

Sourcery CodeBench Lite

Xilinx GNU/Linux

Sourcery CodeBench Lite 2011.09-50

Getting Started



Sourcery CodeBench Lite: Xilinx GNU/Linux: Sourcery CodeBench Lite 2011.09-50: Getting Started

CodeSourcery, Inc.

Copyright © 2005, 2006, 2007, 2008, 2009, 2010, 2011 CodeSourcery, Inc.

All rights reserved.

Abstract

This guide explains how to install and build applications with Sourcery CodeBench Lite, CodeSourcery's customized and validated 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.

Table of Contents

Preface	iv
1. Intended Audience	v
2. Organization	v
3. Typographical Conventions	vi
1. Quick Start	1
1.1. Installation and Set-Up	2
1.2. Configuring Sourcery CodeBench Lite for the Target System	2
1.3. Building Your Program	2
1.4. Running and Debugging Your Program	2
2. Installation and Configuration	4
2.1. Terminology	5
2.2. System Requirements	5
2.3. Downloading an Installer	6
2.4. Installing Sourcery CodeBench Lite	6
2.5. Installing Sourcery CodeBench Lite Updates	9
2.6. Setting up the Environment	9
2.7. Uninstalling Sourcery CodeBench Lite	11
3. Sourcery CodeBench Lite for Xilinx GNU/Linux	13
3.1. Included Components and Features	14
3.2. Library Configurations	14
3.3. Target Kernel Requirements	14
3.4. Target Dynamic Loader Requirements	15
3.5. Using Sourcery CodeBench Lite on GNU/Linux Targets	15
3.6. Using GDB Server for Debugging	17
3.7. GLIBC Backtrace Support	19
3.8. Fixed-Point Arithmetic	19
3.9. ABI Compatibility	20
3.10. Object File Portability	21
4. Using Sourcery CodeBench from the Command Line	22
4.1. Building an Application	23
4.2. Running Applications on the Target System	23
4.3. Running Applications from GDB	24
5. Sourcery CodeBench Debug Sprite	25
5.1. Probing for Debug Devices	26
5.2. Invoking Sourcery CodeBench Debug Sprite	26
5.3. Sourcery CodeBench Debug Sprite Options	27
5.4. Xilinx Platform Cable USB Interface	28
5.5. Debugging a Remote Board	29
5.6. Supported Board Files	29
5.7. Board File Syntax	29
6. Next Steps with Sourcery CodeBench	33
6.1. Sourcery CodeBench Knowledge Base	34
6.2. Example Programs	34
6.3. Manuals for GNU Toolchain Components	34
A. Sourcery CodeBench Lite Release Notes	36
A.1. Changes in Sourcery CodeBench Lite for Xilinx GNU/Linux	37
B. Sourcery CodeBench Lite Licenses	42
B.1. Licenses for Sourcery CodeBench Lite Components	43
B.2. Sourcery CodeBench Software License Agreement	44
B.3. Attribution	47

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 Xilinx GNU/Linux”	This chapter contains information about using Sourcery CodeBench Lite that is specific to Xilinx GNU/Linux 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, “Sourcery CodeBench Debug Sprite”	This chapter describes the use of the Sourcery CodeBench Debug Sprite for remote debugging. The Sprite is provided for debugging of the Linux kernel on the target board. This chapter includes information about the debugging devices and boards supported by the Sprite for Xilinx GNU/Linux.
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 Xilinx GNU/Linux. 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:

<code>> command arg ...</code>	A command, typed by the user, and its output. The “>” character is the command prompt.
<code>command</code>	The name of a program, when used in a sentence, rather than in literal input or output.
<code>literal</code>	Text provided to or received from a computer program.
<i>placeholder</i>	Text that should be replaced with an appropriate value when typing a command.
<code>\</code>	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 Xilinx GNU/Linux is intended for developers working on embedded GNU/Linux applications. It may also be used for Linux kernel development and debugging, or to build a GNU/Linux distribution.

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. Note that this checklist is also oriented towards application debugging rather than kernel debugging.

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 Xilinx GNU/Linux”.

1.1. Installation and Set-Up

Install Sourcery CodeBench Lite on your host computer. You may download an installer package from the Sourcery CodeBench web site¹, 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”.

1.2. Configuring Sourcery CodeBench Lite for the Target System

Identify your target libraries. Sourcery CodeBench Lite supports libraries optimized for different targets. Libraries are selected automatically by the linker, depending on the processor and other options you have specified. Refer to Section 3.2, “Library Configurations” for details.

Install runtime libraries on your target machine. In order to run programs built with the Sourcery CodeBench runtime libraries on target hardware, you must install these libraries, the Sourcery CodeBench dynamic linker, and other runtime support files -- collectively referred to as the *sysroot* -- on your GNU/Linux target system. Typically, this involves either using third-party tools to build a complete root filesystem including the Sourcery CodeBench sysroot, or using special commands when linking or running your program so it can find the sysroot installed in another location on the target. Refer to Section 3.5, “Using Sourcery CodeBench Lite on GNU/Linux Targets” for full discussion of these options.

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.

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.

¹ http://www.codesourcery.com/gnu_toolchains/

Run your program on the Xilinx GNU/Linux target. To run a program using the included Sourcery CodeBench libraries, you must install the sysroot on the target, as previously discussed. Copy the executable for your program to the target system. The method you use for launching your program depends on how you have installed the libraries and built your program. In some cases, you may need to invoke the Sourcery CodeBench dynamic linker explicitly. Refer to Section 3.5, “Using Sourcery CodeBench Lite on GNU/Linux Targets” for details.

Debug your program on the target using GDB server. You can use GDB server on a remote target to debug your program. When debugging a program that uses the included Sourcery CodeBench libraries, you must use the `gdbserver` executable included in the sysroot, and similar issues with respect to the dynamic linker as discussed previously apply. See Section 3.6, “Using GDB Server for Debugging” for detailed instructions. Once you have started GDB server on the target, you can connect to it from the debugger on your host system. Refer to Section 4.3, “Running Applications from GDB” for instructions on remote debugging from command-line GDB.

Chapter 2

Installation and Configuration

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

1. Verify that you can install Saurcery CodeBench Lite on your system.
2. Download the appropriate Saurcery CodeBench Lite installer.
3. Install Saurcery CodeBench Lite.
4. Configure your environment so that you can use Saurcery 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-xilinx-linux-gnueabi`.

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 3.1 (and later), Red Hat Enterprise Linux 3 (and later), SuSE Enterprise Linux 8 (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

In order to install and use Sourcery CodeBench Lite, you must have at least 512MB of available memory.

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 Xilinx GNU/Linux” 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”.

You can download Sourcery CodeBench Lite from the Sourcery CodeBench web site¹. This free version of Sourcery CodeBench, which is made available to the general public, does not include all the functionality of CodeSourcery's product releases. If you prefer, you may instead purchase or register for an evaluation of CodeSourcery's product toolchains at the Sourcery CodeBench Portal².

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.

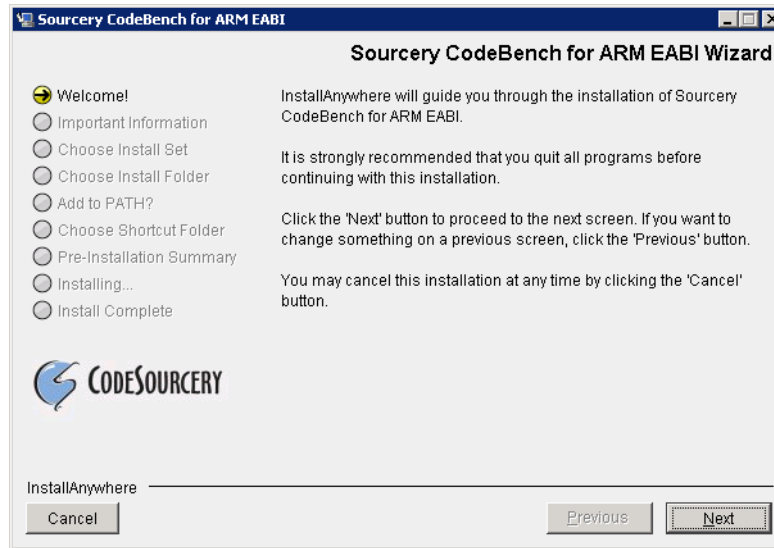
2.4.1. Using the Sourcery CodeBench Lite Installer on Microsoft Windows

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.

