

# CodeWarrior Development Studio for Microcontrollers V10.x

## FAQ Guide

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# Introduction

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This FAQ Guide lists most frequently asked or most anticipated questions about Microcontrollers V10.x. In this document, the FAQs are divided into various categories based on the Microcontrollers V10.x feature they are associated with, such as Installation, IDE, Editor, Project Management, Project, Compiler, Assembler, Linker, Debugger, Debugger Shell, USBTAP, Ethernet TAP, and Profiling and Analysis Tools.

In this chapter:

- [Contents of this Manual](#) — Describes the contents of this manual.
- [What's new for Microcontrollers 10.2](#) — Lists new FAQs in this manual.
- [Additional Information Resources](#) — Describes supplementary CodeWarrior documentation, third-party documentation, and references to helpful code examples and web sites.

## Contents of this Manual

[Table 1.1](#) lists and describes each chapter in this manual. Each chapter lists a specific category of FAQs.

**Table 1.1** Manual Contents

Chapter	Description
<a href="#">IDE and Installation</a>	Lists IDE related FAQs
<a href="#">Project Management</a>	Lists project management related FAQs
<a href="#">Project</a>	Lists project related FAQs
<a href="#">Compiler</a>	Lists compiler related FAQs
<a href="#">Linker</a>	Lists linker related FAQs
<a href="#">Debugger</a>	Lists debugger related FAQs
<a href="#">Debugger Shell</a>	Lists debugger shell related FAQs
<a href="#">Profiling and Analysis Tool</a>	Lists profiler related FAQs

## Introduction

*What's new for Microcontrollers 10.2*

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# What's new for Microcontrollers 10.2

The manual includes these new FAQs.

- **NEW** [How can I improve the performance of the CodeWarrior IDE I am working with?](#)
- **NEW** [While working with the CodeWarrior IDE, the Remote System Changed dialog box appears. Why does it appear and how can I resolve the issue?](#)
- **NEW** [I want to download my application directly into a RAM target. How do I do it?](#)
- **NEW** [I need to flash a large size application \(more than 64 KB\) , and I also need to perform target tasks, such as secure/unsecure the device and additional verify or erase. How do I do it?](#)
- **NEW** [Is there a way to quickly flash multiple boards with different S-Records?](#)
- **NEW** [Is it possible to debug the target multiple times with the same binary application, without flashing the device?](#)
- **NEW** [I need to enable logging for flash programming. How do I do it?](#)
- **NEW** [How to have projects from different workspaces or locations in a workspace?](#)
- **NEW** [How can I switch to another workspace?](#)
- **NEW** [How can I inspect global variables in the variables view?](#)
- **NEW** [I have installed CodeWarrior for Microcontrollers on Linux Ubuntu 8.04, 64-bit. However, Multilink drivers are not working. What do I do?](#)
- **NEW** [I have created two build configurations one for debug and another for release. How can I specify a burner bbl file for each build configuration?](#)
- **NEW** [I want to install updates for the CodeWarrior software. However, when I check for updates, no updates are found. What do I do?](#)
- **NEW** [I am facing issues in accessing the updater sites. How do I resolve this?](#)
- **NEW** [Where can I find CodeWarrior for Microcontrollers V10.x example projects?](#)
- **NEW** [While launching a project, the CodeWarrior software automatically builds the current active target. How can I specify the build configuration I want to debug?](#)
- **NEW** [How can I compare files in CodeWarrior IDE?](#)
- **NEW** [Is there a way to compare files that are not in project?](#)
- **NEW** [My attempt to install the CodeWarrior tool fails with the error “Another version of this product is already installed“. What do I do?](#)

- [\*\*NEW\*\* How do I view trace, critical code, timeline, performance, and call tree data?](#)
- [\*\*NEW\*\* What is Timeline?](#)
- [\*\*NEW\*\* What is Performance data?](#)
- [\*\*NEW\*\* What is Call Tree data?](#)
- [\*\*NEW\*\* What is the use of Selection Mode in TraceTimelineEditor?](#)
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- [\*\*NEW\*\* What is J-Trace? How do I collect data using J-Trace?](#)
- [\*\*NEW\*\* How can I enable software tracepoints automatically on Kinetis target?](#)
- [\*\*NEW\*\* How do I uninstall the third party plugins?](#)
- [\*\*NEW\*\* After updating the CodeWarrior, I receive the following error while restarting the application, “Initialize RSE' has encountered a problem”. What should I do?](#)
- [\*\*NEW\*\* How do I know what updates/patches are already installed?](#)
- [\*\*NEW\*\* I have installed the CodeWarrior patches on Windows 7. The patches have installed correctly, however the CodeWarrior software generates error while building the libraries. Is there any way to resolve this?](#)
- [\*\*NEW\*\* How can I check if the compiler updater is successfully installed?](#)
- [\*\*NEW\*\* How can I use the Burner for the Kinetis derivatives?](#)
- [\*\*NEW\*\* I am using my workspace since long time and adding/removing projects frequently, this has slowed down my CodeWarrior software. How can I improve the performance?](#)
- [\*\*NEW\*\* How can I see printf output in the console window?](#)
- [\*\*NEW\*\* My workspace takes long to close. How can I resolve this?](#)
- [\*\*NEW\*\* How do I use the Outline View to get an overview of a source file and modify it directly?](#)
- [\*\*NEW\*\* How do I solve the probable mismatch of the OSJTAG Firmware with P&E Virtual Serial Port Utility?](#)
- [\*\*NEW\*\* I am using CW10.1SE and MQX3.7 with all patches and updates. How can I solve this problem?](#)

- **NEW** [How to use a configured bean from one project to the other?](#)
- **NEW** [While building a project, the CodeWarrior fails to write an ELF file. How do I resolve this issue?](#)
- **NEW** [I am unable to create the new project at the desired location. What could be the possible reason and how to resolve this?](#)
- **NEW** [I want to build a library \(.lib\) instead of a final elf \(.abs\) file. How can I do this?](#)
- **NEW** [Which set of files I need to backup or store in a version control system to completely recover project settings and related debug settings?](#)
- **NEW** [I need to share a project without using a version control system. Is there any way to do this?](#)
- **NEW** [While importing a project, is there any way to find out which file mapping are missing?](#)
- **NEW** [Is there a way to specify a half-precision datatype in MCU 10.x?](#)
- **NEW** [#pragma pack\(\) does not work in my Kinetis project. What do I do?](#)
- **NEW** [How do I resolve the error encountered on the Kwikstik board?](#)
- **NEW** [At the moment serial data is output in the console in the debugger, which is slow with J-Link. Is there any way to view the output of the debugger in the HyperTerminal?](#)
- **NEW** [Is it possible to flash a target MCU from the command-line?](#)
- **NEW** [Is there an easy way to suppress the target re-programming when there has been no change since the previous session?](#)
- **NEW** [Is there any printf command in Debugger shell or command line?](#)
- **NEW** [Is trace feature supported on OSJTAG?](#)
- **NEW** [Which derivatives of the MPC56xx target support tracing?](#)

