. On most computers, the installer then starts automatically. If your computer has been configured not to automatically run CDs, open `My Computer`, and double click on the CD. If you downloaded Sourcery CodeBench Lite, double-click on the installer.

After the installer starts, follow the on-screen dialogs to install Sourcery CodeBench Lite. The installer is intended to be self-explanatory and on most pages the defaults are appropriate.

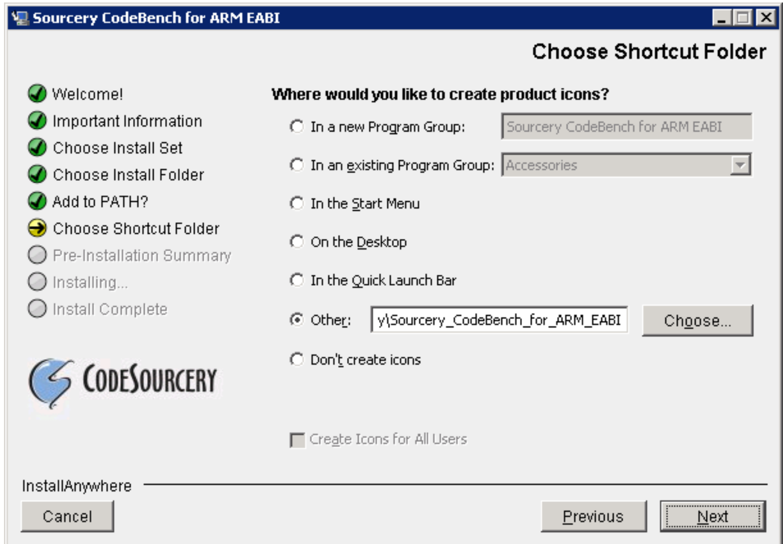


Running the Installer. The graphical installer guides you through the steps to install Sourcery CodeBench Lite.

You may want to change the install directory pathname and customize the shortcut installation.

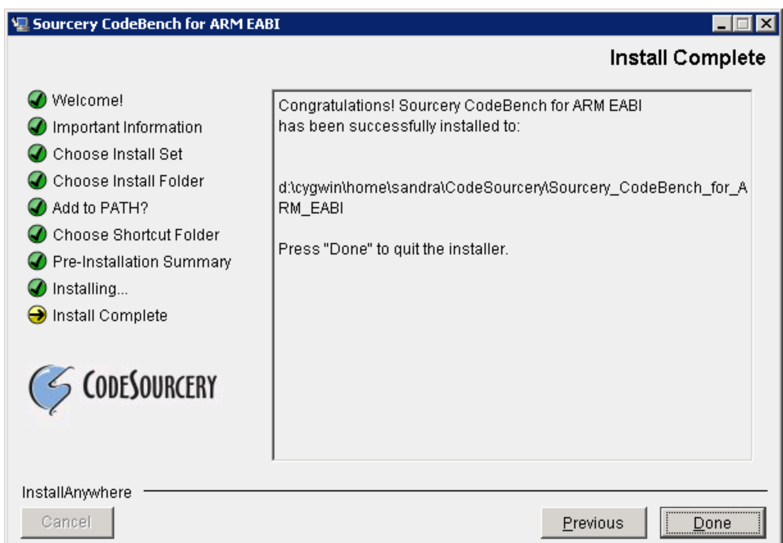


Choose Install Folder. Select the pathname to your install directory.



Choose Shortcut Folder. You can customize where the installer creates shortcuts for quick access to Sourcery CodeBench Lite.

When the installer has finished, it asks if you want to launch a viewer for the Getting Started guide. Finally, the installer displays a summary screen to confirm a successful install before it exits.



Install Complete. You should see a screen similar to this after a successful install.

If you prefer, you can run the installer in console mode rather than using the graphical interface. To do this, invoke the installer with the `-i console` command-line option. For example:

```
> /path/to/package.exe -i console
```

2.4.2. Using the Sourcery CodeBench Lite Installer on GNU/Linux Hosts

Start the graphical installer by invoking the executable shell script:

```
> /bin/sh ./path/to/package.bin
```

After the installer starts, follow the on-screen dialogs to install Sourcery CodeBench Lite. For additional details on running the installer, see the discussion and screen shots in the Microsoft Windows section above.

If you prefer, or if your host system does not run the X Window System, you can run the installer in console mode rather than using the graphical interface. To do this, invoke the installer with the `-i console` command-line option. For example:

```
> /bin/sh ./path/to/package.bin -i console
```

2.4.3. Installing Sourcery CodeBench Lite from a Compressed Archive

You do not need to be a system administrator to install Sourcery CodeBench Lite from a compressed archive. You may install Sourcery CodeBench Lite using any user account and in any directory to which you have write access. This guide assumes that you have decided to install Sourcery CodeBench Lite in the `$HOME/CodeSourcery` subdirectory of your home directory and that the filename of the package you have downloaded is `/path/to/package.tar.bz2`. After installation the toolchain will be in `$HOME/CodeSourcery/sourceryg++-2013.05`.

First, uncompress the package file:

```
> bunzip2 /path/to/package.tar.bz2
```

Next, create the directory in which you wish to install the package:

```
> mkdir -p $HOME/CodeSourcery
```

Change to the installation directory:

```
> cd $HOME/CodeSourcery
```

Unpack the package:

```
> tar xf /path/to/package.tar
```

2.5. Installing Sourcery CodeBench Lite Updates

If you have already installed an earlier version of Sourcery CodeBench Lite for ARM Altera EABI on your system, it is not necessary to uninstall it before using the installer to unpack a new version in the same location. The installer detects that it is performing an update in that case.

If you are installing an update from a compressed archive, it is recommended that you remove any previous installation in the same location, or install in a different directory.

Note that the names of the Sourcery CodeBench commands for the ARM Altera EABI target all begin with `arm-altera-eabi`. This means that you can install Sourcery CodeBench for multiple target systems in the same directory without conflicts.

2.6. Setting up the Environment

As with the installation process itself, the steps required to set up your environment depend on your host operating system.

2.6.1. Setting up the Environment on Microsoft Windows Hosts

2.6.1.1. Setting the PATH

The graphical installer for Sourcery CodeBench Lite does this setup for you, however it may not take effect until you next log in.

In order to use the Sourcery CodeBench tools from the command line, you should add them to your `PATH`. In the instructions that follow, replace *`installdir`* with the full pathname of your Sourcery CodeBench Lite installation directory, including the drive letter.