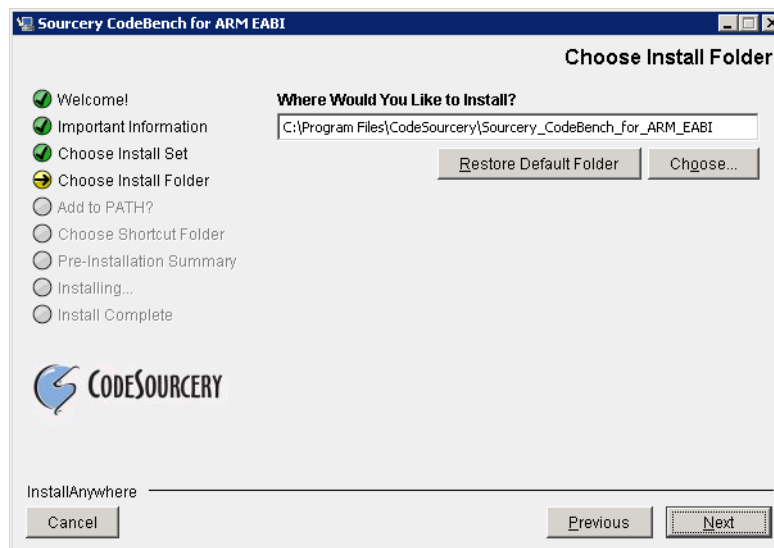
¹ http://www.codesourcery.com/gnu_toolchains/

² <https://support.codesourcery.com/GNUToolchain/>

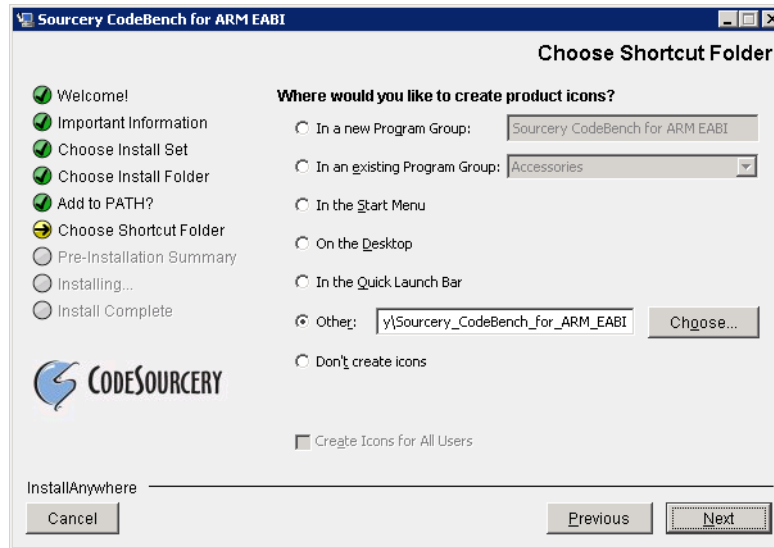


Running the Installer. The graphical installer guides you through the steps to install Sourcery CodeBench Lite.

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

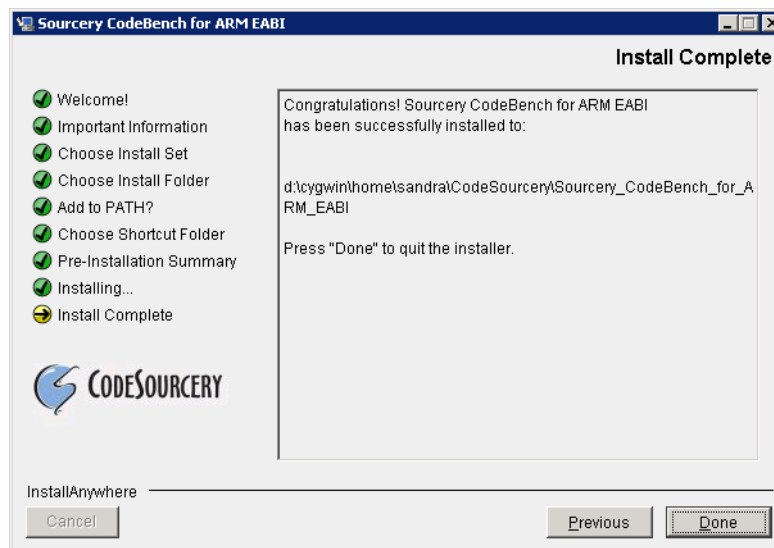


Choose Install Folder. Select the pathname to your install directory.



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++-2011.09`.

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 Xilinx GNU/Linux 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 Xilinx GNU/Linux target all begin with `arm-xilinx-linux-gnueabi`. 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

If you installed Sourcery CodeBench Lite using the graphical installer then you may skip this step. The installer does this setup for you.

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-xilinx-linux-gnueabi-g++ -v
```

Verify that the last line of the output contains: Sourcery CodeBench Lite 2011.09-50.

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

If you installed Sourcery CodeBench Lite using the graphical installer then you may skip this step. The installer does this setup for you.

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 installldir/bin:$PATH
```

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

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

If you are not sure which shell you are using, try both commands. In both cases, replace *installldir* 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-xilinx-linux-gnueabi/man`.

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

```
> arm-xilinx-linux-gnueabi-g++ -v
```

Verify that the last line of the output contains: `Sourcery CodeBench Lite 2011.09-50`.

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-xilinx-linux-gnueabi` 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 Xilinx GNU/Linux

This chapter contains information about features of Sourcery CodeBench Lite that are specific to Xilinx GNU/Linux 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 Xilinx GNU/Linux, and tells you where you may find further information about these features.

Component	Version	Notes
GNU programming tools		
GNU Compiler Collection	4.6.1	Separate manual included.
GNU Binary Utilities	2.21.53	Includes assembler, linker, and other utilities. Separate manuals included.
Debugging support and simulators		
GNU Debugger	7.2.50	Separate manual included.
Sourcery CodeBench Debug Sprite for ARM	2011.09-50	Provided for kernel debugging only. See Chapter 5, “Sourcery CodeBench Debug Sprite”.
GDB Server	N/A	Included with GDB. See Section 3.6, “Using GDB Server for Debugging”.
Target libraries		
GNU C Library	2.13	Separate manual included.
Linux Kernel Headers	3.0.1	
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 Xilinx GNU/Linux includes the following library configuration.

Cortex-A9 - Little-Endian, NEON, GLIBC	
Command-line option(s):	default
Sysroot subdirectory:	. /
Dynamic linker:	lib/ld-linux.so.3

The build-time library directory corresponds to a *sysroot* directory which contains the files that should be installed on the target system. The sysroot contains the dynamic linker used to run your applications on the target as well as the libraries. Refer to Section 3.5, “Using Sourcery CodeBench Lite on GNU/Linux Targets” for instructions on how to install and use these support files on your target GNU/Linux system. You can find the sysroot directories provided with Sourcery CodeBench in the `arm-xilinx-linux-gnueabi/libc` directory of your installation. In the tables below, the dynamic linker pathname is given relative to the corresponding sysroot.

3.3. Target Kernel Requirements

The GNU C library supplied with Sourcery CodeBench Lite uses the EABI-based kernel syscall interface. This means applications compiled with Sourcery CodeBench require at least a 2.6.16 kernel with EABI syscalls enabled.

To provide VFP and Advanced SIMD registers, `gdbserver` requires support from the Linux kernel. Linux 2.6.30 includes the necessary support; for older versions, visit the Sourcery CodeBench Knowledge Base¹.

3.4. Target Dynamic Loader Requirements

The compiler supplied in Sourcery CodeBench Lite emits TLS Descriptor sequences to access thread-local storage in position-independent code. This is a new TLS access model, with a specification at <http://www.codesourcery.com/publications/RFC-TLSDESC-ARM.txt>. It improves the performance of shared objects and position-independent executables. This model requires dynamic loader support. The loader included with Sourcery CodeBench Lite (`lib/ld-linux.so.3`) includes the necessary support. Support for the older ARM EABI-specified access sequence is still provided and thus object files and executables built by EABI-compliant toolchains, including earlier versions of Sourcery CodeBench Lite, will continue to function. If you need to use an older dynamic loader that lacks TLS Descriptor support, you must compile all your code with `-mtls-dialect=arm`. This option selects the previous TLS access method.

3.5. Using Sourcery CodeBench Lite on GNU/Linux Targets

In order to run and debug programs produced by Sourcery CodeBench on a GNU/Linux target, you must install runtime support files on the target. You may also need to set appropriate build options so that your executables can find the correct dynamic linker and libraries at runtime.

The runtime support files, referred to as the *sysroot*, are found in the `arm-xilinx-linux-gnueabi/libc` directory of your Sourcery CodeBench Lite installation. The *sysroot* consists of the contents of the `etc`, `lib`, `sbin`, and `usr` directories.

Note for Windows Host Users

The *sysroots* provided in Windows host packages for Sourcery CodeBench are not directly usable on the GNU/Linux target because of differences between the Windows and GNU/Linux file systems. Some files that are hard links, or copies, in the *sysroot* as installed on the Windows file system should be symbolic links on the GNU/Linux target. Additionally, some files in the *sysroot* that should be marked executable on the GNU/Linux target are not marked executable on Windows. If you intend to use the *sysroot* provided with Sourcery CodeBench on a Windows host system as the basis for your GNU/Linux target filesystem, you must correct these issues after copying the *sysroot* to the target.