## Additional Information Resources

- For Freescale documentation and resources, visit the Freescale web site:  
<http://www.freescale.com>
- For additional electronic-design and embedded-system resources, visit the EG3 Communications, Inc. web site: <http://www.eg3.com>
- For monthly and weekly forum information about programming embedded systems (including source-code examples), visit the Embedded Systems Programming magazine web site: <http://www.embedded.com>

- For late-breaking information about new features, bug fixes, known problems, and incompatibilities, read the release notes in this folder:

`<CWInstallDir>\MCU\`

where *CWInstallDir* is the directory in which the CodeWarrior software is installed.

[Table 1.2](#) lists the additional documents you can refer to for more information about CodeWarrior for Microcontrollers 10.x. These documents are categorized according to the three different documentation types as Getting Started, User Guides, and Application Notes.

## Introduction

### Additional Information Resources

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**Table 1.2 Related Documentation**

Documentation Type	Document	Description	PDF Location
<b>Getting Started</b>	Microcontrollers V10.x Quick Start	Explains the steps to install Microcontrollers V10.x, and create and debug a project.	<CWInstallDir>\MCU\Quick Start for Microcontrollers.pdf
	CodeWarrior Project Importer Quick Start	Explains the steps to convert a classic CodeWarrior project into an Eclipse IDE project.	<CWInstallDir>\MCU\CodeWarrior Project Importer Quick Start.pdf
	Eclipse Quick Reference Card	Introduces you to the interface of CodeWarrior for Microcontrollers V10.x Eclipse-based IDE and provides a quick reference to the key bindings.	<CWInstallDir>\MCU\Eclipse Quick Reference Card.pdf
	HCS08 Profiling and Analysis for Microcontrollers V10.x Quick Start	Explains how to collect trace and critical code data after creating, building, and running a project on the HCS08 MC9S08QE128 target in the CodeWarrior for Microcontrollers version 10.x debugger.	<CWInstallDir>\MCU\HCS08 Profiling and Analysis Quick Start for Microcontrollers.pdf
	ColdFire Profiling and Analysis for Microcontrollers V10.x Quick Start	Explains how to collect trace and critical code data after creating, building, and running a project on the ColdFire V1 MCF51JM128 target in the CodeWarrior for Microcontrollers version 10.x debugger.	<CWInstallDir>\MCU\ColdFire V1 Profiling and Analysis Quick Start for Microcontrollers.pdf
	Ethernet TAP Probe Quick Start	Explains how to set up the Ethernet TAP probe for Freescale microcontrollers and processors.	<CWInstallDir>\MCU\Ethernet TAP Quick Start for Microcontrollers.pdf

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>Getting Started</b>	Microcontrollers V10.x Getting Started Guide	Contains information to get you started using the CodeWarrior Development Studio to develop software that targets the HCS08/RS08, ColdFire, and Power architectures targets.	<CWInstallDir>\MCU\Getting Started Guide for Microcontrollers.pdf
	Kinetis Profiling and Analysis Quick Start for Microcontrollers	Explains how to collect trace and flat profile data after creating, building, and running a project on the Kinetis target in the CodeWarrior for Microcontrollers version 10.x debugger. The document also explains how to view trace, timeline, and flat profile data on the Kinetis target hardware.	<CWInstallDir>\MCU\Kinetis Profiling and Analysis Quick Start for Microcontrollers.pdf

## Introduction

### Additional Information Resources

**Table 1.2 Related Documentation**

Documentation Type	Document	Description	PDF Location
<b>User Guide</b>	CodeWarrior Common Features Guide	Explains extensions to the CodeWarrior Eclipse IDE across all CodeWarrior products.	<CWInstallDir>\MCU\Help\PDF\CodeWarrior_Common_Features_Guide.pdf
	Microcontrollers V10.x Targeting Manual	Explains how to use CodeWarrior Development Studio for Microcontrollers V10.x.	<CWInstallDir>\MCU\Help\PDF\Targeting_Microcontrollers.pdf
	Microcontrollers V10.x HC08 Build Tools Reference Manual	Describes the compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF\MCU_HC08_Compiler.pdf
	Microcontrollers V10.x RS08 Build Tools Reference Manual	Describes the ANSI-C/C++ Compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF\MCU_RS08_Compiler.pdf
	Microcontrollers V10.x ColdFire Build Tools Reference Manual	Describes the compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF\MCU_ColdFire_Compiler.pdf
	Microcontrollers V10.x Kinetis Build Tools Reference Manual	Describes the compiler used for the Freescale 32-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF\MCU_Kinetis_Compiler.pdf

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>User Guide</b>	Microcontrollers V10.x Power Architectures Processors Build Tools Reference Manual	Describes the compiler used for the Power Architectures Processors.	<CWINstallDir>\MCU\Help\PDF\MCU_Power - Architecture_Compiler.pdf
	Microcontrollers V10.x MISRA-C:2004 Compliance Exceptions for the HC(S)08, RS08, ColdFire, Kinetis and Power Architecture Libraries Reference Manual	Describes the MISRA-C:2004 compliance exceptions for the HC(S)08, RS08, ColdFire, Kinetis and Power Architecture libraries.	<CWINstallDir>\MCU\Help\PDF\MISRA_C_2004_Compliance_Exceptions.pdf
	CodeWarrior Development Tools EWL C Reference	Describes the contents of the Embedded Warrior Library for C. This document is available only in ColdFire Architecture.	<CWINstallDir>\MCU\Help\PDF\EWL_C_Reference.pdf
	CodeWarrior Development Tools EWL C++ Reference	Describes the contents of the Embedded Warrior Library for C++. This document is available only in ColdFire Architecture.	<CWINstallDir>\MCU\Help\PDF\EWL_C++_Reference.pdf
	Microcontrollers V10.x HC(S)08/RS08 Assembler Reference Manual	Explains how to use the HC(S)08/RS08 Macro Assembler	<CWINstallDir>\MCU\Help\PDF\HCS08-RS08_Assembler_MCU_Eclipse.pdf