To set the `PATH` on a Microsoft Windows Vista system, use the following command in a `cmd.exe` shell:

```
> setx PATH "%PATH%;installdir\bin"
```

To set the `PATH` on a system running Microsoft Windows 7, from the desktop bring up the `Start` menu and right click on `Computer`. Select `Properties` and click on `Advanced system settings`. Go to the `Advanced` tab, then click on the `Environment Variables` button. Select the `PATH` variable and click `Edit`. Add the string `;`*`installdir`*`\bin` to the end, and click `OK`.

To set the `PATH` on older versions of Microsoft Windows, from the desktop bring up the `Start` menu and right click on `My Computer`. Select `Properties`, go to the `Advanced` tab, then click on the `Environment Variables` button. Select the `PATH` variable and click the `Edit`. Add the string `;`*`installdir`*`\bin` to the end, and click `OK`.

You can verify that your `PATH` is set up correctly by starting a new `cmd.exe` shell and running:

```
> arm-altera-eabi-gcc -v
```

Verify that the last line of the output contains: `Sourcery CodeBench Lite 2013.05-73`.

2.6.1.2. Working with Cygwin

Sourcery CodeBench Lite does not require Cygwin or any other UNIX emulation environment. You can use Sourcery CodeBench directly from the Windows command shell. You can also use Sourcery CodeBench from within the Cygwin environment, if you prefer.

The Cygwin emulation environment translates Windows path names into UNIX path names. For example, the Cygwin path `/home/user/hello.c` corresponds to the Windows path `c:\cygwin\home\user\hello.c`. Because Sourcery CodeBench is not a Cygwin application, it does not, by default, recognize Cygwin paths.

If you are using Sourcery CodeBench from Cygwin, you should set the `CYGPATH` environment variable. If this environment variable is set, Sourcery CodeBench Lite automatically translates Cygwin path names into Windows path names. To set this environment variable, type the following command in a Cygwin shell:

```
> export CYGPATH=cygpath
```

To resolve Cygwin path names, Sourcery CodeBench relies on the `cygpath` utility provided with Cygwin. You must provide Sourcery CodeBench with the full path to `cygpath` if `cygpath` is not in your `PATH`. For example:

```
> export CYGPATH=c:/cygwin/bin/cygpath
```

directs Sourcery CodeBench Lite to use `c:/cygwin/bin/cygpath` as the path conversion utility. The value of `CYGPATH` must be an ordinary Windows path, not a Cygwin path.

2.6.2. Setting up the Environment on GNU/Linux Hosts

The graphical installer for Sourcery CodeBench Lite does this setup for you, however it may not take effect until you next log in.

Before using Sourcery CodeBench Lite you should add it to your `PATH`. The command you must use varies with the particular command shell that you are using. If you are using the C Shell (`csh` or `tcsh`), use the command:

```
> setenv PATH installdir/bin:$PATH
```

If you are using Bourne Shell (`sh`), the Korn Shell (`ksh`), or another shell, use:

```
> PATH=installdir/bin:$PATH
> export PATH
```

If you are not sure which shell you are using, try both commands. In both cases, replace *`installdir`* with the full pathname of your Sourcery CodeBench Lite installation directory.

You may also wish to set the `MANPATH` environment variable so that you can access the Sourcery CodeBench manual pages, which provide additional information about using Sourcery CodeBench. To set the `MANPATH` environment variable, follow the same steps shown above, replacing `PATH` with `MANPATH`, and `bin` with `share/doc/sourceryg++-arm-altera-eabi/man`.

You can test that your `PATH` is set up correctly by running the following command:

```
> arm-altera-eabi-gcc -v
```

Verify that the last line of the output contains: `Sourcery CodeBench Lite 2013.05-73`.

2.7. Uninstalling Sourcery CodeBench Lite

The method used to uninstall Sourcery CodeBench Lite depends on the method you originally used to install it. If you have modified any files in the installation it is recommended that you back up these changes. The uninstall procedure may remove the files you have altered. In particular, the `arm-altera-eabi` directory located in the install directory will be removed entirely by the uninstaller.

2.7.1. Using the Sourcery CodeBench Lite Uninstaller on Microsoft Windows

You should use the provided uninstaller to remove a Sourcery CodeBench Lite installation originally created by the graphical installer. Start the graphical uninstaller by invoking the Uninstall executable located in your installation directory, or use the uninstall shortcut created during installation. After the uninstaller starts, follow the on-screen dialogs to uninstall Sourcery CodeBench Lite.

You can run the uninstaller in console mode, rather than using the graphical interface, by invoking the Uninstall executable found in your Sourcery CodeBench Lite installation directory with the `-i console` command-line option.

To uninstall third-party drivers bundled with Sourcery CodeBench Lite, first disconnect the associated hardware device. Then use `Uninstall a program` (Vista and newer) or `Add or Remove`

`Programs` (older versions of Windows) to remove the drivers separately. Depending on the device, you may need to reboot your computer to complete the driver uninstall.

2.7.2. Using the Sourcery CodeBench Lite Uninstaller on GNU/Linux

You should use the provided uninstaller to remove a Sourcery CodeBench Lite installation originally created by the executable installer script. Start the graphical uninstaller by invoking the executable Uninstall shell script located in your installation directory. After the uninstaller starts, follow the on-screen dialogs to uninstall Sourcery CodeBench Lite.

You can run the uninstaller in console mode, rather than using the graphical interface, by invoking the Uninstall script with the `-i console` command-line option.

2.7.3. Uninstalling a Compressed Archive Installation

If you installed Sourcery CodeBench Lite from a `.tar.bz2` file, you can uninstall it by manually deleting the installation directory created in the install procedure.

Chapter 3
Sourcery CodeBench Lite for ARM Altera EABI

This chapter contains information about features of Sourcery CodeBench Lite that are specific to ARM Altera EABI targets. You should read this chapter to learn how to best use Sourcery CodeBench Lite on your target system.

3.1. Included Components and Features

This section briefly lists the important components and features included in Sourcery CodeBench Lite for ARM Altera EABI, and tells you where you may find further information about these features.

Component	Version	Notes
GNU programming tools		
GNU Compiler Collection	4.7.3	Separate manual included.
GNU Binary Utilities	2.23.52	Includes assembler, linker, and other utilities. Separate manuals included.
Debugging support and simulators		
GNU Debugger	7.4.50	Separate manual included.
Target libraries		
CodeSourcery Common Startup Code Sequence	2013.05-73	See Chapter 5, “CS3™: The CodeSourcery Common Startup Code Sequence”.
Newlib C Library	1.18.0	Separate manuals included.
Other utilities		
GNU Make	N/A	Build support on Windows hosts.
GNU Core Utilities	N/A	Build support on Windows hosts.

3.2. Library Configurations

Sourcery CodeBench Lite for ARM Altera EABI includes the following library configuration.