You have these choices for installing the *sysroot* on the target:

- You can install the files in the filesystem root on the target (that is, installing the files directly in `/etc/`, `/lib/`, and so on). All applications on the target then automatically use the Sourcery CodeBench libraries. This method is primarily useful when you are building a GNU/Linux root filesystem from scratch. If your target board already has a GNU/Linux filesystem installed, overwriting the existing C library files is not recommended, as this may break other applications on your system, or cause it to fail to boot.
- You can install the *sysroot* in an alternate location and build your application with the `-rpath` and `--dynamic-linker` linker options to specify the *sysroot* location.

¹ <http://support.codesourcery.com/GNUToolchain/kbentry117>

- You can install the sysroot in an alternate location and explicitly invoke your application through the dynamic linker to specify the sysroot location. If you are just getting started with Sourcery CodeBench Lite, this may be the easiest way to get your application running, but this method does not support use of the debugger.

Setting the environment variable `LD_LIBRARY_PATH` on the target is not sufficient, since executables produced by Sourcery CodeBench depend on the Sourcery CodeBench dynamic linker included in the sysroot as well as the Sourcery CodeBench runtime libraries.

3.5.1. Installing the Sysroot

If you are modifying an existing system, rather than creating a new system from scratch, you should place the sysroot files in a new directory, rather than in the root directory of your target system.

If you choose to overwrite your existing C library, you may not be able to boot your system. You should back up your existing system before overwriting the C library and ensure that you can restore the backup even with your system offline.

The mechanism you use for copying the sysroot to your target board depends on its hardware and software configuration. You may be able to use FTP or SSH with a server already running on your target. If your target board does not have networking configured, you may be able to copy files using an SD card or USB memory stick, or via a file transfer utility over a serial line. The instructions that come with your board may include specific suggestions.

When running Sourcery CodeBench on a GNU/Linux host, as an alternative to copying files to the target system, you may be able to NFS-mount the Sourcery CodeBench Lite installation directory from your host system on the target system. It is especially convenient for debugging if you can make the sysroot pathname on the target system be identical to that on the GNU/Linux host system; refer to Section 3.6.3, “Setting the Sysroot in the Debugger” for further discussion of this issue.

Otherwise, you must copy files from the `arm-xilinx-linux-gnueabi/libc` directory of your Sourcery CodeBench Lite install to the target system. In many cases, you do not need to copy all of the files in the sysroot. For example, the `usr/include` subdirectory contains files that are only needed if you will actually be running the compiler on your target system. You do not need these files for non-native compilers. You also do not need any `.o` or `.a` files; these are used by the compiler when linking programs, but are not needed to run programs. You should definitely copy all `.so` files and the executable files in `usr/bin` and `sbin`.

3.5.2. Using Linker Options to Specify the Sysroot Location

If you have installed the sysroot on the target in a location other than the file system root, you can use the `-rpath` and `--dynamic-linker` linker options to specify the sysroot location.

If you are using Sourcery CodeBench from the command line, follow these steps:

1. First find the correct sysroot directory, dynamic linker, and library subdirectory for your selected multilib. Refer to Section 3.2, “Library Configurations”. In the following steps, *sysroot* is the absolute path to the sysroot directory on the target corresponding to your selected multilib. For the default multilib, the dynamic linker path relative to the sysroot is `lib/ld-linux.so.3`, and the library subdirectory is `lib`. This is used in the example below.
2. When invoking `arm-xilinx-linux-gnueabi-gcc` to link your executable, include the command-line options:

```
-Wl,-rpath=sysroot/lib:sysroot/usr/lib \  
-Wl,--dynamic-linker=sysroot/lib/ld-linux.so.3
```

where *sysroot* is the absolute path to the sysroot directory on the target corresponding to your selected multilib.

3. Copy the executable to the target and execute it normally.

Note that if you specify an incorrect path for `--dynamic-linker`, the common failure mode seen when running your application on the target is similar to

```
> ./factorial  
./factorial: No such file or directory
```

or

```
> ./factorial  
./factorial: bad ELF interpreter: No such file or directory
```

This can be quite confusing since it appears from the error message as if it is the `./factorial` executable that is missing rather than the dynamic linker it references.

3.5.3. Specifying the Sysroot Location at Runtime

You can invoke the Sourcery CodeBench dynamic linker on the target to run your application without having to compile it with specific linker options.

To do this, follow these steps:

1. Build your application on the host, without any additional linker options, and copy the executable to your target system.
2. Find the correct sysroot directory, dynamic linker, and library subdirectory for your selected multilib. Refer to Section 3.2, “Library Configurations”. In the following steps, *sysroot* is the absolute path to the sysroot directory on the target corresponding to your selected multilib. For the default multilib, the dynamic linker is `lib/ld-linux.so.3`, and the library subdirectory is `lib`. This is used in the example below.
3. On the target system, invoke the dynamic linker with your executable as:

```
> sysroot/lib/ld-linux.so.3 \  
--library-path sysroot/lib:sysroot/usr/lib \  
/path/to/your-executable
```

where *sysroot* is the absolute path to the sysroot directory on the target corresponding to your selected multilib.

Invoking the linker in this manner requires that you provide either an absolute pathname to your executable, or a relative pathname prefixed with `./`. Specifying only the name of a file in the current directory does not work.

3.6. Using GDB Server for Debugging

The GDB server utility provided with Sourcery CodeBench Lite can be used to debug a GNU/Linux application. While Sourcery CodeBench runs on your host system, `gdbserver` and the target ap-

plication run on your target system. Even though Sourcery CodeBench and your application run on different systems, the debugging experience when using `gdbserver` is very similar to debugging a native application.

3.6.1. Running GDB Server

The GDB server executables are included in the sysroot in ABI-specific subdirectories of `sysroot/usr`. Use the executable from the sysroot and library subdirectory that match your program. See Section 3.2, “Library Configurations” for details.

You must copy the sysroot to your target system as described in Section 3.5.1, “Installing the Sysroot”. You must also copy the executable you want to debug to your target system.

If you have installed the sysroot in the root directory of the filesystem on the target, you can invoke `gdbserver` as:

```
> gdbserver :10000 program arg1 arg2 ...
```

where `program` is the path to the program you want to debug and `arg1 arg2 ...` are the arguments you want to pass to it. The `:10000` argument indicates that `gdbserver` should listen for connections from GDB on port 10000. You can use a different port, if you prefer.

If you have installed the sysroot in an alternate directory, invoking `gdbserver` becomes more complicated. You must build your application using the link-time options to specify the location of the sysroot, as described in Section 3.5.2, “Using Linker Options to Specify the Sysroot Location”. You must also invoke `gdbserver` itself using the dynamic linker provided in the Sourcery CodeBench sysroot, as described in Section 3.5.3, “Specifying the Sysroot Location at Runtime”. In other words, the command to invoke `gdbserver` in this case would be similar to:

```
> sysroot/lib/ld-linux.so.3 \
  --library-path sysroot/lib:sysroot/usr/lib \
  sysroot/usr/lib/bin/gdbserver :10000 program arg1 arg2 ...
```

3.6.2. Connecting to GDB Server from the Debugger

You can connect to GDB server by using the following command from within GDB:

```
(gdb) target remote target:10000
```

where `target` is the host name or IP address of your target system.

When your program exits, `gdbserver` exits too. If you want to debug the program again, you must restart `gdbserver` on the target. Then, in GDB, reissue the `target` command shown above.

3.6.3. Setting the Sysroot in the Debugger

In order to debug shared libraries, GDB needs to map the pathnames of shared libraries on the target to the pathnames of equivalent files on the host system. Debugging of multi-threaded applications also depends on correctly locating copies of the libraries provided in the sysroot on the host system.

In some situations, the target pathnames are valid on the host system. Otherwise, you must tell GDB how to map target pathnames onto the equivalent host pathnames.

In the general case, there are two GDB commands required to set up the mapping:


```
(gdb) set sysroot-on-target target-pathname
(gdb) set sysroot host-pathname
```

This causes GDB to replace all instances of the *target-pathname* prefix in shared library pathnames reported by the target with *host-pathname* to get the location of the equivalent library on the host.

If you have installed the sysroot in the root filesystem on the target, you can omit the `set sysroot-on-target` command, and use only `set sysroot` to specify the location on the host system.

Refer to Section 3.5.1, “Installing the Sysroot” for more information about installing the sysroot on the target. Note that if you have installed a stripped copy of the provided libraries on the target, you should give GDB the location of an unstripped copy on the host.

3.7. GLIBC Backtrace Support

Sourcery CodeBench supports the `backtrace` function from GLIBC. Backtracing is supported regardless of optimization, with or without a frame pointer, and in both ARM and Thumb modes.

In order to support backtracing, Sourcery CodeBench enables generation of unwind tables by default when compiling. These tables are used for any stack traversal, including `backtrace`, C++ exception handling, and POSIX thread cancellation. Where none of these are required, you can reduce application size by compiling with `-fno-unwind-tables`.

Some stand-alone programs, including bootloaders and the Linux kernel, cannot be built with unwind tables. To accommodate these programs, Sourcery CodeBench suppresses unwind tables for C code if the `-ffreestanding` option is used. Unwind tables are also suppressed if the `-mabi` option is provided, as this option is not generally used in user-space programs. To override this behavior, specify `-funwind-tables` on the `arm-xilinx-linux-gnueabi-gcc` command line.