## Introduction

### *Additional Information Resources*

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>User Guide</b>	Microcontrollers V10.x ColdFire Assembler Reference Manual	Explains the assembly-language syntax and IDE settings for the ColdFire assemblers	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\ColdFire_Assembler_MCU_Eclipse.pdf</code>
	Microcontrollers V10.x Kinetis Assembler Manual	Explains the corresponding assembly-language syntax and IDE settings for these assemblers.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\Kinetis_Assembler_MCU_Eclipse.pdf</code>
	Microcontrollers V10.x HC(S)08/ RS08 Build Tools Utilities Manual	Describes the following five CodeWarrior IDE utilities: SmartLinker, Burner, Libmaker, Decoder, and Maker.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\Build_Tools_Utils.pdf</code>
	Microcontrollers V10.x Profiling and Analysis Users Guide	Explains the CodeWarrior Profiling and Analysis tools. These tools provide visibility into an application as it runs on the simulator and hardware. Developers can use these tools to understand how an application runs, as well as identify operational problems.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\Profiling_and_Analysis_Users_Guide.pdf</code>
	USB TAP Users Guide	Explains the steps to develop and debug a number of processors and microcontroller using CodeWarrior USB TAP probe.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\USB_TAP_Users_Guide.pdf</code>

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>User Guide</b>	Ethernet TAP Users Guide	Explains the steps to develop and debug a number of processors and microcontroller using CodeWarrior Ethernet TAP probe.	<CWInstallDir>\MCU\Help\PDF\EthernetTAP_Users_Guide.pdf
	Open Source BDM-JM60 Users Guide	Describes an Open Source programming and debugging development tool designed to work with Freescale HCS08, RS08, Coldfire V1, V2, V3 and V4, and DSC56800E microcontrollers.	<CWInstallDir>\MCU\Help\PDF\OSBDM-JM60_Users_Guide.pdf
	Processor Expert Users Manual	Provides information about Processor Expert plug-in, which generates code from the Embedded Beans.	<CWInstallDir>\MCU\Help\PDF\ProcessorExpertHelp.pdf
	Device Initialization Users Manual	Provides information about the user interface, creating a simple design, configuring a device, generating initialization code, and using it in your application.	<CWInstallDir>\MCU\Help\PDF\DeviceInitHelp.pdf
	Signal Processing Engine Auxiliary Processing Unit Programming Interface Manual	Helps programmers provide software that is compatible across the family of Power Architecture processors that use the signal processing engine auxiliary processing unit.	<CWInstallDir>\MCU\Help\PDF\SPE_Programming_Interface_Manual.pdf

## Introduction

### *Additional Information Resources*

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>Application Note</b>	AN3859 - Adding Device(s) to the CodeWarrior Flash Programmer for Microcontrollers V10.x	Explains how to use the Flash Tool Kit to support additional flash devices on the Flash Programmer for CodeWarrior Development Studio for Microcontrollers V10.x.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\AN3859.pdf</code>
	AN3967 - How to Write Flash Programming Applets	Provides information on creating Flash configuration files for the Flash Programming interface.	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\AN3967.pdf</code>
	AN4104 - Converting Classic ColdFire Projects to Microcontrollers V10.x	Explains how to convert a ColdFire project created in CodeWarrior Development Studio for Microcontrollers V6.2 or CodeWarrior Development Studio for ColdFire Architectures V7.1 to CodeWarrior Development Studio for Microcontrollers V10.x	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\AN4104.pdf</code>
	AN4095 - CodeWarrior Build Tools Options for Optimal Performance on the Power Architecture e200 Core	Provides information on CodeWarrior build tools options for optimal performance on the Power Architecture e200 Core	<code>&lt;CWInstallDir&gt;\MCU\Help\PDF\AN4095.pdf</code>
	AN4188 - RS08 Upper Memory Access	Provides the RS08 programmer with information about the RS08 Upper Memory Access for Microcontrollers V10.x.	<code>&lt;CWInstallDir&gt;\MCU\PDF\AN4188.pdf</code>

**Table 1.2 Related Documentation**

<b>Documentation Type</b>	<b>Document</b>	<b>Description</b>	<b>PDF Location</b>
<b>Application Note</b>	AN4316 - Optimal Settings for ColdFire	Provides two sets of options in the CodeWarrior tools to produce optimal performance of the ColdFire devices. One set optimizes speed; another set optimizes code size.	<CWInstallDir>\MCU\PDF\AN4316.pdf
	AN4329 - Relocating Code	Provides guidance for relocating code and data within the Microcontroller memory map. It also explains how to create new memory segments and sections by editing the CodeWarrior Linker Command File (LCF) for ColdFire Architectures.	<CWInstallDir>\MCU\PDF\AN4329.pdf
	AN4331 - Enabling OSBDM DLLs	Describes how to enable the FSL OSBDM libraries after installing the service pack for CodeWarrior for Microcontrollers V10.x.	<CWInstallDir>\MCU\PDF\AN4331.pdf
<b>Supporting Information</b>	Microcontrollers V10.x FAQ Guide	Lists most frequently asked or anticipated questions and answers to CodeWarrior Development Studio for Microcontrollers V10.x.	<CWInstallDir>\MCU\Help\PDF\Microcontrollers_FAQ_Guide.pdf

## **Introduction**

*Additional Information Resources*

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# IDE and Installation

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In this chapter, you find Frequently Asked Questions (FAQs) related to the CodeWarrior IDE.

The FAQs listed in this chapter are divided into five categories:

- [Updating and Installing Software](#)
- [Editor](#)
- [Workbench Window](#)
- [CVS](#)
- [Search and Replace Action](#)
- [Miscellaneous](#)

## Updating and Installing Software

In this topic, installation related FAQs are listed.

- **NEW** [I have installed CodeWarrior for Microcontrollers on Linux Ubuntu 8.04, 64-bit. However, Multilink drivers are not working. What do I do?](#)
- **NEW** [I want to install updates for the CodeWarrior software. However, when I check for updates, no updates are found. What do I do?](#)
- **NEW** [I am facing issues in accessing the updater sites. How do I resolve this?](#)
- **NEW** [My attempt to install the CodeWarrior tool fails with the error “Another version of this product is already installed“. What do I do?](#)
- **NEW** [How do I uninstall the third party plugins?](#)
- **NEW** [After updating the CodeWarrior, I receive the following error while restarting the application, “Initialize RSE' has encountered a problem”. What should I do?](#)
- **NEW** [How do I know what updates/patches are already installed?](#)
- **NEW** [I have installed the CodeWarrior patches on Windows 7. The patches have installed correctly, however the CodeWarrior software generates error while building the libraries. Is there any way to resolve this?](#)
- **NEW** [How can I check if the compiler updater is successfully installed?](#)

**NEW I have installed CodeWarrior for Microcontrollers on Linux Ubuntu 8.04, 64-bit. However, Multilink drivers are not working. What do I do?**

64-bit drivers for P&E Devices are not supported for CodeWarrior for Microcontrollers v10.1. However, this support is available for CodeWarrior for Microcontrollers v10.2.

