PLAYSTATION(R)3 Programmer Tool Toolchain 110.006
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The following are the new features and fixed bugs of PLAYSTATION(R)3
Programmer Tool Toolchain package.

- Additions of new features and changes in Release 110.006
- Bugs fixed in Release 110.006

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New Additions and Changes in Release 110.006

GCC
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none

GDB

- Option -waitbd has been added to bedbg.
  The option -waitbd is an option to wait a maximum of 15 seconds for
  the disc inserted in the Blu-ray Disc drive to be mounted when
  loading and executing a program from the debugger.

  For details, please refer to the "Cell OS Lv-2 Debug Overview"
  document.

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Bugs Fixed in Release 110.006

GCC

<PPU Side>
- A following problem has been fixed.
  - When a program that performs a call that uses a function pointer or
    a virtual member function call is compiled with a -O2 or more
    optimization option and -ffast-math, a wrong code may be generated.

<SPU Side>
- A following problem has been fixed.
  - Internal compiler error will occur when the SPU program
    that uses vector type is compiled with -Os option.

GDB

- A following problem has been fixed.
 - When reading data written on a disc which is created with encoding
   enabled in the Disc Image Generator, the encoded file may be read
   without being decoded.
   This problem occurs under the following conditions:

   1. When the program is loaded before the completion of the disc
       recognition following the target reset.
       (This includes the case where a disc is inserted after
        the program load.)
   For details of this bug, see the Technical Note 200609-09
   https://ps3.scedev.net/technotes/view/306/1

<Windows>
- The printf command of GDB could not handle 64-bit integers.
  This problem has been fixed.

- When reading the symbol information into GDB, the following error was
  displayed with some of the ELF files and the files could not be read
  correctly in some cases. This problem has been fixed.

  This application has requested the Runtime to terminate it in an unusual
  way.
  Please contact the application's support team for more information.

<Linux>
- When reading the symbol information into GDB, the following error was
  displayed with some of the ELF files and the files could not be read
  correctly in some cases. This problem has been fixed.

  internal-error: could not find partial DIE in cache
  A problem internal to GDB has been detected,
  further debugging may prove unreliable.