3.8. Fixed-Point Arithmetic

Sourcery CodeBench for Xilinx GNU/Linux 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 Xilinx GNU/Linux, 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.

3.9. 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 Center²:

- 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.

² <http://infocenter.arm.com>

3.10. Object File Portability

It is possible to create object files using Sourcery CodeBench for Xilinx EABI that are link-compatible with the GNU C library provided with Sourcery CodeBench for Xilinx GNU/Linux as well as with the CodeSourcery C Library or Newlib C Library provided with Xilinx bare-metal toolchains. These object files are additionally link-compatible with other ARM C Library ABI-compliant static linking environments and toolchains.

To use this feature, when compiling your files with the bare-metal Xilinx EABI toolchain define the preprocessor constant `_AEABI_PORTABILITY_LEVEL` to 1 before including any system header files. For example, pass the option `-D_AEABI_PORTABILITY_LEVEL=1` on your compilation command line. No special options are required when linking the resulting object files. When building applications for Xilinx EABI, files compiled with this definition may be linked freely with those compiled without it.

Files compiled in this manner may not use the functions `fgetpos` or `fsetpos`, or reference the type `fpos_t`. This is because Newlib assumes a representation for `fpos_t` that is not AEABI-compliant.

Note that object files are only portable from bare-metal toolchains to GNU/Linux, and not vice versa; object files compiled for Xilinx GNU/Linux targets cannot be linked into Xilinx EABI executables.

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-xilinx-linux-gnueabi`, as indicated by the `arm-xilinx-linux-gnueabi` 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-xilinx-linux-gnueabi-gcc -o factorial main.c
```

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

4.2. Running Applications on the Target System

You may need to install the Sourcery CodeBench runtime libraries and dynamic linker on the target system before you can run your application. Refer to Chapter 3, “Sourcery CodeBench Lite for Xilinx GNU/Linux” for specific instructions.

To run your program on a GNU/Linux target system, use the command:

```
> factorial
```

You should see:

```
factorial(0) = 1
factorial(1) = 1
factorial(2) = 2
factorial(3) = 6
factorial(4) = 24
factorial(5) = 120
factorial(6) = 720
```

```
factorial(7) = 5040
factorial(8) = 40320
factorial(9) = 362880
```

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-xilinx-linux-gnueabi-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 the Sourcery CodeBench Debug Sprite

The Sourcery CodeBench Debug Sprite is a program that runs on the host system to support hardware debugging devices. You can use the Debug Sprite to run and debug programs on a target board without an operating system, or to debug an operating system kernel. See Chapter 5, “Sourcery CodeBench Debug Sprite” for detailed information about the supported devices.

You can start the Sprite directly from within GDB:

```
(gdb) target remote | arm-xilinx-linux-gnueabi-sprite arguments
```

Refer to Section 5.2, “Invoking Sourcery CodeBench Debug Sprite” for a full description of the Sprite arguments.

4.3.2. Connecting to an External GDB Server

Sourcery CodeBench Lite includes a program called `gdbserver` that can be used to debug a program running on a remote Xilinx GNU/Linux target. Follow the instructions in Chapter 3, “Sourcery CodeBench Lite for Xilinx GNU/Linux” to install and run `gdbserver` on your target system.

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.

Chapter 5

Sourcery CodeBench Debug Sprite

This chapter describes the use of the Sourcery CodeBench Debug Sprite for remote debugging. The Sprite is provided for debugging of the Linux kernel on the target board. This chapter includes information about the debugging devices and boards supported by the Sprite for Xilinx GNU/Linux.

Sourcery CodeBench Lite contains the Sourcery CodeBench Debug Sprite for Xilinx GNU/Linux. This Sprite is provided to allow debugging of programs running on a bare board. You can use the Sprite to debug a program when there is no operating system on the board, or for debugging the operating system itself. If the board is running an operating system, and you wish to debug a program running on that OS, you should use the facilities provided by the OS itself (for instance, using `gdbserver`).

The Sprite acts as an interface between GDB and external debug devices and libraries. Refer to Section 5.2, “Invoking Sourcery CodeBench Debug Sprite” for information about the specific devices supported by this version of Sourcery CodeBench Lite.

Note for Linux users

The Debug Sprite provided with Sourcery CodeBench Lite allows remote debugging of the Linux kernel running on the target. For remote debugging of application programs, you should use `gdbserver` instead. See Chapter 3, “Sourcery CodeBench Lite for Xilinx GNU/Linux” for details about how to install and run `gdbserver` on the target.

Important

The Sourcery CodeBench Debug Sprite is not part of the GNU Debugger and is not free or open-source software. You may use the Sourcery CodeBench Debug Sprite only with the GNU Debugger. You may not distribute the Sourcery CodeBench Debug Sprite to any third party.

5.1. Probing for Debug Devices

Before running the Sourcery CodeBench Debug Sprite for the first time, or when attaching new debug devices to your host system, it is helpful to verify that the Sourcery CodeBench Debug Sprite recognizes your debug hardware. From the command line, invoke the Sprite with the `-i` option:

```
> arm-xilinx-linux-gnueabi-sprite -i
```

This prints out a list of supported device types. For devices that can be autodetected, it additionally probes for and prints out a list of attached devices. For instance:

```
Sourcery CodeBench Debug Sprite for ARM
(Sourcery CodeBench Lite 2011.09-50)
armusb: [speed=<n:0-7>] Stellaris USB
  armusb:///0B01000C - Stellaris Evaluation Board (0B01000C)
rdi: (rdi-library=<file>&rdi-config=<file>) RDI Device
  rdi:/// - RDI Device
```

This shows that Stellaris USB and RDI devices are supported. The exact set of supported devices depends on your host system and the version of Sourcery CodeBench you have installed; refer to Section 5.2, “Invoking Sourcery CodeBench Debug Sprite” for complete information.

Note that it may take several seconds for the Debug Sprite to probe for all types of supported devices.

5.2. Invoking Sourcery CodeBench Debug Sprite

The Debug Sprite is invoked as follows:

```
> arm-xilinx-linux-gnueabi-sprite [options] device-url board-file
```


The *device-url* specifies the debug device to use to communicate with the board. It follows the standard format:

```
scheme:scheme-specific-part[?device-options]
```

Most device URL schemes also follow the regular format:

```
scheme:[//hostname:[port]]/path[?device-options]
```

The meanings of *hostname*, *port*, *path* and *device-options* parts depend on the *scheme* and are described below. The following schemes are supported in Sourcery CodeBench Lite for Xilinx GNU/Linux:

xilinx Use Xilinx Platform Cable USB interface. Refer to Section 5.4, “Xilinx Platform Cable USB Interface”.

The optional *?device-options* portion is allowed in all schemes. These allow additional device-specific options of the form *name=value*. Multiple options are concatenated using *&*.

The *board-file* specifies an XML file that describes how to initialize the target board, as well as other properties of the board used by the debugger. If *board-file* refers to a file (via a relative or absolute pathname), it is read. Otherwise, *board-file* can be a board name, and the toolchain's board directory is searched for a matching file. See Section 5.6, “Supported Board Files” for the list of supported boards, or invoke the Sprite with the *-b* option to list the available board files. You can also write a custom board file; see Section 5.7, “Board File Syntax” for more information about the file format.

Both the *device-url* and *board-file* command-line arguments are required to correctly connect the Sprite to a target board.

5.3. Sourcery CodeBench Debug Sprite Options

The following command-line options are supported by the Sourcery CodeBench Debug Sprite:

- | | |
|-----------------------|--|
| -b | Print a list of <i>board-file</i> files in the board config directory. |
| -h | Print a list of options and their meanings. A list of <i>device-url</i> syntaxes is also shown. |
| -i | Print a list of the accessible devices. If a <i>device-url</i> is also specified, only devices for that device type are scanned. Each supported device type is listed along with the options that can be appended to the <i>device-url</i> . For each discovered device, the <i>device-url</i> is printed along with a description of that device. |
| -l [host]:port | Specify the host address and port number to listen for a GDB connection. If this option is not given, the Debug Sprite communicates with GDB using stdin and stdout. If you start the Sprite from within GDB using the <code>target remote arm-xilinx-linux-gnueabi-sprite ...</code> command, you do not need this option. |
| -m | Listen for multiple sequential connections. Normally the Debug Sprite terminates after the first connection from GDB terminates. This option instead makes it listen for a subsequent connection. To terminate the Sprite, open a connection and send the string <code>END\n</code> . |

<code>-q</code>	Do not print any messages.
<code>-v</code>	Print additional messages.

If any of `-b`, `-i` or `-h` are given, the Debug Sprite terminates after providing the information rather than waiting for a debugger connection.

5.4. Xilinx Platform Cable USB Interface

The Sourcery CodeBench Debug Sprite supports Xilinx ZYNQ-7000 boards on 32-bit GNU/Linux hosts via the Xilinx Platform Cable USB interface.

The *device-url* for Xilinx devices takes the following form:

```
xilinx:///[?device-options]
```

The following *device-options* are optional:

<code>commandfile=filename</code>	Specify the full path to a <i>target.maj</i> target initialization script, which provides Sourcery Probe and target hardware configuration information. This is typically named after the board for which it is intended. Sample start-up command scripts for standard reference platforms are included in the <code>i686-pc-linux-gnu/arm-xilinx-linux-gnueabi/mep/tsp/arm/</code> directory of the Sourcery CodeBench Lite software installation. If no suitable <i>target.maj</i> script is available, you can select the sample template (<code>template.maj</code>) and edit it by hand. For details, refer to Chapter 2 of <i>Mentor Embedded Sourcery Probe User's Manual</i> .
<code>core=n</code>	Specify the core to connect to. Cores are numbered starting with 0.
<code>log=filename</code>	Specify the log file that is used to log internal activities of the Debug Sprite. This option is only useful for debugging the Debug Sprite.

5.4.1. Configuration on GNU/Linux hosts

You must install a 32-bit version of the Xilinx ISE Tools before you can use the Debug Sprite with Xilinx Platform Cable USB devices. Then set environment variable `XILINX` like so:

```
export XILINX=/path/to/ISE-version/SDK/SDK
```

where *version* should be the version of the tools installed on your system.

5.4.2. Caveats

You may occasionally see the Debug Sprite fail to make a connection to the target board. If you see error messages from the Debug Sprite like "VMAJIC failed to start (timed out)", you may need to set environment variable `XILINX_USB_PORT` to `USB22` before invoking the Debug Sprite. This is because ZYNQ-7000 boards have two JTAG chains, and the Debug Sprite does not always connect to the "right" JTAG chain. When you power-cycle the board and invoke the Debug Sprite again, you may or may not need to keep the environment variable.

If the Debug Sprite is killed unexpectedly, use `xmd`, the Xilinx debugger, to clean up locks with the `xclean_cablelocks` command.

5.5. Debugging a Remote Board

You can run the Sourcery CodeBench Debug Sprite on a different machine from the one on which GDB is running. For example, if your board is connected to a machine in your lab, you can run the debugger on your laptop and connect to the remote board. The Sourcery CodeBench Debug Sprite must run on the machine that is connected to the target board. You must have Sourcery CodeBench installed on both machines.

To use this mode, you must start the Sprite with the `-l` option and specify the port on which you want it to listen. For example:

```
> arm-xilinx-linux-gnueabi-sprite -l :10000 device-url board-file
```

starts the Sprite listening on port 10000.

When running GDB from the command line, use the following command to connect GDB to the remote Sprite:

```
(gdb) target remote host:10000
```

where *host* is the name of the remote machine. After this, debugging is just as if you are debugging a target board connected to your host machine.

For more detailed instructions on using the Sourcery CodeBench Debug Sprite in this way, please refer to the Sourcery CodeBench Knowledge Base¹.

5.6. Supported Board Files

The Sourcery CodeBench Debug Sprite for Xilinx GNU/Linux includes support for the following target boards. Specify the appropriate *board-file* as an argument when invoking the Sprite from the command line.

Board	Config
Xilinx Zynq-7000	zynq7000

5.7. Board File Syntax

The *board-file* can be a user-written XML file to describe a non-standard board. The Sourcery CodeBench Debug Sprite searches for board files in the `arm-xilinx-linux-gnueabi/lib/boards` directory in the installation. Refer to the files in that directory for examples.

The file's DTD is:

```
<!-- Board description files

    Copyright (c) 2007-2009 CodeSourcery, Inc.

    THIS FILE CONTAINS PROPRIETARY, CONFIDENTIAL, AND TRADE
    SECRET INFORMATION OF CODESOURCERY AND/OR ITS LICENSORS.

    You may not use or distribute this file without the express
```

¹ <https://support.codesourcery.com/GNUToolchain/kbentry132>

```

        written permission of CodeSourcery or its authorized
        distributor. This file is licensed only for use with
        Sourcery CodeBench. No other use is permitted.
        -->

<!ELEMENT board
  (category?, properties?, feature?, initialize?, memory-map?, \
  debuggerDefaults?)>

<!-- Board category to group boards list into the tree -->
<!ELEMENT category (#PCDATA)>

<!ELEMENT properties
  (description?, property*)>

<!ELEMENT initialize
  (write-register | write-memory | delay
   | wait-until-memory-equal | wait-until-memory-not-equal)* >
<!ELEMENT write-register EMPTY>
<!ATTLIST write-register
  address CDATA #REQUIRED
  value CDATA #REQUIRED
  bits CDATA #IMPLIED>
<!ELEMENT write-memory EMPTY>
<!ATTLIST write-memory
  address CDATA #REQUIRED
  value CDATA #REQUIRED
  bits CDATA #IMPLIED>
<!ELEMENT delay EMPTY>
<!ATTLIST delay
  time CDATA #REQUIRED>
<!ELEMENT wait-until-memory-equal EMPTY>
<!ATTLIST wait-until-memory-equal
  address CDATA #REQUIRED
  value CDATA #REQUIRED
  timeout CDATA #IMPLIED
  bits CDATA #IMPLIED>
<!ELEMENT wait-until-memory-not-equal EMPTY>
<!ATTLIST wait-until-memory-not-equal
  address CDATA #REQUIRED
  value CDATA #REQUIRED
  timeout CDATA #IMPLIED
  bits CDATA #IMPLIED>

<!ELEMENT memory-map (memory-device)*>
<!ELEMENT memory-device (property?, description?, sectors*)>
<!ATTLIST memory-device
  address CDATA #REQUIRED
  size CDATA #REQUIRED
  type CDATA #REQUIRED
  device CDATA #IMPLIED>

<!ELEMENT description (#PCDATA)>
<!ELEMENT property (#PCDATA)>

```

```
<!-- ATTLIST property name CDATA #REQUIRED -->
<!-- ELEMENT sectors EMPTY -->
<!-- ATTLIST sectors
    size CDATA #REQUIRED
    count CDATA #REQUIRED -->

<!-- Definition of default option values for each debug interface -->
<!-- ELEMENT debuggerDefaults (debugInterface*) -->
<!-- ELEMENT debugInterface (option*) -->
<!-- ATTLIST debugInterface
    name CDATA #REQUIRED
-->
<!-- ELEMENT option EMPTY -->
<!-- ATTLIST option
    name CDATA #REQUIRED
    defaultValue CDATA #REQUIRED
-->

<!-- ENTITY % gdbtarget SYSTEM "gdb-target.dtd" -->
%gdbtarget;
```

All values can be provided in decimal, hex (with a 0x prefix) or octal (with a 0 prefix). Addresses and memory sizes can use a K, KB, M, MB, G or GB suffix to denote a unit of memory. Times must use a ms or us suffix.

The following elements are available:

<board>	This top-level element encapsulates the entire description of the board. It can contain <properties>, <feature>, <initialize> and <memory-map> elements.										
<properties>	The <properties> element specifies specific properties of the target system. This element can occur at most once. It can contain a <description> element. It can also contain <property> elements with the following names: <table><tr><td>banked-regs</td><td>The banked-regs property specifies that the CPU of the target board has banked registers for different processor modes (supervisor, IRQ, etc.).</td></tr><tr><td>has-vfp</td><td>The has-vfp property specifies that the CPU of the target board has VFP registers.</td></tr><tr><td>system-v6-m</td><td>The system-v6-m property specifies that the CPU of the target board has ARMv6-M architecture system registers.</td></tr><tr><td>system-v7-m</td><td>The system-v7-m property specifies that the CPU of the target board has ARMv7-M architecture system registers.</td></tr><tr><td>core-family</td><td>The core-family property specifies the ARM family of the target. The body of the <property></td></tr></table>	banked-regs	The banked-regs property specifies that the CPU of the target board has banked registers for different processor modes (supervisor, IRQ, etc.).	has-vfp	The has-vfp property specifies that the CPU of the target board has VFP registers.	system-v6-m	The system-v6-m property specifies that the CPU of the target board has ARMv6-M architecture system registers.	system-v7-m	The system-v7-m property specifies that the CPU of the target board has ARMv7-M architecture system registers.	core-family	The core-family property specifies the ARM family of the target. The body of the <property>
banked-regs	The banked-regs property specifies that the CPU of the target board has banked registers for different processor modes (supervisor, IRQ, etc.).										
has-vfp	The has-vfp property specifies that the CPU of the target board has VFP registers.										
system-v6-m	The system-v6-m property specifies that the CPU of the target board has ARMv6-M architecture system registers.										
system-v7-m	The system-v7-m property specifies that the CPU of the target board has ARMv7-M architecture system registers.										
core-family	The core-family property specifies the ARM family of the target. The body of the <property>										

	<p>element may be one of arm7, arm9, arm11, and cortex.</p>
system-clock	<p>This property specifies the target clock frequency (in Hertz) after reset. It is used to configure flash programming algorithms.</p>
<initialize>	<p>The <initialize> element defines an initialization sequence for the board, which the Sprite performs before downloading a program. It can contain <write-register>, <write-memory> and <delay> elements.</p>
<feature>	<p>This element is used to inform GDB about additional registers and peripherals available on the board. It is passed directly to GDB; see the GDB manual for further details.</p>
<memory-map>	<p>This element describes the memory map of the target board. It is used by GDB to determine where software breakpoints may be used and when flash programming sequences must be used. This element can occur at most once. It can contain <memory-device> elements.</p>
<memory-device>	<p>This element specifies a region of memory. It has four attributes: address, size, type and device. The address and size attributes specify the location of the memory device. The type attribute specifies that device as ram, rom or flash. The device attribute is required for flash regions; it specifies the flash device type. The <memory-device> element can contain a <description> element.</p>
<write-register>	<p>This element writes a value to a control register. It has three attributes: address, value and bits. The bits attribute, specifying the bit width of the write operation, is optional; it defaults to 32.</p>
<write-memory>	<p>This element writes a value to a memory location. It has three attributes: address, value and bits. The bits attribute is optional and defaults to 32. Bit widths of 8, 16 and 32 bits are supported. The address written to must be naturally aligned for the size of the write being done.</p>
<delay>	<p>This element introduces a delay. It has one attribute, time, which specifies the number of milliseconds, or microseconds to delay by.</p>
<description>	<p>This element encapsulates a human-readable description of its enclosing element.</p>
<property>	<p>The <property> element allows additional name/value pairs to be specified. The property name is specified in a name attribute. The property value is the body of the <property> element.</p>

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 Portal¹. 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. Example Programs

Sourcery CodeBench Lite includes some bundled example programs. You can find the source code for these examples in the `share/sourceryg++-arm-xilinx-linux-gnueabi-examples` directory of your Sourcery CodeBench installation.

6.2.1. Other Examples

The subdirectories contain a number of small, target-independent test programs. You may find these programs useful as self-contained test cases when experimenting with configuring the correct compiler and debugger settings for your target, or when learning how to use the debugger or other features of the Sourcery CodeBench toolchain.

6.3. 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-xilinx-linux-gnueabi/` 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-xilinx-linux-gnueabi/man/man1
```