ARMv4 - Little-Endian, Soft-Float	
Command-line option(s):	default
Library subdirectory:	`./`

ARMv4 Thumb - Little-Endian, Soft-Float	
Command-line option(s):	`-mthumb`
Library subdirectory:	`thumb/`

ARMv7 Thumb-2 - Little-Endian, Soft-Float	
Command-line option(s):	`-mthumb -march=armv7 -mfix-cortex-m3-ldrd`
Library subdirectory:	`thumb2/`

ARMv6-M Thumb - Little-Endian, Soft-Float	
Command-line option(s):	`-mthumb -march=armv6-m`
Library subdirectory:	`armv6-m/`

ARM Cortex-A9 - Little-Endian, VFP, NEON	
Command-line option(s):	`-mcpu=cortex-a9 -mfloat-abi=softfp -mfpu=neon`
Library subdirectory:	`cortex-a9/`

Sourcery CodeBench includes copies of run-time libraries that have been built with optimizations for different target architecture variants or other sets of build options. Each such set of libraries is referred to as a *multilib*. When you link a target application, Sourcery CodeBench selects the multilib matching the build options you have selected.

Sourcery CodeBench Lite's library support includes linker scripts that pull in appropriate CS3 startup code, as well as the libraries themselves. You can find these linker scripts in multilib-specific subdirectories of the `arm-altera-eabi/lib` directory of your Sourcery CodeBench install.

3.3. Using VFP Floating Point

3.3.1. Enabling Hardware Floating Point

GCC provides three basic options for compiling floating-point code:

- Software floating point emulation, which is the default. In this case, the compiler implements floating-point arithmetic by means of library calls.

- VFP hardware floating-point support using the soft-float ABI. This is selected by the `-mfloat-abi=softfp` option. When you select this variant, the compiler generates VFP floating-point instructions, but the resulting code uses the same call and return conventions as code compiled with software floating point.

- VFP hardware floating-point support using the VFP ABI, which is the VFP variant of the Procedure Call Standard for the ARM® Architecture (AAPCS). This ABI uses VFP registers to pass function arguments and return values, resulting in faster floating-point code. To use this variant, compile with `-mfloat-abi=hard`.

You can freely mix code compiled with either of the first two variants in the same program, as they both use the same soft-float ABI. However, code compiled with the VFP ABI is not link-compatible with either of the other two options. If you use the VFP ABI, you must use this option to compile your entire program, and link with libraries that have also been compiled with the VFP ABI. For example, you may need to use the VFP ABI in order to link your program with other code compiled by the ARM RealView® compiler, which uses this ABI.

Sourcery CodeBench Lite for ARM Altera EABI includes libraries built with software floating point, which are compatible with VFP code compiled using the soft-float ABI. While the compiler is capable of generating code using the VFP ABI, no compatible runtime libraries are provided in Sourcery CodeBench Lite. However, VFP hard-float libraries built with both ABIs are available to Sourcery CodeBench Standard and Professional Edition subscribers.

Note that, in addition to selecting hard/soft float and the ABI via the `-mfloat-abi` option, you can also compile for a particular FPU using the `-mfpu` option. For example, `-mfpu=neon` selects VFPv3 with NEON coprocessor extensions.

3.3.2. NEON SIMD Code

Sourcery CodeBench includes support for automatic generation of NEON SIMD vector code. Autovectorization is a compiler optimization in which loops involving normal integer or floating-point code are transformed to use NEON SIMD instructions to process several data elements at once.

To enable generation of NEON vector code, use the command-line options `-ftree-vectorize -mfpu=neon -mfloat-abi=softfp`. The `-mfpu=neon` option also enables generation of VFPv3 scalar floating-point code.

Sourcery CodeBench also includes support for manual generation of NEON SIMD code using C intrinsic functions. These intrinsics, the same as those supported by the ARM RealView® compiler, are defined in the `arm_neon.h` header and are documented in the 'ARM NEON Intrinsics' section of the GCC manual. The command-line options `-mfpu=neon -mfloat-abi=softfp` must be specified to use these intrinsics; `-ftree-vectorize` is not required.

3.3.3. Half-Precision Floating Point

Sourcery CodeBench for ARM Altera EABI includes support for half-precision (16-bit) floating point, including the new `__fp16` data type in C and C++, support for generating conversion instructions when compiling for processors that support them, and library functions for use in other cases.

To use half-precision floating point, you must explicitly enable it via the `-mfp16-format` command-line option to the compiler. For more information about `__fp16` representations and usage from C and C++, refer to the GCC manual.

3.4. Fixed-Point Arithmetic

Sourcery CodeBench for ARM Altera EABI includes experimental support for fixed-point arithmetic using a set of new data types, as described in the draft ISO/IEC technical report TR 18037. This support is provided for all ARM targets, and uses specialized instructions where available, e.g. saturating add and subtract operations on ARMv6T2 and above. Library functions are used for operations which are not natively supported on the target architecture.

This feature is a GNU extension, so is only available when the selected language standard includes GNU extensions (e.g. `-std=gnu90`, which is the default). Furthermore, only C is supported, not C++.

TR 18037 leaves up to the implementation the sizes of various quantities within the new data types it defines. For Sourcery CodeBench for ARM Altera EABI, these are, briefly:

- `short _Fract`: One sign bit, 7 fractional bits
- `_Fract`: One sign bit, 15 fractional bits
- `long _Fract`: One sign bit, 31 fractional bits
- `unsigned short _Fract`: 8 fractional bits
- `unsigned _Fract`: 16 fractional bits
- `unsigned long _Fract`: 32 fractional bits
- `short _Accum`: One sign bit, 7 fractional bits, 8 integral bits

- `_Accum`: One sign bit, 15 fractional bits, 16 integral bits
- `long _Accum`: One sign bit, 31 fractional bits, 32 integral bits
- `unsigned short _Accum`: 8 fractional bits, 8 integral bits
- `unsigned _Accum`: 16 fractional bits, 16 integral bits
- `unsigned long _Accum`: 32 fractional bits, 32 integral bits

These values (and various other useful constants) are also defined in the header file `stdfix.h` for use in your programs. Note that there is currently no support for the new standard-library functions described in TR 18037, nor for the pragmas controlling precision of operations.

Fixed-point extensions are not currently supported by GDB, nor are they compliant with the ARM EABI (which does not specify anything about fixed-point types at present). Code using fixed-point types cannot be expected to interact properly (across ABI boundaries) with code generated by other compilers for the ARM architecture.

3.5. ABI Compatibility

The Application Binary Interface (ABI) for the ARM Architecture is a collection of standards, published by ARM Ltd. and other organizations. The ABI makes it possible to combine tools from different vendors, including Sourcery CodeBench and ARM RealView®.

