Aurel
Associate II

2023-04-14 04:29 AM - edited
2023-11-20 09:26 AM

Hi everyone,

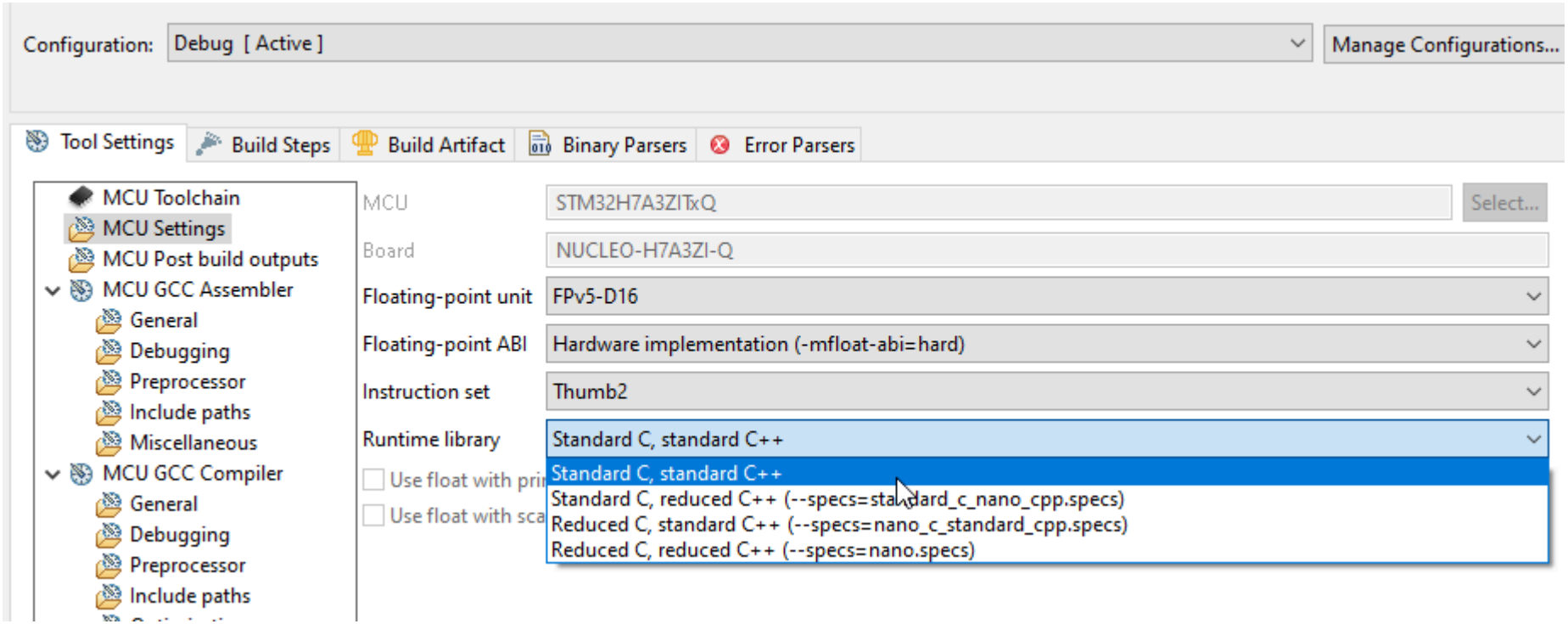
As this link is the first one when looking for "stm32 try catch", I'm adding some extra info.

The previous answer doesn't work for me.