Then you can invoke `man` as:

```
> man ./arm-xilinx-linux-gnueabi-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.

¹ <https://support.codesourcery.com/GNUToolchain/>

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.

Appendix A

Sourcery CodeBench Lite Release Notes

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

A.1. Changes in Sourcery CodeBench Lite for Xilinx GNU/Linux

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

A.1.1. Changes in Sourcery CodeBench Lite 2011.09-50

Internal compiler error with NEON intrinsics. A compiler bug has been fixed that caused internal compiler errors when using certain NEON intrinsics.

GCC version 4.6. Sourcery CodeBench Lite for Xilinx GNU/Linux is now based on GCC version 4.6. For more information about changes from GCC version 4.5 that was included in previous releases, see <http://gcc.gnu.org/gcc-4.6/changes.html>.

ARM VFP9-S errata workaround. A compiler workaround for ARM Errata Notice GENC-010704 (760019: Canceled FDIV or FSQRT can be executed twice) has been implemented.

GCC stack usage improvement. GCC now generates better code for stack allocation in some cases when compiling with `-fno-strict-aliasing`.

Binutils version 2.21. Sourcery CodeBench Lite for Xilinx GNU/Linux is now based on binutils version 2.21.

Assembler crash. The assembler now warns when there is line information for the `*ABS*` section, rather than crash. This can occur when the `.offset` directive is used incorrectly.

Linux kernel headers update. Linux kernel header files have been updated to version 3.0.1.

Fix for crash in GDB `maint print arch`. A bug in the GDB command `maint print arch` that sometimes caused GDB to crash has been fixed.

GDB interrupt handling bug fix. A bug in GDB has been fixed that caused it to sometimes fail to interrupt lengthy single-step operations (as by a `Ctrl+C` when using GDB from the command line).

Fix GDB crash during connection to debug agent. A bug has been fixed that caused GDB to crash while connecting to any debug agent through standard IO where the debug agent had detected an early error and terminated the communication.

Debug Sprite option defaults. The Sourcery CodeBench Debug Sprite now uses default option values specified in board configuration files. Options included in the device URL override the default values.

Changes to host operating system requirements. The minimum required Microsoft Windows OS needed to run Sourcery CodeBench Lite is now Windows XP (SP1).

A.1.2. Changes in Sourcery CodeBench Lite 2011.07-57

Code generation bug fix. A compiler bug that caused incorrect assembly code to be generated for `movt` instructions has been fixed.

Packed volatile structure fix. A compiler bug that resulted in incorrect code for volatile accesses to packed structure fields has been fixed.

Map file name demangling bug fix. GCC now properly passes the `--demangle` and `--no-demangle` options to the linker to control map file output. The default behavior on all hosts is now to demangle C++ names.

Compiler crash bug fix. A GCC bug has been fixed that caused internal compiler errors in some situations when generating conditional versions of floating-point operations.

Smaller exception handling tables. The compiler now marks exception handling information for template functions so that the linker can remove duplicates. This also affects non-inlined inline functions.

LD `--defsym` bug fix. A bug has been fixed that kept the linker from choosing symbols defined with `--defsym` over symbols defined in archives when resolving external symbols.

Linux kernel headers update. Linux kernel header files have been updated to version 2.6.39.

Target naming for Xilinx. The target name prefix for Sourcery CodeBench Lite for Xilinx GNU/Linux has changed from `arm-zynq7000-linux-gnueabi` to `arm-xilinx-linux-gnueabi`. This change affects the names of the included binaries (such as `arm-xilinx-linux-gnueabi-gcc`) and pathnames within the Sourcery CodeBench Lite distribution, but does not affect compatibility with previously-compiled binaries for this toolchain.

A.1.3. Changes in Sourcery CodeBench Lite 2011.03-69

New Sourcery CodeBench Lite branding. Sourcery G++ has been renamed to Sourcery CodeBench. This change affects the names of the default installation directory and installer-created shortcuts, but no internal pathnames or tool names within the installation directory have been changed.

Target naming for Xilinx Zynq-7000. The target name prefix for Sourcery CodeBench Lite for Xilinx GNU/Linux has changed from `arm-xilina9-linux-gnueabi` to `arm-zynq7000-linux-gnueabi`. This change affects the names of the included binaries (such as `arm-xilinx-linux-gnueabi-gcc`) and pathnames within the Sourcery CodeBench Lite distribution, but does not affect compatibility with previously-compiled binaries for this toolchain.

Variable Length Array (VLA) alignment bug. A compiler bug that resulted in incorrectly aligned variable length arrays (VLA) in leaf functions has been fixed.

Cortex-R5 support. Sourcery CodeBench now includes support for ARM Cortex-R5 processors. To compile for these processors, use `-mcpu=cortex-r5`.

Inline assembly and volatile fields. A bug has been fixed that caused the compiler to incorrectly reject inline `asm` statements referring to volatile class/struct fields with errors such as `error: output number 1 not directly addressable`.

Interprocedural register optimization. The compiler has a new experimental optimization that generates better code for functions that only call functions in the same object. To switch this optimization on, use `-fuse-caller-save`.

Fixed-point arithmetic support. Experimental compiler support has been added for fixed-point arithmetic on ARM, as described in the draft ISO/IEC technical report TR 18037. Specialized instructions defined in recent architecture versions for performing saturating arithmetic, etc. are used when available, but are not a prerequisite for using the new language features. See Section 3.8, “Fixed-Point Arithmetic” for further details.

C++ constructor bug fix. A compiler bug has been fixed that caused incorrect code for C++ constructors for some class hierarchies that use virtual inheritance and include empty classes. At runtime, the incorrect constructors resulted in memory corruption or other errors.

Thumb debug information fix. A compiler bug that resulted in incorrect debug information for Thumb code has been fixed. The incorrect information prevented single stepping through some code.

Unaligned access support. The compiler now generates more efficient code for accessing packed data structures and for copying small blocks of unaligned data when targeting architectures that permit unaligned word/halfword accesses. This feature can be controlled by the `-munaligned-access` and `-mno-unaligned-access` options, and is enabled by default for ARMv6 processors and above, except for ARMv6-M.

Improved function call profiling. The compiler now supports the `-finstrument-function-calls` option. Please see the GCC documentation for more details.

Compiler crash bug fix. A GCC bug has been fixed that caused internal compiler errors when generating ARM/Thumb-2 shift operations.

EGLIBC version 2.13. Sourcery CodeBench Lite for Xilinx GNU/Linux now includes EGLIBC version 2.13 library which is based on GNU C Library version 2.13. For more information about changes, see http://www.eglibc.org/news#eglibc_2_13.

Fix GDB crash in debugging Thumb assembly routines. A bug in GDB has been fixed that caused a crash when debugging Thumb assembly routines that switch stacks by writing the stack pointer in the function prologue.

Improved disassembler performance in the debugger. GDB's disassembler has been improved to use more efficient memory access on remote targets.

Xilinx Platform Cable USB support. The Sourcery CodeBench Debug Sprite now supports Xilinx ZYNQ-7000 boards via the Platform Cable USB interface. Refer to Section 5.4, "Xilinx Platform Cable USB Interface" for more information.

A.1.4. Changes in Sourcery G++ Lite 2011.03-26

GCC fixes for `-fstrict-volatile-bitfields`. GCC now honors `-fstrict-volatile-bitfields` when a bitfield is not declared volatile initially, but an object including bit fields is cast to volatile. Also, a bug was fixed that caused incorrect code to be generated for some stores to volatile bit fields when `-fstrict-volatile-bitfields` is enabled.

Compiler optimization improvements. The compiler has been enhanced with a number of optimization improvements, including:

- Smaller and faster code for compound conditionals.
- Removal of superfluous sign and zero extensions.
- Improved code for multiply-and-accumulate operations on ARM.

Internal compiler error with NEON intrinsics. A compiler bug has been fixed that caused internal compiler errors when using certain NEON intrinsics.

GCC version 4.5.2. Sourcery G++ Lite for Xilinx GNU/Linux is now based on GCC version 4.5.2.

GCC code generation bug for casts to `volatile` types. A compiler bug has been fixed that sometimes caused incorrect code for references to pointers to types with `volatile` casts.

Incorrect optimization fix. An optimizer bug that in rare cases caused incorrect code to be generated for complex AND and OR expressions containing redundant subexpressions has been fixed.

Incorrect C++ warning fixed. A bug in GCC has been fixed that caused spurious warnings about lambda expressions in C++ code that does not use them.

GCC fixes for NEON in big-endian mode. Several compiler bugs have been fixed that could lead to incorrect code when using NEON in big-endian mode. The problems only manifested when using the auto-vectorizer (enabled by default at the `-O3` optimization level) with the `-mvectorize-with-neon-quad` option.