Sourcery CodeBench implements the ABI as described in these documents, which are available from the ARM Information Center[1]:

- BSABI - ARM IHI 0036B (28 October 2009)
- BPABI - ARM IHI 0037B (28 October 2009)
- EHABI - ARM IHI 0038A (28 October 2009)
- CLIBABI - ARM IHI 0039B (4 November 2009)
- AADWARF - ARM IHI 0040A (28 October 2009)
- CPPABI - ARM IHI 0041C (5 October 2009)
- AAPCS - ARM IHI 0042D (16 October 2009)
- RTABI - ARM IHI 0043C (19 October 2009)
- AAELF - ARM IHI 0044D (28 October 2009)
- ABI Addenda - ARM IHI 0045C (4 November 2009)

Sourcery CodeBench currently produces DWARF version 2, rather than DWARF version 3 as specified in AADWARF.

[1] http://infocenter.arm.com

3.6. ARM Profiling Implementation

Profiling is enabled by means of the -pg compiler option. In this mode, the compiler inserts a call to __gnu_mcount_nc into every function prologue. However, no implementation of __gnu_mcount_nc is provided (to do so would be impossible without knowledge of the execution environment).

You must provide your own implementation of __gnu_mcount_nc . Here are the requirements:

- On exit, pop the top value from the stack, and place it in the lr register. The sp register should be adjusted accordingly. For example, this is how to write it as a stub function:

```
        .globl __gnu_mcount_nc
        .type __gnu_mcount_nc, %function
__gnu_mcount_nc:
        mov    ip, lr
        pop    { lr }
        bx     ip
```

- Preserve all other register state except for r12 and the CPSR condition code bits. In particular all coprocessor state and registers r0-r3 must be preserved.
- Record and count all occurrences of the function calls in the program. The caller can be determined from the lr value stored on the top of the stack (on entry to __gnu_mcount_nc), and the callee can be determined from the current value of the lr register (i.e. the caller of this function).
- Arrange for the data to be saved to a file named gmon.out when the program exits (via atexit). Refer to the gprof profiler manual for more information.

Chapter 4
Using Sourcery CodeBench from the Command Line

This chapter demonstrates the use of Sourcery CodeBench Lite from the command line.

4.1. Building an Application

This chapter explains how to build an application with Sourcery CodeBench Lite using the command line. As elsewhere in this manual, this section assumes that your target system is arm-altera-eabi, as indicated by the `arm-altera-eabi` command prefix.

Using an editor (such as `notepad` on Microsoft Windows or `vi` on UNIX-like systems), create a file named `main.c` containing the following simple factorial program:

```
#include <stdio.h>

int factorial(int n) {
  if (n == 0)
    return 1;
  return n * factorial (n - 1);
}

int main () {
  int i;
  int n;
  for (i = 0; i < 10; ++i) {
    n = factorial (i);
    printf ("factorial(%d) = %d\n", i, n);
  }
  return 0;
}
```

Compile and link this program using the command:

```
> arm-altera-eabi-gcc -o factorial main.c -T script
```

Sourcery CodeBench requires that you specify a linker script with the `-T` option to build applications for bare-board targets. Linker errors like `undefined reference to `read'` are a symptom of failing to use an appropriate linker script. Default linker scripts are provided in `arm-altera-eabi/lib`. Refer to Chapter 5, “CS3™: The CodeSourcery Common Startup Code Sequence” for information about the boards and linker scripts supported by Sourcery CodeBench Lite. You must also add the processor options for your board, as documented in that chapter, to your compile and link command lines.

There should be no output from the compiler. (If you are building a C++ application, instead of a C application, replace `arm-altera-eabi-gcc` with `arm-altera-eabi-g++`.)

4.2. Running Applications on the Target System

Consult your target board documentation for instructions on loading programs onto the target, and running them.

4.3. Running Applications from GDB

You can run GDB, the GNU Debugger, on your host system to debug programs running remotely on a target board or system.

When starting GDB, give it the pathname to the program you want to debug as a command-line argument. For example, if you have built the factorial program as described in Section 4.1, “Building an Application”, enter:

```
> arm-altera-eabi-gdb factorial
```

While this section explains the alternatives for using GDB to run and debug application programs, explaining the use of the GDB command-line interface is beyond the scope of this document. Please refer to the GDB manual for further instructions.

4.3.1. Connecting to an External GDB Server

From within GDB, you can connect to a running `gdbserver` or other debugging stub that uses the GDB remote protocol using:

```
(gdb) target remote host:port
```

where *`host`* is the host name or IP address of the machine the stub is running on, and *`port`* is the port number it is listening on for TCP connections.

4.3.2. Loading and Running Applications

Connecting to a bare-metal target or simulator from GDB does not cause your program to be loaded into target memory. You must do this explicitly from GDB after you connect:

```
(gdb) load
```

Alternatively, you can use third-party tools to load your application into flash memory before starting GDB.

To begin execution of your application, you should generally use the `continue` command:

```
(gdb) continue
```

Chapter 5
CS3™: The CodeSourcery Common Startup Code Sequence

CS3 is CodeSourcery's low-level board support library. This chapter documents the boards supported by Sourcery CodeBench Lite and the compiler and linker options you need to use with them. It also explains how you can use and modify CS3-provided definitions for memory maps, system startup code and interrupt vectors in your own code.

Many developers turn to the GNU toolchain for its cross-platform consistency: having a single system support so many different processors and boards helps to limit risk and keep learning curves gentle. Historically, however, the GNU toolchain has lacked a consistent set of conventions for processor- and board-level initialization, language run-time setup, and interrupt and trap handler definition.

The CodeSourcery Common Startup Code Sequence (CS3) addresses this problem. For each supported system, CS3 provides a set of linker scripts describing the system's memory map, and a board support library providing generic reset, startup, and interrupt handlers. These scripts and libraries all follow a standard set of conventions across a range of processors and boards.

This chapter is organized in two parts. The first part explains CS3 concepts:

- Section 5.1, “Linker Scripts” provides basic information you need to know in order to select an appropriate CS3-provided linker script for your ARM Altera EABI board.
- CS3's program startup and termination model is discussed in Section 5.2, “Program Startup and Termination”.
- Section 5.3, “Memory Layout” discusses the mapping from program sections to memory regions. It also explains how you can refer to memory regions using CS3-provided symbolic names from C, assembly language, or the linker script, and customize placement of code or data in your program.
- Section 5.4, “Interrupt Vectors and Handlers” covers CS3's interrupt handling model, and discusses how you can customize the CS3-provided interrupt vector tables.