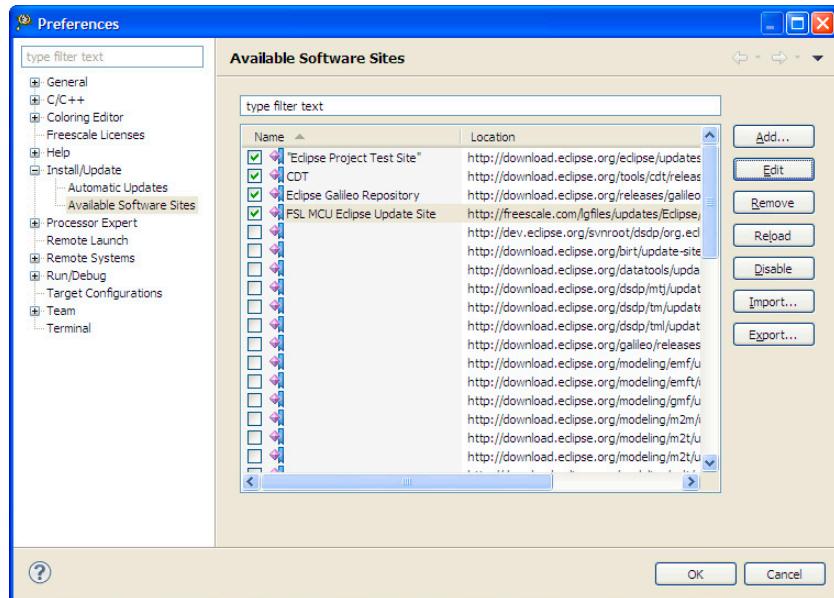
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**NEW I want to install updates for the CodeWarrior software. However, when I check for updates, no updates are found. What do I do?**

If you are using **Help > Check for Updates** option to check for new service packs or patches, you may get the message “There is nothing to update”, even when patches and service packs are available.

This happens because the **Check for Updates** option, checks for updates available for already installed packages or features. The **Check for Updates** option scans through the list of the installed plugins and contacts the configured and enabled update sites ([Figure 2.1](#)).

## Figure 2.1 Available Software Sites

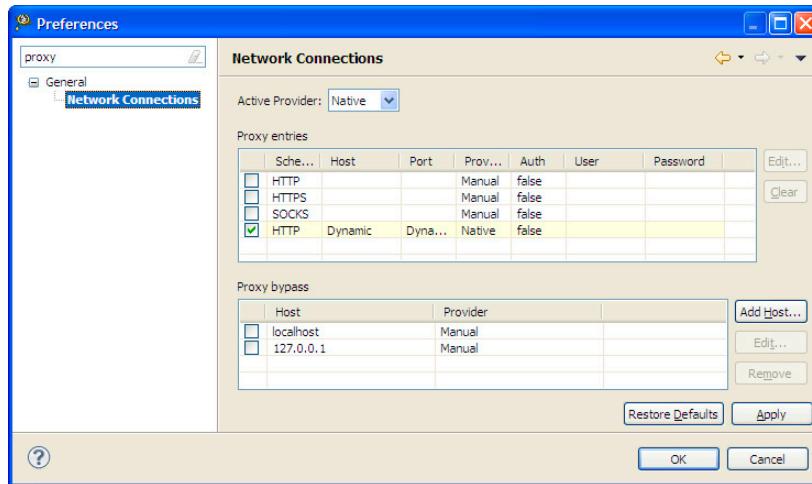


For example, if you have installed a service pack, the CodeWarrior software will search for an update available for the service pack. However, it will not search for the recent Kinetis compiler, as the Kinetis compiler has not been installed previously as a separate package or feature.

To install new service packs or patches, use the **Help > Install New Software** option. While installing new software, make sure that you clear the **Contact all update sites during install to find required software** checkbox.

Also, note that if the CodeWarrior software needs to access updates through proxy, you need to configure the network connections.

**Figure 2.2 Network Connections**



**NEW** I am facing issues in accessing the updater sites. How do I resolve this?

The **Install New Software** option requires minor modification to the CodeWarrior V10.x site pointers to enable correct behavior.

If you have problem to access an updater site, add a backslash to the end.

For example, add a backslash at the end of the Freescale update site:

`http://freescale.com/lgfiles/updates/Eclipse/MCU10_1/  
com.freescale.mcu.updatesite/`

Similarly, for SVN Connectors site:

`http://www.polarion.org/projects subversive download/  
eclipse/2.0/update-site/`

For other sites, such as:

`http://download.gna.org/eclox/update`

backslash is not required, however it seems to be a safe practice to add '/' at the end of all the updater sites.

**NEW** **My attempt to install the CodeWarrior tool fails with the error “Another version of this product is already installed“. What do I do?**

This happens when while un-installing the CodeWarrior tool, the installer crashes in between. The files are removed from the hard drive and the icons are removed from the Start menu. Also, the CodeWarrior tool does not appear in the Add/Remove Programs panel. But, your system will not let you install another version of the CodeWarrior tool, as there are still some files remaining.

To remove the remaining CodeWarrior files:

1. Open a command prompt and go to the folder containing the `setup.exe` of the CodeWarrior tool you want to uninstall.
2. In this folder, edit the `setup.ini` file and search for the value, `ProductCode`.
3. Enter the following command at the command prompt:  
`msiexec /i [ProductCode]`  
The CodeWarrior setup dialog box appears.
4. Repair or remove the current installation.
5. Remove the remaining files.
6. Re-launch the setup of the CodeWarrior tool you want to install.