GCC fix for thread-local storage. A compiler optimization bug has been fixed that affected accesses to thread-local storage. The bug resulted in assembler errors of the form `symbol `'.LPI2' is already defined`.

Incorrect code for built-in comparison functions. A bug has been fixed that sometimes caused GCC's built-in comparison functions, such as `__builtin_isgreaterequal`, to incorrectly raise exceptions when invoked on unordered floating-point arguments.

C++ exception handling. A defect in the implementation of the EH-ABI specification has been fixed. The defect affected the catching of pointer types in code generated by the ARM RealView® compiler but using the Sourcery G++ runtime libraries. The fix also retains backward compatibility with existing GCC-compiled code.

GCC bug where accesses to volatile structure fields are optimized away. A bug has been fixed where accesses to volatile fields of a structure were sometimes incorrectly optimized away if the structure instance was defined as non-volatile.

Internal compiler error fixes. Two bugs have been fixed that caused compiler crashes in rare cases. The first bug involved code with multiple comparison operations, and the second one involved `char` to `int` conversion.

Thumb-2 assembler validation fix. The assembler now correctly rejects Thumb-2 `ADD`, `ADDS`, `SUB`, and `SUBS` instructions that have an invalid shift operand. Previously, invalid shift values were accepted and generated unpredictable instructions.

Objdump fix for multiple input files. The `Objdump` utility did not produce correct disassembly when processing multiple input files. This has been fixed.

`popen` bug fix. GLIBC's `popen` function no longer causes a deadlock situation when invoked from more than one thread.

`strstr` and `strcasestr` bug fixes. A problem has been fixed that caused GLIBC's `strstr` and `strcasestr` functions to return wrong results on certain inputs.

Linux kernel headers update. Linux kernel header files have been updated to version 2.6.38.

Improved GDB startup times when debugging remote targets . GDB has been enhanced to reduce the startup times when working with remote targets via `GDBServer`, especially when the target uses a large number of shared libraries.

A.1.5. Changes in Sourcery G++ Lite 2010.09-62

Initial release. This is the initial release for Xilinx GNU/Linux.

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.

B.1. Licenses for Sourcery CodeBench Lite Components

The table below lists the major components of Sourcery CodeBench Lite for Xilinx GNU/Linux and the license terms which apply to each of these components.

Some free or open-source components provide documentation or other files under terms different from those shown below. For definitive information about the license that applies to each component, consult the source package corresponding to this release of Sourcery CodeBench Lite. Sourcery CodeBench Lite may contain free or open-source components not included in the list below; for a definitive list, consult the source package corresponding to this release of Sourcery CodeBench Lite.

Component	License
GNU Compiler Collection	GNU General Public License 3.0 http://www.gnu.org/licenses/gpl.html
GNU Binary Utilities	GNU General Public License 3.0 http://www.gnu.org/licenses/gpl.html
GNU Debugger	GNU General Public License 3.0 http://www.gnu.org/licenses/gpl.html
Sourcery CodeBench Debug Sprite for ARM	CodeSourcery License
GNU C Library	GNU Lesser General Public License 2.1 http://www.gnu.org/licenses/old-licenses/lgpl-2.1.html
Linux Kernel Headers	GNU General Public License 2.0 http://www.gnu.org/licenses/old-licenses/gpl-2.0.html
GNU Make	GNU General Public License 2.0 http://www.gnu.org/licenses/old-licenses/gpl-2.0.html
GNU Core Utilities	GNU General Public License 2.0 http://www.gnu.org/licenses/old-licenses/gpl-2.0.html

The CodeSourcery License is available in Section B.2, “Sourcery CodeBench Software License Agreement”.

Important

Although some of the licenses that apply to Sourcery CodeBench Lite are “free software” or “open source software” licenses, none of these licenses impose any obligation on you to reveal the source code of applications you build with Sourcery CodeBench Lite. You can develop proprietary applications and libraries with Sourcery CodeBench Lite.

Sourcery CodeBench Lite may include some third party example programs and libraries in the `share/sourceryg++-arm-xilinx-linux-gnueabi-examples` subdirectory. These examples are not covered by the Sourcery CodeBench Software License Agreement. To the extent permitted by law, these examples are provided by CodeSourcery as is with no warranty of any kind, including implied warranties of merchantability or fitness for a particular purpose. Your use of each example is governed by the license notice (if any) it contains.

B.2. Sourcery CodeBench™ Software License Agreement

1. **Parties.** The parties to this Agreement are you, the licensee (“You” or “Licensee”) and Mentor Graphics. If You are not acting on behalf of Yourself as an individual, then “You” means Your company or organization.
2. **The Software.** The Software licensed under this Agreement consists of computer programs and documentation referred to as Sourcery CodeBench™ Lite Edition (the “Software”).
3. **Definitions.**
 - 3.1. **Mentor Graphics Proprietary Components.** The components of the Software that are owned and/or licensed by Mentor Graphics and are not subject to a “free software” or “open source” license, such as the GNU Public License. The Mentor Graphics Proprietary Components of the Software include, without limitation, the Sourcery CodeBench Installer, any Sourcery CodeBench Eclipse plug-ins, the CodeSourcery C Library (CSLIBC), and any Sourcery CodeBench Debug Sprite. For a complete list, refer to the *Getting Started Guide* included with the distribution.
 - 3.2. **Open Source Software Components.** The components of the Software that are subject to a “free software” or “open source” license, such as the GNU Public License.
 - 3.3. **Proprietary Rights.** All rights in and to copyrights, rights to register copyrights, trade secrets, inventions, patents, patent rights, trademarks, trademark rights, confidential and proprietary information protected under contract or otherwise under law, and other similar rights or interests in intellectual or industrial property.
 - 3.4. **Redistributable Components.** The Mentor Graphics Proprietary Components that are intended to be incorporated or linked into Licensee object code developed with the Software. The Redistributable Components of the Software include, without limitation, CSLIBC and the CodeSourcery Common Startup Code Sequence (CS3). For a complete list, refer to the *Getting Started Guide* included with the distribution.
4. **License Grant to Proprietary Components of the Software.** You are granted a non-exclusive, royalty-free license (a) to install and use the Mentor Graphics Proprietary Components of the Software, (b) to transmit the Mentor Graphics Proprietary Components over an internal computer network, (c) to copy the Mentor Graphics Proprietary Components for Your internal use only, and (d) to distribute the Redistributable Component(s) in binary form only and only as part of Licensee object code developed with the Software that provides substantially different functionality than the Redistributable Component(s).
5. **Restrictions.** You may not: (i) copy or permit others to use the Mentor Graphics Proprietary Components of the Software, except as expressly provided above; (ii) distribute the Mentor Graphics Proprietary Components of the Software to any third party, except as expressly provided above; or (iii) reverse engineer, decompile, or disassemble the Mentor Graphics Proprietary Components of the Software, except to the extent this restriction is expressly prohibited by applicable law.
 - 5.1.
6. **“Free Software” or “Open Source” License to Certain Components of the Software.** This Agreement does not limit Your rights under, or grant You rights that supersede, the license terms of any Open Source Software Component delivered to You by Mentor Graphics. Sourcery

CodeBench includes components provided under various different licenses. The *Getting Started Guide* provides an overview of which license applies to different components, and, for components subject to the Eclipse Public License, contains information on how to obtain the source code. Definitive licensing information for each “free software” or “open source” component is available in the relevant source file.

7. **Mentor Graphics Trademarks.** Notwithstanding any provision in a “free software” or “open source” license agreement applicable to a component of the Software that permits You to distribute such component to a third party in source or binary form, You may not use any Mentor Graphics trademark, whether registered or unregistered, including without limitation, CodeSourcery™, Sourcery CodeBench™, the CodeSourcery crystal ball logo, or the Sourcery CodeBench splash screen, or any confusingly similar mark, in connection with such distribution, and You may not recompile the Open Source Software Components with the `--with-pkgversion` or `--with-bugurl` configuration options that embed Mentor Graphics trademarks in the resulting binary.
8. **Term and Termination.** This Agreement shall remain in effect unless terminated pursuant to this provision. Mentor Graphics may terminate this Agreement upon seven (7) days written notice of a material breach of this Agreement if such breach is not cured; provided that the unauthorized use, copying, or distribution of the Mentor Graphics Proprietary Components of the Software will be deemed a material breach that cannot be cured.