The second part provides details about the CS3 implementation for ARM Altera EABI:

- Section 5.5, “Supported Boards for ARM Altera EABI” lists the boards supported by CS3 for ARM Altera EABI, and the available linker scripts for them.
- Section 5.6, “Interrupt Vector Tables” documents the details of the provided interrupt vectors for CS3-supported devices.

5.1. Linker Scripts

When you build programs for ARM Altera EABI targets, you must use a linker script. The linker script serves several purposes:

- It determines the memory addresses for placement of code and data sections.
- It defines symbolic names for memory regions present on the board, which you can use programmatically within your code.
- It provides appropriate program startup and termination code, and causes the linker to pull in any low-level board support libraries that are required to run code on the target.
- It optionally provides a *hosting* library for basic I/O functionality.
- It provides a default interrupt vector appropriate for the target processor.

When invoking the Sourcery CodeBench linker from the command line, you must explicitly supply a linker script using the `-T` option; otherwise a link error results.

CS3 may provide multiple linker scripts for different configurations using the same board. For example, on some boards CS3 may support running the program from either RAM or ROM (flash). Some CS3 link configurations are also designed to co-exist with, or be run from, a boot monitor on the target board. Simulator targets typically require different startup code configurations than hardware targets. In CS3 terminology, each of these different configurations is referred to as a *profile*.

The remainder of this section discusses profile and hosting selection considerations in more detail. You can find the full list of supported boards and linker scripts included in this release of Sourcery CodeBench Lite in Section 5.5, “Supported Boards for ARM Altera EABI”.

5.1.1. Program and Data Placement

Many boards have both RAM and ROM (flash) memory devices. CS3 provides distinct linker scripts to place the application either entirely in RAM, or to place code and read-only data in ROM.

Some boards have very small amounts of RAM memory. If you use large library functions (such as `printf` and `malloc`), you may overflow the available memory. You may need to use the ROM-based profile for such programs, so that the program itself is stored in ROM. You may be able to reduce the total amount of memory used by your program by replacing portions of the Sourcery CodeBench runtime library and/or startup code.

5.1.2. Hosting and Semihosting

CS3 is designed to support boards without an operating system. To allow functions like `open` and `write` to work without operating system support, a *semihosting* feature is supported, in conjunction with the debugger.

With semihosting enabled, these system calls are translated into equivalent function calls on your host system. You can only use these function calls while connected to the debugger; if you try to use them when disconnected from the debugger, you will get a hardware exception.

Semihosting requires support from the remote GDB debugging stub or agent, as well as the debugger itself. However, semihosting may not be supported by debugging stubs provided by third parties. If you are using a debug device that communicates with GDB using the GDB remote protocol, check the documentation for your device to see whether semihosting is supported.

A good use of semihosting is to display debugging messages. For example, this program prints a message on the debugger console on the host:

```
#include <unistd.h>

int main () {
  write (STDERR_FILENO, "Hello, world!\n", 14);
  return 0;
}
```

The hosted CS3 linker scripts provide the semihosting support, and as such programs linked with them may only be run with the debugger. For production code, or programs where memory usage is tightly constrained, use the unhosted CS3 linker scripts instead. These scripts provide stub versions of the system calls, which return an appropriate error value in `errno`. If such a stub system call is required in the executable, the linker also produces a warning. Such a warning may indicate that you have left debugging code active, or that your program contains unused code.

As an alternative to semihosting via the debugger, some targets supported by CS3 can run a boot monitor that provides console I/O services and other basic system calls. CS3 can also provide hosting via these facilities; where a boot monitor is supported, this is noted in the board tables below. Unlike semihosting, hosting via the boot monitor can be used when running programs outside of the debugger.

5.1.3. Specifying a Linker Script

When using Sourcery CodeBench from the command line or from a `Makefile`, you must add `-T` *`script`* to your linking command, where *`script`* is the appropriate linker script. For example, to target ARM M-profile Simulator boards, you could link with `-T generic-m-hosted.ld`.

5.2. Program Startup and Termination

This section documents CS3's model for target initialization prior to invoking the `main` function of your program, and aspects of program termination that are left unspecified in the C and C++ standards. It explains how you can customize or override the default behavior for your application.

CS3 divides the startup sequence into three phases:

- The *hard reset phase* (`__cs3_reset`) includes actions such as initializing the memory controller and setting up the memory map.
- The *assembly initialization phase* (`__cs3_start_asm`) prepares the stack to run C code, and jumps to the C initialization function.
- The *C initialization phase* (`__cs3_start_c`) is responsible for initializing the data areas, running constructors for statically-allocated objects, and calling `main`.

The hard reset and assembly initialization phases are necessarily written in assembly language; at reset, there may not yet be stack to hold compiler temporaries, or perhaps even any RAM accessible to hold the stack. These phases do the minimum necessary to prepare the environment for running simple C code. Then, the code for the final phase may be written in C; CS3 leaves as much as possible to be done at this point.

The CodeSourcery board support library provides default code for all three phases. The hard reset phase is implemented by board- and profile-specific code. The assembly initialization phase is implemented by profile-specific code. The C initialization phase is implemented by generic code.

5.2.1. The Hard Reset Phase

This phase, which begins at `__cs3_reset`, is responsible for initializing board-specific registers, such as memory base registers and DRAM controllers, or scanning memory to check the available size. It is written in assembler and ends with a jump to `__cs3_start_asm`, which is where the assembly initialization phase begins.

The hard reset code is in a section named `.cs3.reset`. CS3 linker scripts define `__cs3_reset` as an alias for a board- and profile-specific entry point. You may override the CS3-provided reset code by defining your own `__cs3_reset` entry point in the `.cs3.reset` section.

Program execution always begins at `__cs3_reset`, whether the program is started from the reset vector, the debugger, or a boot monitor. However, the `__cs3_reset` code linked into the application is typically non-empty only for ROM-based profiles. For example, in a RAM-based profile, resetting the memory controllers would overwrite the code being executed.

5.2.2. The Assembly Initialization Phase

This phase is responsible for initializing the stack pointer and creating an initial stack frame. The symbol `__cs3_start_asm` marks the entry point of the assembly initialization code. The assembly initialization phase ends with a call or jump to `__cs3_start_c`.

The assembly initialization phase is profile-specific. For example, while bare-board applications typically must initialize the stack themselves, CS3 also supports boot-monitor profiles where the stack is initialized by the boot monitor before it launches the application. Likewise, some simulators automatically initialize the stack pointer and initial stack frame on startup, while others require a supervisory operation on startup to determine the amount of available memory. Each of these scenarios requires different assembly initialization behavior.