---

**NEW** **How do I uninstall the third party plugins?**

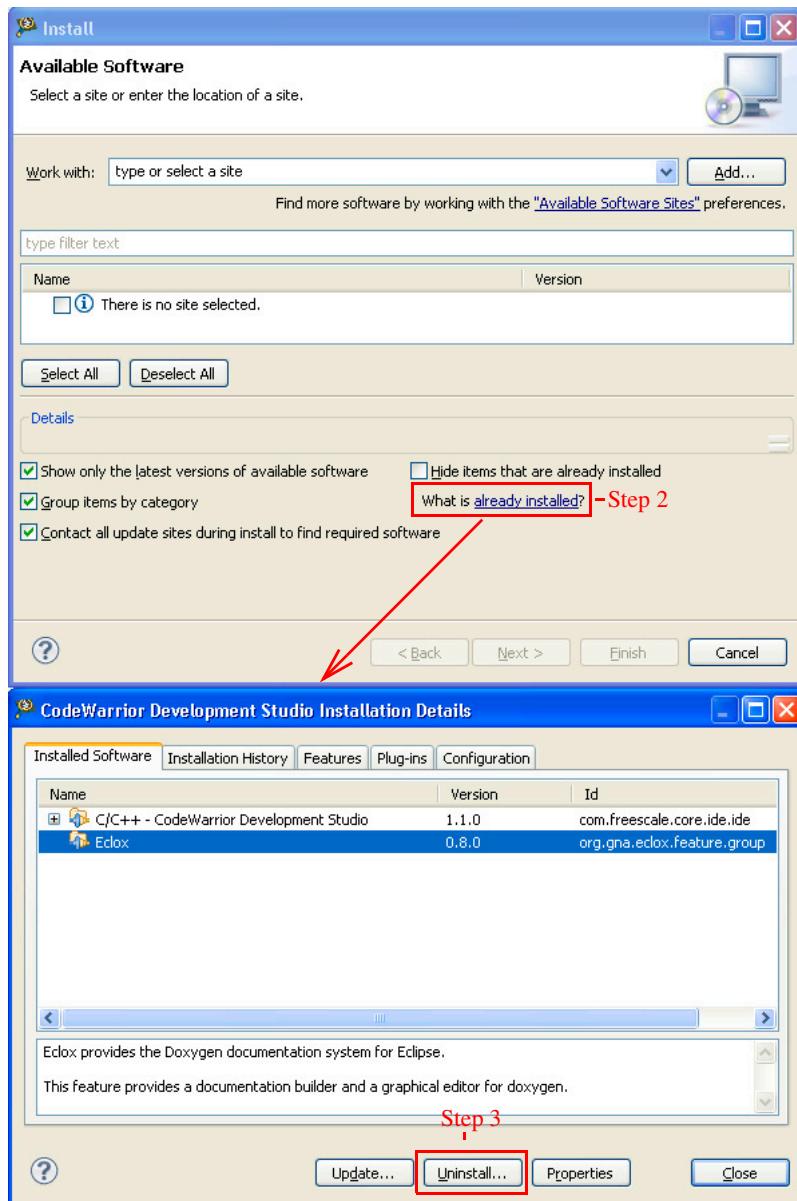
To uninstall a third party plugin, follow the steps listed below:

1. Select **Help > Install New Software** from the IDE menu bar.  
The **Install** dialog box appears.

## IDE and Installation

### Updating and Installing Software

Figure 2.3 Install Dialog Box



2. Click the **What is already installed?** option.

The **Codewarrior Development Studio Installation Details** dialog box appears.

3. Select the desired plugin and click **Uninstall**.

The **Uninstall** dialog box appears.

4. Click **Finish**.

The IDE uninstalls the selected plugin.

---

**NEW** **After updating the CodeWarrior, I receive the following error while restarting the application, “'Initialize RSE' has encountered a problem”. What should I do?**

You have to check that whether all the features available into the MCU10.1 Update package has been installed or not.

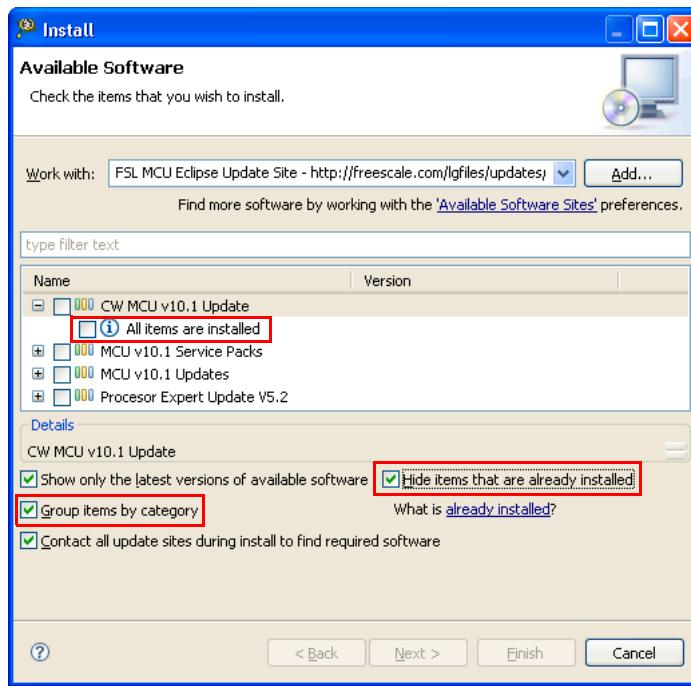
For this, open the **Install** dialog box by selecting **Help > Install New Software** from the IDE menu bar. When you check the **Group items by category** and **Hide items that are already installed** checkboxes, the **All Items are installed** message ([Figure 2.4](#)) appears under the **CW MCU v10.1 Update** category.

If this is not the case, you have to install all the other features that are appearing in the list.

## IDE and Installation

### Updating and Installing Software

Figure 2.4 MCU Update — Install Dialog Box



## NEW How do I know what updates/patches are already installed?

To view the list of installed updates/patches, follow the steps listed below:

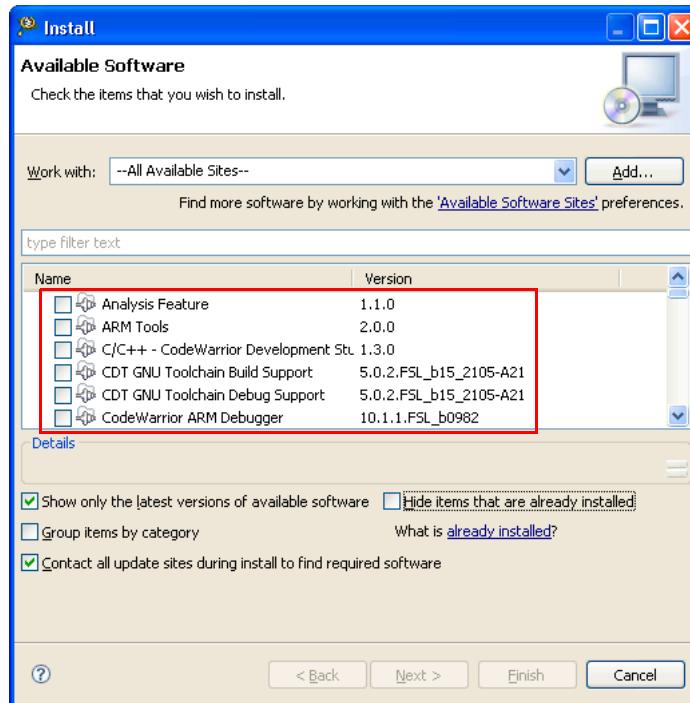
1. Select **Help > Install New Software** from the IDE menu bar.