9. **Transfers.** You may not transfer any rights under this Agreement without the prior written consent of Mentor Graphics, which consent shall not be unreasonably withheld. A condition to any transfer or assignment shall be that the recipient agrees to the terms of this Agreement. Any attempted transfer or assignment in violation of this provision shall be null and void.
10. **Ownership.** Mentor Graphics owns and/or has licensed the Mentor Graphics Proprietary Components of the Software and all intellectual property rights embodied therein, including copyrights and valuable trade secrets embodied in its design and coding methodology. The Mentor Graphics Proprietary Components of the Software are protected by United States copyright laws and international treaty provisions. Mentor Graphics also owns all rights, title and interest in and with respect to its trade names, domain names, trade dress, logos, trademarks, service marks, and other similar rights or interests in intellectual property. This Agreement provides You only a limited use license, and no ownership of any intellectual property.
11. **Warranty Disclaimer; Limitation of Liability.** MENTOR GRAPHICS AND ITS LICENSORS PROVIDE THE SOFTWARE “AS-IS” AND PROVIDED WITH ALL FAULTS. MENTOR GRAPHICS DOES NOT MAKE ANY WARRANTY OF ANY KIND, EXPRESS OR IMPLIED. MENTOR GRAPHICS SPECIFICALLY DISCLAIMS THE IMPLIED WARRANTIES OF TITLE, NON-INFRINGEMENT, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, SYSTEM INTEGRATION, AND DATA ACCURACY. THERE IS NO WARRANTY OR GUARANTEE THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED, ERROR-FREE, OR VIRUS-FREE, OR THAT THE SOFTWARE WILL MEET ANY PARTICULAR CRITERIA OF PERFORMANCE, QUALITY, ACCURACY, PURPOSE, OR NEED. YOU ASSUME THE ENTIRE RISK OF SELECTION, INSTALLATION, AND USE OF THE SOFTWARE. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS AGREEMENT. NO USE OF THE SOFTWARE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.
12. **Local Law.** If implied warranties may not be disclaimed under applicable law, then ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE PERIOD REQUIRED BY APPLICABLE LAW.

13. **Limitation of Liability.** INDEPENDENT OF THE FORGOING PROVISIONS, IN NO EVENT AND UNDER NO LEGAL THEORY, INCLUDING WITHOUT LIMITATION, TORT, CONTRACT, OR STRICT PRODUCTS LIABILITY, SHALL MENTOR GRAPHICS BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND, INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER MALFUNCTION, OR ANY OTHER KIND OF COMMERCIAL DAMAGE, EVEN IF MENTOR GRAPHICS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY TO THE EXTENT PROHIBITED BY APPLICABLE LAW. IN NO EVENT SHALL MENTOR GRAPHICS' LIABILITY FOR ACTUAL DAMAGES FOR ANY CAUSE WHATSOEVER, AND REGARDLESS OF THE FORM OF ACTION, EXCEED THE AMOUNT PAID BY YOU IN FEES UNDER THIS AGREEMENT DURING THE PREVIOUS ONE YEAR PERIOD.
14. **Export Controls.** You agree to comply with all export laws and restrictions and regulations of the United States or foreign agencies or authorities, and not to export or re-export the Software or any direct product thereof in violation of any such restrictions, laws or regulations, or without all necessary approvals. As applicable, each party shall obtain and bear all expenses relating to any necessary licenses and/or exemptions with respect to its own export of the Software from the U.S. Neither the Software nor the underlying information or technology may be electronically transmitted or otherwise exported or re-exported (i) into Cuba, Iran, Iraq, Libya, North Korea, Sudan, Syria or any other country subject to U.S. trade sanctions covering the Software, to individuals or entities controlled by such countries, or to nationals or residents of such countries other than nationals who are lawfully admitted permanent residents of countries not subject to such sanctions; or (ii) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals and Blocked Persons or the U.S. Commerce Department's Table of Denial Orders. By downloading or using the Software, Licensee agrees to the foregoing and represents and warrants that it complies with these conditions.
15. **U.S. Government End-Users.** The Software is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire the Software with only those rights set forth herein.
16. **Licensee Outside The U.S.** If You are located outside the U.S., then the following provisions shall apply: (i) Les parties aux presentes confirment leur volonte que cette convention de meme que tous les documents y compris tout avis qui siy rattache, soient rediges en langue anglaise (translation: "The parties confirm that this Agreement and all related documentation is and will be in the English language."); and (ii) You are responsible for complying with any local laws in your jurisdiction which might impact your right to import, export or use the Software, and You represent that You have complied with any regulations or registration procedures required by applicable law to make this license enforceable.
17. **Severability.** If any provision of this Agreement is declared invalid or unenforceable, such provision shall be deemed modified to the extent necessary and possible to render it valid and enforceable. In any event, the unenforceability or invalidity of any provision shall not affect any other provision of this Agreement, and this Agreement shall continue in full force and effect, and be construed and enforced, as if such provision had not been included, or had been modified as above provided, as the case may be.
18. **Arbitration.** Except for actions to protect intellectual property rights and to enforce an arbitrator's decision hereunder, all disputes, controversies, or claims arising out of or relating to

this Agreement or a breach thereof shall be submitted to and finally resolved by arbitration under the rules of the American Arbitration Association (“AAA”) then in effect. There shall be one arbitrator, and such arbitrator shall be chosen by mutual agreement of the parties in accordance with AAA rules. The arbitration shall take place in Granite Bay, California, and may be conducted by telephone or online. The arbitrator shall apply the laws of the State of California, USA to all issues in dispute. The controversy or claim shall be arbitrated on an individual basis, and shall not be consolidated in any arbitration with any claim or controversy of any other party. The findings of the arbitrator shall be final and binding on the parties, and may be entered in any court of competent jurisdiction for enforcement. Enforcements of any award or judgment shall be governed by the United Nations Convention on the Recognition and Enforcement of Foreign Arbitral Awards. Should either party file an action contrary to this provision, the other party may recover attorney's fees and costs up to \$1000.00.

19. **Jurisdiction And Venue.** The courts of Placer County in the State of California, USA and the nearest U.S. District Court shall be the exclusive jurisdiction and venue for all legal proceedings that are not arbitrated under this Agreement.
20. **Independent Contractors.** The relationship of the parties is that of independent contractor, and nothing herein shall be construed to create a partnership, joint venture, franchise, employment, or agency relationship between the parties. Licensee shall have no authority to enter into agreements of any kind on behalf of Mentor Graphics and shall not have the power or authority to bind or obligate Mentor Graphics in any manner to any third party.
21. **Force Majeure.** Neither Mentor Graphics nor Licensee shall be liable for damages for any delay or failure of delivery arising out of causes beyond their reasonable control and without their fault or negligence, including, but not limited to, Acts of God, acts of civil or military authority, fires, riots, wars, embargoes, or communications failure.
22. **Miscellaneous.** This Agreement constitutes the entire understanding of the parties with respect to the subject matter of this Agreement and merges all prior communications, representations, and agreements. This Agreement may be modified only by a written agreement signed by the parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable. This Agreement shall be construed under the laws of the State of California, USA, excluding rules regarding conflicts of law. The application of the United Nations Convention of Contracts for the International Sale of Goods is expressly excluded. This license is written in English, and English is its controlling language.

B.3. Attribution

This version of Sourcery CodeBench Lite may include code based on work under the following copyright and permission notices:

B.3.1. Android Open Source Project

```
/*
 * Copyright (C) 2008 The Android Open Source Project
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions
 * are met:
 *   * Redistributions of source code must retain the above copyright
 *     notice, this list of conditions and the following disclaimer.
 *   * Redistributions in binary form must reproduce the above copyright
 *     notice, this list of conditions and the following disclaimer in
 *     the documentation and/or other materials provided with the
```

```
*   distribution.
*
* THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
* "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
* LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS
* FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE
* COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT,
* INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING,
* BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS
* OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED
* AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY,
* OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT
* OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
* SUCH DAMAGE.
*/
```