Note that on bare-board targets setting the stack pointer explicitly in the assembly initialization phase is required even if the processor itself initializes the stack pointer automatically on reset. This is to support running programs from the debugger as well as from processor reset.

For backwards compatibility with previous versions of CS3, on RAM and ROM profiles the symbol `__cs3_start_asm` is actually an alias for a symbol named `_start`. However, referencing or defining `_start` directly is now deprecated.

The value of the symbol `__cs3_stack` provides the initial value of the stack pointer for profiles that must set it explicitly. The CodeSourcery linker scripts provide a default value for this symbol, which you may override by defining `__cs3_stack` yourself. See Section 5.3.3, “Heap and Stack Placement” for an example of a custom stack.

The initial stack frame is created for the use of ordinary C and C++ calling conventions. The stack should be initialized so that backtraces stop cleanly at this point; this might entail zeroing a dynamic link pointer, or providing hand-written DWARF call frame information.

The last action of the assembly initialization phase is to call the C function `__cs3_start_c`. This function never returns, and `__cs3_start_asm` need not be prepared to handle a return from it.

As with the hard reset code, the CodeSourcery board support library provides reasonable default assembly initialization code. However, you may provide your own code by providing a definition for `__cs3_start_asm`, either in an object file or a library.

5.2.3. The C Initialization Phase

Finally, C code can be executed. The C startup function is declared as follows:

```
void __cs3_start_c (void) __attribute__ ((noreturn));
```

This function performs the following steps:

- Initialize all `.data`-like sections by copying their contents. For example, ROM-profile linker scripts use this mechanism to initialize writable data in RAM from the read-only data program image.
- Clear all `.bss`-like sections.
- Run constructors for statically-allocated objects, recorded using whatever conventions are usual for C++ on the target architecture.

  CS3 reserves priorities from 0 to 100 for use by initialization code. You can handle tasks like enabling interrupts, initializing coprocessors, pointing control registers at interrupt vectors, and so on by defining constructors with appropriate priorities.
- Call `main` as appropriate.
- Call `exit`, if it is available.

As with the hard reset and assembly initialization code, the CodeSourcery board support library provides a reasonable definition for the `__cs3_start_c` function. You may override this by providing a definition for `__cs3_start_c`, either in an object file or in a library.

5.2.4. Arguments to `main`

The CodeSourcery-provided definition of `__cs3_start_c` can pass command-line arguments to `main` using the normal C `argc` and `argv` mechanism if the board support package provides corresponding definitions for `__cs3_argc` and `__cs3_argv`. For example:

```
int __cs3_argc;
char **__cs3_argv;
```

These variables should be initialized using a constructor function, which is run by `__cs3_start_c` after it initializes the data segment. Use the `constructor` attribute on the function definition:

```
__attribute__((constructor))
static void __cs3_init_args (void) {
   __cs3_argc = ...;
   __cs3_argv = ...;
}
```

The constructor function may have an arbitrary name; `__cs3_init_args` is used only for illustrative purposes here.

If definitions of `__cs3_argc` and `__cs3_argv` are not provided, then the default `__cs3_start_c` function invokes `main` with zero as the `argc` argument and a null pointer as `argv`.

5.2.5. Program Termination

A program running on an embedded system is usually designed never to exit — it runs until the system is powered down. The C and C++ standards leave it unspecified as to whether `exit` is called at program termination. If the program never exits, then there is no reason to include `exit`, facilities to run functions registered with `atexit`, or global destructors. This code would never be run and would therefore just waste space in the application.

The CS3 startup code, by itself, does not cause `exit` to be present in the application. It dynamically checks whether `exit` is present, and only calls it if it is. If you require `exit` to be present, either refer to it within your application, or add `-Wl,-u,exit` to the linking command line.

Similarly, code to register global destructors is only invoked when `atexit` is already in the executable; CS3, by itself, does not cause `atexit` to be present. If you require `atexit`, either refer to it within your application, or add `-Wl,-u,atexit` to the linking command line.

5.3. Memory Layout

Boards supported by CS3 can have multiple banks or regions of memory with different characteristics. This section describes how program sections are mapped onto memory regions, and how you can use these CS3 features to customize placement of your program's code or data in memory. CS3 also provides a uniform set of symbolic names for each region, allowing you to programmatically refer to each region's address range from C or assembly language as well as from the linker script.

5.3.1. Memory Regions and Program Sections

The regions that are available on a particular board are listed in the table for that board in Section 5.5, “Supported Boards for ARM Altera EABI”, below. There are two kinds of regions: those documented as "Memory regions", which are general-purpose memory banks that can be used for program or data storage; and those documented as "Other regions", which typically correspond to memory-mapped control registers or other special-purpose storage.

CS3 supports boards that include both `ram` and `rom` memory regions. The `ram` region holds the `.data` and `.bss` sections, and the `.text` section in RAM profiles. In ROM profiles, the `rom` region holds the `.text` section and initialization values for the writable data sections.

In addition, all regions documented as "Memory regions" correspond to similarly-named program sections. For example, the linker script assigns the `.ram` section to the `ram` region.

More generally, for a memory region named *R*, CS3 linker scripts define a section named `.`*R*, which may contain initialized data or code. There is also a section named `.bss.`*R* for zero-initialized data (BSS), which is placed after the initialized data section for this region.

You can explicitly locate data or code in a section corresponding to a particular memory region using section attributes in your source C or C++ code. Section attributes are especially useful on code compiled for boards that include special memory banks, such as a fast on-chip cache memory, in addition to the default `ram` and/or `rom` regions. CS3's start-up code arranges for additional data-like sections to be initialized in the same way as the default `.data` section.

As an example to illustrate the attribute syntax, you can put a variable `v` in the `.ram` section using:

```
int v __attribute__ ((section (".ram")));
```

To declare a function `f` in this section, use:

```
int f (void) __attribute__ ((section (".ram"))) {...}
```

For more information about attribute syntax, see the GCC manual.

In addition to the `.`*R* and `.bss.`*R* sections, CS3 places a `.cs3.region-head.`*R* section at the beginning of each region *R*. Explicitly placing data in `.cs3.region-head.`*R* sections is discouraged, because CS3 itself may want to place items (like interrupt vector tables) at these locations. If there is a conflict, CS3 raises an error at link time.

Regions documented as "Other regions" in the tables in Section 5.5, “Supported Boards for ARM Altera EABI” do not have corresponding program sections. Typically, these regions contain memory-mapped control and I/O registers and cannot be used for general data or program storage. If your program needs to manipulate data in these regions, you can use the CS3 memory map access interface declared in `cs3.h`, as described in Section 5.3.2, “Programmatic Access to the CS3 Memory Map”.