The **Install** dialog box appears.

2. Select **All Available Sites** from the Work with drop-down list (Figure 2.5).

The already installed updates/patches appears in gray icons.

Figure 2.5 Install dialog box — Listing Installed Updates



**NEW** I have installed the CodeWarrior patches on Windows 7. The patches have installed correctly, however the CodeWarrior software generates error while building the libraries. Is there any way to resolve this?

If you install patches under non-admin privileges, all looks like it goes well. It shows that the patches are installed. However, when you build the libraries, you still get the error. Also, there is no way to uninstall the patches so you can re-install them with the admin privileges.

There are two ways to work this around:

- Install the Codewarrior with RUN AS ADMIN and run the updates with admin privileges when you install patches.

## IDE and Installation

### Updating and Installing Software

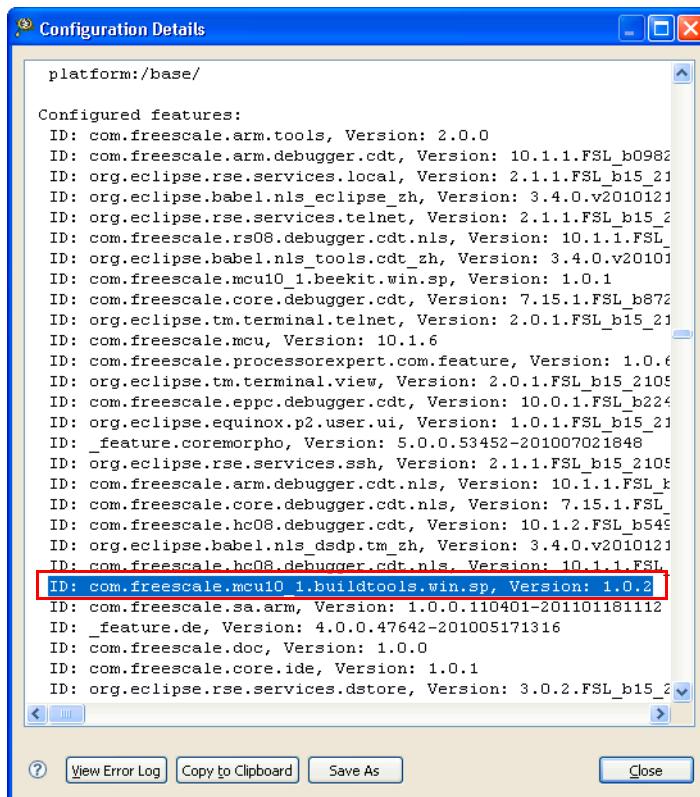
- Install the CodeWarrior in the non-default location (means, not in the Windows default Program Files folder) but install it in a directory that you can have admin rights (IE-Users/profile etc).

## **NEW How can I check if the compiler updater is successfully installed?**

Follow the steps listed below for CodeWarrior for Microcontrollers v10.1:

Select **Help > About CodeWarrior Development Studio > Configuration Details** from the IDE menu bar and search for the **Configured Features**. The `com.freescale.mcu10_1.buildtools.win.sp` feature ([Figure 2.6](#)) in the list shows that the compiler updater is successfully installed.

**Figure 2.6 Configuration Details Dialog Box**

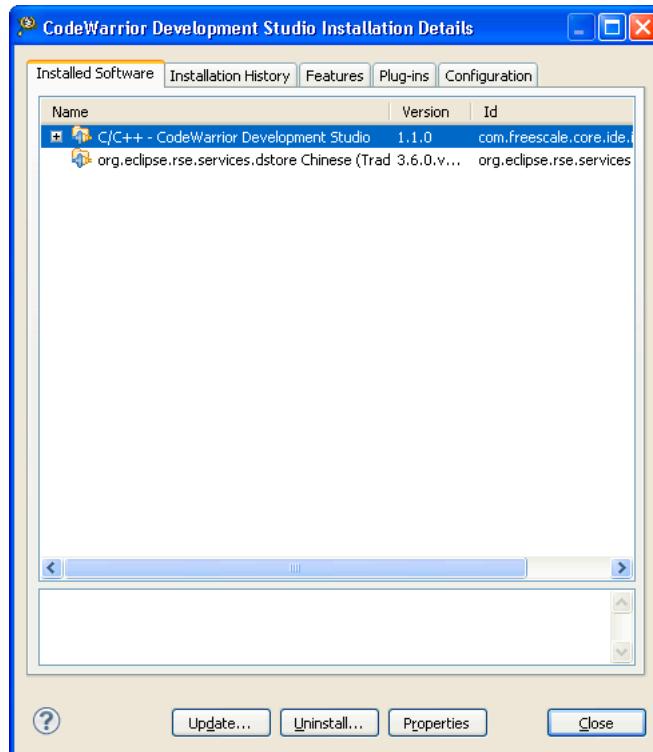


Follow the steps listed below for CodeWarrior for Microcontrollers v10.2:

Select **Help > About CodeWarrior Development Studio > Installation Details** from the IDE menu bar.

All installed softwares are listed in the **Installation Details** dialog box ([Figure 2.7](#)).

**Figure 2.7 Installation Details Dialog Box**



## Editor

In this topic, Editor related FAQs are listed.