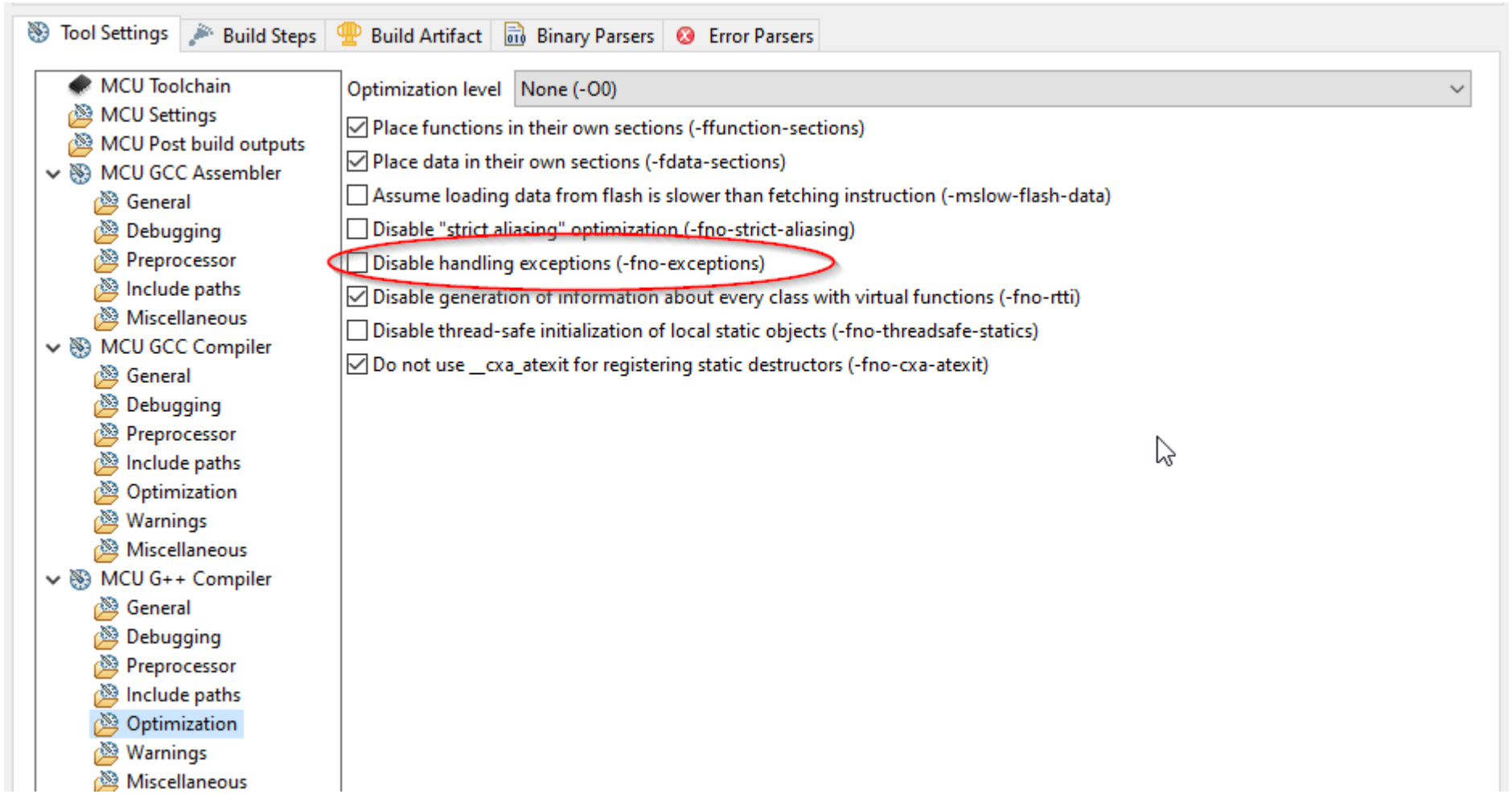
When looking on other thread, it turns out that the problem is linked with the "-specs=nano.specs".

A solution that works for me was to choose "Standard C, Standard C++" for the runtime library:

Feedback


Configuration: Debug [Active]
Manage Configurations...
Tool Settings
Build Steps
Build Artifact
Binary Parsers
Error Parsers
MCU Toolchain
MCU Settings
MCU Post build outputs
MCU GCC Assembler
General
Debugging
Preprocessor
Include paths
Miscellaneous
MCU GCC Compiler
General
Debugging
Preprocessor
Include paths
MCU
STM32H7A3ZITxQ
Select...
Board
NUCLEO-H7A3ZI-Q
Floating-point unit
FPv5-D16
Floating-point ABI
Hardware implementation (-mfloat-abi=hard)
Instruction set
Thumb2
Runtime library
Standard C, standard C++
Standard C, standard C++
Standard C, reduced C++ (--specs=standard_c_nano_cpp.specs)
Reduced C, standard C++ (--specs=nano_c_standard_cpp.specs)
Reduced C, reduced C++ (--specs=nano.specs)

And:


Tool Settings
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MCU GCC Assembler
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Preprocessor
Include paths
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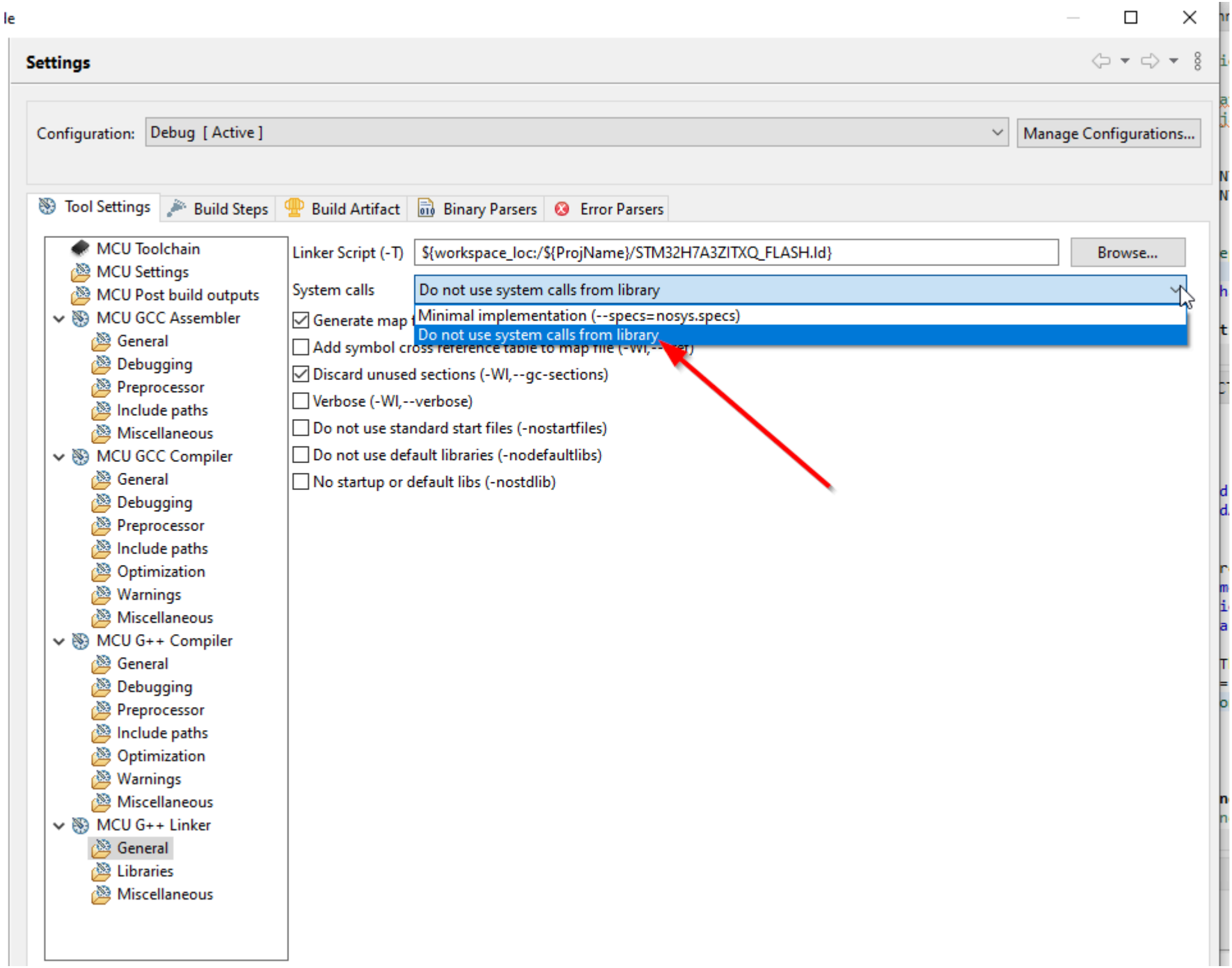
MCU GCC Compiler
General
Debugging
Preprocessor
Include paths
Optimization
Warnings
Miscellaneous
MCU G++ Compiler
General
Debugging
Preprocessor
Include paths
Optimization
Warnings
Miscellaneous
Optimization level
None (-O0)
Place functions in their own sections (-ffunction-sections)
Place data in their own sections (-fdata-sections)
Assume loading data from flash is slower than fetching instruction (-mslow-flash-data)
Disable "strict aliasing" optimization (-fno-strict-aliasing)
Disable handling exceptions (-fno-exceptions)
Disable generation of information about every class with virtual functions (-fno-rtti)
Disable thread-safe initialization of local static objects (-fno-threadsafe-statics)
Do not use __cxa_atexit for registering static destructors (-fno-cxa-atexit)

And


Settings
Configuration: Debug [Active]
Manage Configurations...
Tool Settings
Build Steps
Build Artifact
Binary Parsers
Error Parsers
MCU Toolchain
MCU Settings
MCU Post build outputs
MCU GCC Assembler
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Preprocessor
Include paths
Optimization
Warnings
Miscellaneous
MCU G++ Compiler
General
Debugging
Preprocessor
Include paths
Optimization
Warnings
Miscellaneous
MCU G++ Linker
General
Libraries
Miscellaneous
Linker Script (-T)
${workspace_loc:/${ProjName}/STM32H7A3ZITXQ_FLASH.ld}
Browse...
System calls
Do not use system calls from library
Minimal implementation (--specs=nosys.specs)
Do not use system calls from library
Generate map
Add symbol cross reference table to map file (-Wl,
Discard unused sections (-Wl,--gc-sections)
Verbose (-Wl,--verbose)
Do not use standard start files (-nostartfiles)
Do not use default libraries (-nodefaultlibs)
No startup or default libs (-nostdlib)

0 Kudos

Reply

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