Memory maps for boards supported by Sourcery CodeBench Lite for ARM Altera EABI are documented in XML files in the `arm-altera-eabi/lib/boards/` subdirectory of your Sourcery CodeBench installation directory.

5.3.2. Programmatic Access to the CS3 Memory Map

CS3 makes C declarations describing the memory regions on the target board available to your program via the header file `cs3.h`, which you can find in the `arm-altera-eabi/include` directory within your install.

For each region named *R*, `cs3.h` declares a byte array variable `__cs3_region_start_R` at the region's start address, and a `size_t` variable `__cs3_region_size_R` to represent the total size of the region. These symbols are defined by the linker script and so may also be referenced from assembly language. Note that all regions are aligned on eight-byte boundaries and sizes are also multiples of eight bytes.

For memory regions that can correspond to program sections (as described in Section 5.3.1, "Memory Regions and Program Sections"), there are additional symbols `__cs3_region_init_R` and `__cs3_region_init_size_R` that describe constant data used to initialize the region. During the C initialization phase (Section 5.2, "Program Startup and Termination"), this data is copied into the lower part of the memory region. The symbol `__cs3_region_zero_size_R` represents the size of the zero-initialized `.bss.R` section following the initialized data. Any of these identifiers may actually be defined as a preprocessor macro that expands to an expression of the appropriate type and value.

To perform the memory region initializations during startup, CS3 internally uses the array variable `__cs3_regions`, which contains descriptors for all of the writable (RAM) memory regions. These descriptors are also exposed in `cs3.h`; refer to the header file for details.

5.3.3. Heap and Stack Placement

CS3 linker scripts provide default placement of the heap and stack in the RAM region. However, you can override the defaults by providing your own definitions of the associated CS3 variables. For example, you may put the heap and/or stack in some other memory region.

Heap placement is controlled by defining the symbol `__cs3_heap_start` at the beginning of the heap, and either the symbol `__cs3_heap_end` or the pointer variable `__cs3_heap_limit` to mark the end of the heap. For example, this fragment of C code places the heap in a region named `extsram`:

```
#define HEAPSIZE ...  /* However big you want to make it. */
unsigned char __cs3_heap_start[HEAPSIZE]
    __attribute__ ((section (".bss.extsram"), aligned(8)));
unsigned char *__cs3_heap_limit = __cs3_heap_start + HEAPSIZE;
```

The default initial stack pointer for bare-metal profiles is given by the symbol `__cs3_stack`, and the stack grows downward from this address. Stack initialization is discussed in more detail in Section 5.2.2, "The Assembly Initialization Phase".

You can find C declarations for the CS3 heap and stack symbols in the header file `cs3.h`.

The `cs3.h` header file also defines a macro for creating a custom stack. The custom stack is created as a block of RAM in the zero-initialized data section (BSS). The specified size must be a compile-time constant. To account for alignment, the final size of the stack may be a few bytes less than the requested size. The symbol `__cs3_stack` is initialized to point to the last extent of the stack block, and is 16-byte aligned. For example, the following fragment of C code creates a stack of 8192 bytes:

```
#include <cs3.h>

CS3_STACK(2 * 4096);
```

As indicated in Section 5.2.2, "The Assembly Initialization Phase", there are cases where a boot monitor or simulator overrides a custom stack.

5.4. Interrupt Vectors and Handlers

CS3 provides standard handlers for interrupts, exceptions and traps, but also allows you to define your own handlers as needed. In this section, we use the term *interrupt* as a generic term for this entire class of events.

Different processors handle interrupts in various ways, but there are three general approaches:

- Some processors fetch an address from an array indexed by the interrupt number, and jump to that address. We call these *address vector* processors.
- Others multiply the interrupt number by some constant factor, add a base address, and jump directly to that address. Here, the interrupt vector consists of blocks of code, so we call these *code vector* processors.
- Still other processors use a more complicated descriptor mechanism for the interrupt table.

M-profile processors like the Cortex-M3 use the address vector model. Classic ARM processors (including ARM7/ARM9 as well as Cortex-A/R series processors) are technically code vector processors. However, each vector slot only holds a single instruction. CS3 emulates the address vector model on these processors by placing an indirect branch instruction in each slot of the real exception vector. The remainder of this section assumes that you have some understanding of the specific requirements for your target; refer to the architecture manuals if necessary.

5.4.1. ARM Altera EABI Interrupt Vector Implementation

On address vector processors, the CS3 library provides an array of pointers to interrupt handlers named `__cs3_interrupt_vector_`*`form`*, where *`form`* identifies the particular processor variant the vector is appropriate for. Each entry in the vector holds a reference to a symbol named `__cs3_isr_`*`name`*, where *`name`* is the customary name of that interrupt on the processor, or a number if there is no consistently used name. You can find the interrupt vector details in Section 5.6, “Interrupt Vector Tables”. The particular vector used by a given CS3-supported board is documented in the tables in Section 5.5, “Supported Boards for ARM Altera EABI”.

CS3 provides a reasonable default definition for each `__cs3_isr_`*`name`* handler. Many of these symbols are aliased to a common handler routine. If your program stops at a default interrupt handler, its name as shown in backtraces may therefore not correctly reflect which interrupt occurred.

To override an individual handler, provide your own definition for the appropriate `__cs3_isr_`*`name`* symbol. The definition need not be placed in any particular object file section.

To override the entire interrupt vector, you can define `__cs3_interrupt_vector_`*`form`*. You must place this definition in a section named `.cs3.interrupt_vector`. The linker script reports an error if the `.cs3.interrupt_vector` section is empty, to ensure that the definition of `__cs3_interrupt_vector_`*`form`* occupies the proper section.

You may define the vector in C with an array of pointers using the `section` attribute to place it in the appropriate section. For example, to override the interrupt vector on ARM M-profile Simulator boards, make the following definition:

```
typedef void handler(void);
handler *__attribute__((section (".cs3.interrupt_vector")))
  __cs3_interrupt_vector_micro[] =
{ ... };
```

5.4.2. Writing Interrupt Handlers

Interrupt handlers typically require special call/return and register usage conventions that are target-specific and beyond the scope of this document. In many cases, normal C functions cannot be used as interrupt handlers. For example, the EABI requires that the stack be 8-byte aligned, but on some ARMv7-M processors, only 4-byte stack alignment is guaranteed when calling an interrupt vector. This can cause subtle runtime failures, usually when 8-byte types are used.