- [How can I quickly open declaration of any variable, function name, macro, or header file from within Editor?](#)
- [How can I open definition of a function or header file from within the editor?](#)
- [If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations?](#)

## IDE and Installation

### Editor

---

- [How can I change the color that highlights the current line in a source code file?](#)
- [Is it possible to view definition of a macro or a variable in the source code file?](#)
- [Can the CodeWarrior IDE assist me in writing the source code?](#)
- [How can I change the tab width/size?](#)
- [Is it possible to display line numbers in Editor?](#)
- [Is it possible to change the default code format settings?](#)
- [How can I quickly switch to a header file from within the source code file?](#)
- [How does the CodeWarrior IDE differentiate between enabled and disabled macros?](#)
- [How can I configure predefined macros in the CodeWarrior IDE?](#)
- [Is it possible to view evaluated expansion of a macro in the CodeWarrior IDE?](#)
- [Is it possible to roll back the changes I did to my source code?](#)
- [Is there a way to change the default color of comments that span across multiple lines?](#)
- [Is there a way to revert to the original contents of a source code file?](#)
- [How do I convert Line Delimiters to the Unix format?](#)
- [Why do I get the following error message when I try to edit a source code file?](#)
- [What does an asterisk on the Editor title bar mean?](#)
- [How can I find out where a function is declared in my source code?](#)
- [How can I open .tcl extension files in the Editor window?](#)
- [Is it possible to condense a large source file by folding/unfolding different portions of code?](#)
- [How can I generate S19, Intel Hex, and Binary files for my project?](#)
- **NEW** [How can I use the Burner for the Kinetis derivatives?](#)
- **NEW** [I have created two build configurations one for debug and another for release. How can I specify a burner bbl file for each build configuration?](#)
- [Is there a way to determine in which workspace I am working currently?](#)
- [How can I share same installation of the CodeWarrior software with multiple users?](#)
- [How can I comment/uncomment a block of code in the editor?](#)
- **NEW** [How can I compare files in CodeWarrior IDE?](#)
- **NEW** [Is there a way to compare files that are not in project?](#)

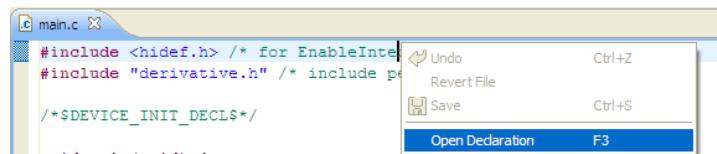
## How can I quickly open declaration of any variable, function name, macro, or header file from within Editor?

To quickly open declaration of any variable, function name, macro or header file from within Editor, press the **Ctrl** key and click the text. Alternatively, place the mouse cursor on the text and perform either of the following:

- press F3,
- right-click and select **Open Declaration** ([Figure 2.8](#)), or
- select **Navigate > Open Declaration** from the IDE menu bar ([Figure 2.9](#)).

This will open the logical file associated with the selected text. For example, for a header file include, the header file will open. For variables, the file containing the definition or declaration of the variable will open.

**Figure 2.8 Open Declaration**

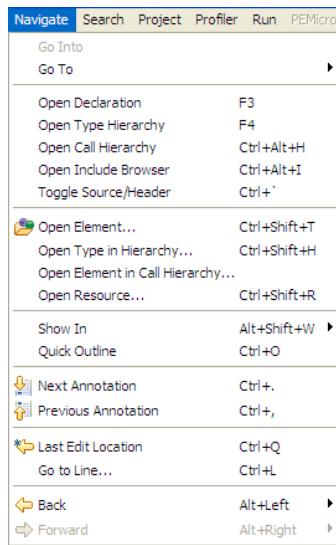


## IDE and Installation

### Editor

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**Figure 2.9** Navigate Menu



The **Navigate** menu lets you perform various navigation actions in the source file, such as opening header files, viewing macro or variable definitions, navigating to the last edit location or previous source file. You can also perform these actions using the keyboard shortcuts.

---

## How can I open definition of a function or header file from within the editor?

The CodeWarrior Eclipse IDE uses an indexer to build index of all sources in the background. To open definition, you need to configure indexer preferences. The indexer can be configured per project or per workspace basis.

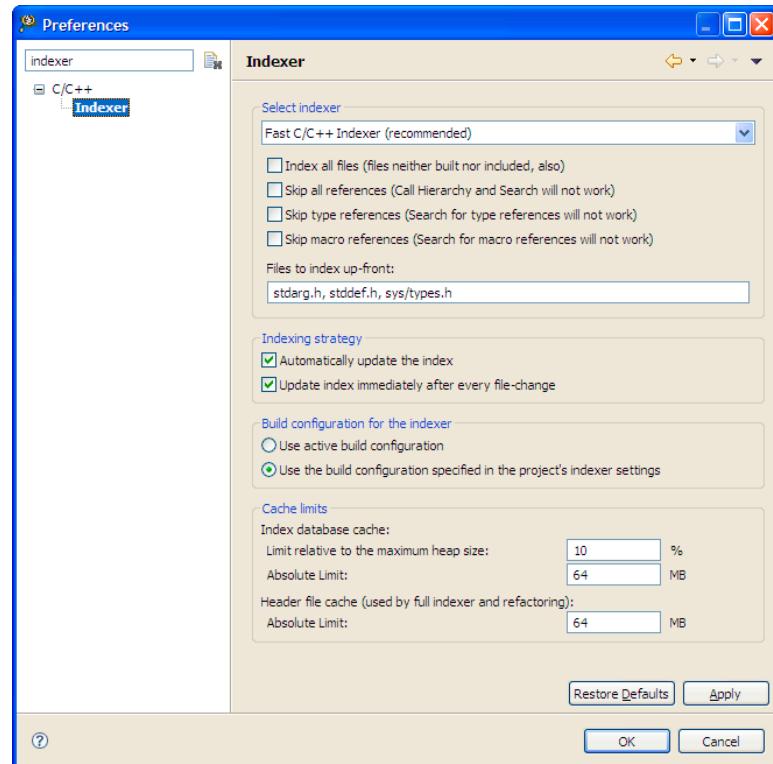
1. Select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Type **indexer** as the filter text to narrow down the list of preferences.
3. Select **C/C++ > Indexer**.

The **Indexer** page appears in the right panel.

Figure 2.10 Indexer Page



4. From the **Select indexer** drop-down list, select the **Full C/C++ Indexer** option.
5. Click **OK**.
6. Right-click the project with which the source file is associated in the **CodeWarrior Projects** view and select **Index > Rebuild**.

Now, when you press F3, definition will open.

Figure 2.11 Function Definition

```
void TestFunc(void) {
```

7. Press F3 again to switch to the function declaration.

Figure 2.12 Function Declaration

```
void TestFunc(void);
```

## IDE and Installation

### Editor

---

8. Press ALT + Left to switch to the original location.
- 

## If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations?

If you are using a Macintosh computer, just keep the CTRL key pressed and move the mouse cursor over the header file or function whose declaration or definition you want to open. The hyperlink for that header file or function enables.