As an alternative to writing interrupt handlers in assembly language, on ARM targets they may be written in C using the `interrupt` attribute. This tells the compiler to generate appropriate function entry and exit sequences for an interrupt handler. For example, to override the `__cs3_isr_nmi` handler, use the following definition:

```
void __attribute__ ((interrupt)) __cs3_isr_nmi (void)
{
  ... custom handler code ...
}
```

On ARM targets, the `interrupt` attribute also takes an optional parameter to specify the type of interrupt. Refer to the GCC manual for more details about attribute syntax and usage.

5.5. Supported Boards for ARM Altera EABI

CS3 provides support for the following boards on ARM Altera EABI targets.

ARM M-profile Simulator		
Processor name:	Cortex-M3	
Processor options:	`-mcpu=cortex-m3 -mthumb`	
Memory regions:	`ram`	
Interrupt vector:	`__cs3_interrupt_vector_micro`	
Linker scripts:	Simulator Hosted	`generic-m-hosted.ld`
	Simulator Unhosted	`generic-m.ld`

ARM Simulator		
Processor name:	unspecified	
Processor options:	none	
Memory regions:	`ram`	
Interrupt vector:	`__cs3_interrupt_vector_arm`	
Linker scripts:	Simulator Hosted	`generic-hosted.ld`
	Simulator Unhosted	`generic.ld`

ARM Simulator (VFP)		
Processor name:	unspecified	
Processor options:	none	
Memory regions:	`ram`	
Interrupt vector:	`__cs3_interrupt_vector_arm`	
Linker scripts:	Simulator Hosted	`generic-vfp-hosted.ld`
	Simulator Unhosted	`generic-vfp.ld`

ARMulator (RDI)		
Processor name:	unspecified	
Processor options:	none	
Memory regions:	`ram`	
Interrupt vector:	`__cs3_interrupt_vector_arm`	
Linker scripts:	RAM Hosted	`armulator-ram-hosted.ld`
	RAM Unhosted	`armulator-ram.ld`

5.6. Interrupt Vector Tables

5.6.1. `__cs3_interrupt_vector_arm`

The ARM interrupt vector table (`__cs3_interrupt_vector_arm`) contents are:

Number	**Name**	**Meaning**
0	`__cs3_reset`	Reset entry point
1	`__cs3_isr_undef`	Undefined Instruction
2	`__cs3_isr_swi`	Software Interrupt/Supervisor Call
3	`__cs3_isr_pabort`	Prefetch Abort
4	`__cs3_isr_dabort`	Data Abort
5	`__cs3_isr_reserved`	
6	`__cs3_isr_irq`	External Interrupt (IRQ)
7	`__cs3_isr_fiq`	Fast Interrupt (FIQ)

5.6.2. `__cs3_interrupt_vector_micro`

The Microcontroller Profile interrupt vector table (`__cs3_interrupt_vector_micro`) contents are:

Number	**Name**	**Meaning**
0	`__cs3_stack`	Initial stack pointer
1	`__cs3_reset`	Reset entry point
2	`__cs3_isr_nmi`	Non Maskable Interrupt
3	`__cs3_isr_hard_fault`	Hardware fault

Number	Name	Meaning
4	`__cs3_isr_mpu_fault`	MPU fault
5	`__cs3_isr_bus_fault`	Bus fault
6	`__cs3_isr_usage_fault`	Usage fault
7..10	`__cs3_isr_reserved_7..10`	Reserved for future use
11	`__cs3_isr_svcall`	System Vector Call
12	`__cs3_isr_debug`	Debug interrupt
13	`__cs3_isr_reserved_13`	Reserved for future use
14	`__cs3_isr_pendsv`	
15	`__cs3_isr_systick`	System Ticker
16..47	`__cs3_isr_external_0..31`	External interrupt

Chapter 6
Next Steps with Sourcery CodeBench

This chapter describes where you can find additional documentation and information about using Sourcery CodeBench Lite and its components.

6.1. Sourcery CodeBench Knowledge Base

The Sourcery CodeBench Knowledge Base is available to registered users at the Sourcery CodeBench Portal[1]. Here you can find solutions to common problems including installing Sourcery CodeBench, making it work with specific targets, and interoperability with third-party libraries. There are also additional example programs and tips for making the most effective use of the toolchain and for solving problems commonly encountered during debugging. The Knowledge Base is updated frequently with additional entries based on inquiries and feedback from customers.

6.2. Manuals for GNU Toolchain Components

Sourcery CodeBench Lite includes the full user manuals for each of the GNU toolchain components, such as the compiler, linker, assembler, and debugger. Most of the manuals include tutorial material for new users as well as serving as a complete reference for command-line options, supported extensions, and the like.

When you install Sourcery CodeBench Lite, links to both the PDF and HTML versions of the manuals are created in the shortcuts folder you select. If you elected not to create shortcuts when installing Sourcery CodeBench Lite, the documentation can be found in the `share/doc/sourceryg++-arm-altera-eabi/` subdirectory of your installation directory.

In addition to the detailed reference manuals, Sourcery CodeBench Lite includes a Unix-style manual page for each toolchain component. You can view these by invoking the `man` command with the pathname of the file you want to view. For example, you can first go to the directory containing the man pages:

```
> cd $INSTALL/share/doc/sourceryg++-arm-altera-eabi/man/man1
```

Then you can invoke `man` as:

```
> man ./arm-altera-eabi-gcc.1
```

Alternatively, if you use `man` regularly, you'll probably find it more convenient to add the directory containing the Sourcery CodeBench man pages to your `MANPATH` environment variable. This should go in your `.profile` or equivalent shell startup file; see Section 2.6, “Setting up the Environment” for instructions. Then you can invoke `man` with just the command name rather than a pathname.

Finally, note that every command-line utility program included with Sourcery CodeBench Lite can be invoked with a `--help` option. This prints a brief description of the arguments and options to the program and exits without doing further processing.

[1] https://sourcery.mentor.com/GNUToolchain/

Appendix A
Sourcery CodeBench Lite Release Notes

This appendix contains information about changes in this release of Sourcery CodeBench Lite for ARM Altera EABI. You should read through these notes to learn about new features and bug fixes.

A.1. Changes in Sourcery CodeBench Lite for ARM Altera EABI

This section documents Sourcery CodeBench Lite changes for each released revision.

A.1.1. Changes in Sourcery CodeBench Lite 2013.05-73

Initial release. This is the initial release for ARM Altera EABI.

Appendix B
Sourcery CodeBench Lite Licenses

Sourcery CodeBench Lite contains software provided under a variety of licenses. Some components are “free” or “open source” software, while other components are proprietary. This appendix explains what licenses apply to your use of Sourcery CodeBench Lite. You should read this appendix to understand your legal rights and obligations as a user of Sourcery CodeBench Lite.

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   iconv (Charset Conversion Library) v2.0

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