Click the hyperlink to switch to the required declaration or definition, refer [Figure 2.13](#).

**Figure 2.13** Hyperlink in Source Files



```
1#include <hidef.h> /* for EnableInterrupts m
2#include "derivative.h" /* include periphera
3
4/*$DEVICE_INIT_DECLS*/
5
6void main(void) {
7  /*$DEVICE_INIT_CALLS*/
8  /* include your code here */
9
10
11  for(;;) {
12    RESET_WATCHDOG(); /* feeds the dog */
13  } /* loop forever */
14}
```

By default, the modifier key for hyperlinks in editor is Ctrl; however, you can change the modifier key as per your preference.

1. Select **Window > Preferences**.

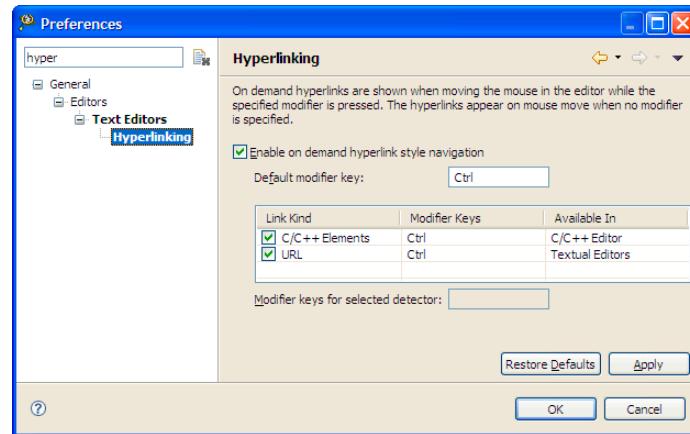
The **Preferences** dialog box appears.

2. Type **Hyperlink** as the filter text to narrow down the list of preferences.

3. Select **General > Editors > Text Editors > Hyperlinking**.

The **Hyperlinking** page appears in the right panel.

Figure 2.14 Hyperlinking Page



4. Enter the required modifier key in the **Default modifier key** text box.
5. Click **OK**.

---

## How can I change the color that highlights the current line in a source code file?

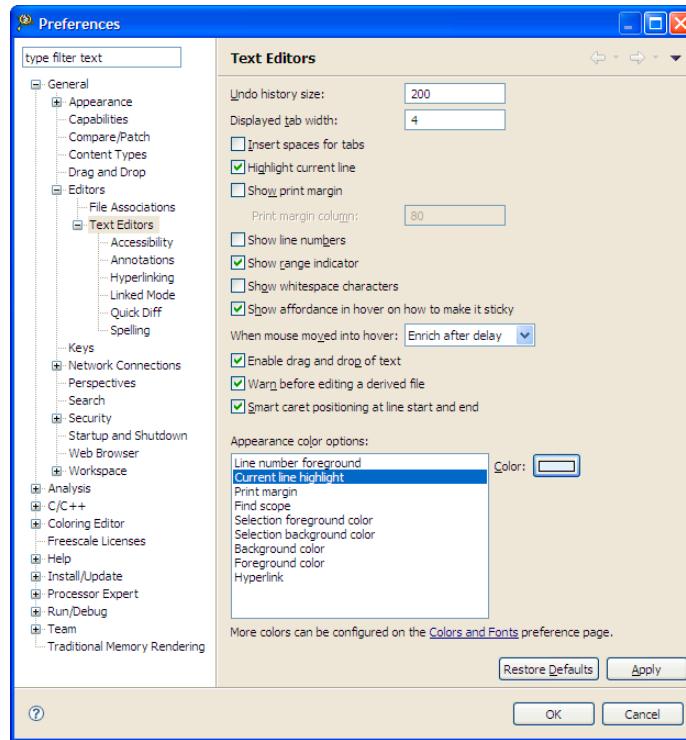
To change the color for the current line highlight in a source file:

1. Select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Type **text editor** as the filter text to narrow down the list of preferences.
3. Select **General > Editors > Text Editors**.  
The **Text Editors** page appears in the right panel.
4. Ensure that **Highlight current line** checkbox is checked.
5. Select **Current line highlight** in the **Appearance color options** list.

## IDE and Installation

### Editor

Figure 2.15 Text Editors Page > Current line highlight Selected



6. Click the **Color** button to open the color panel, and select the required color.
7. Click **OK** to close the color panel.
8. Click **OK** to save the settings.

## Is it possible to view definition of a macro or a variable in the source code file?

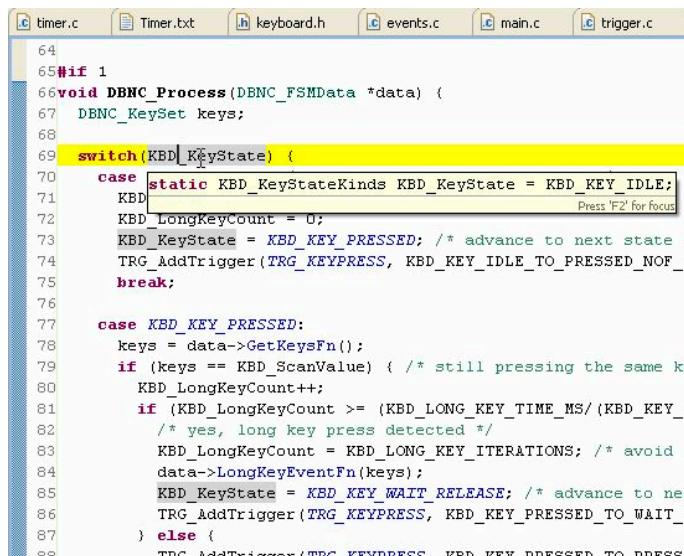
Yes, you can open definition of a macro or variable by hovering the mouse cursor over the macro or variable. A small popup window displaying the definition of the macro (Figure 2.16) or variable (Figure 2.17) appears.

Also, the IDE highlights all the occurrences of the variable in the source file, so you do not need to search for it manually.

Figure 2.16 Macro Definition

```
for(;;) {
    __RESET_WATCHDOG(); /* feeds the dog */
}
/* Macro Expansion
{asm sta _SRS.Byte;} at you never leave main */
}
Press 'F2' for focus
```

Figure 2.17 Variable Declaration and Occurrences



```
64
65 #if 1
66 void DBNC_Process(DBNC_FSMData *data) {
67     DBNC_KeySet keys;
68
69     switch(KBD_KeyState) {
70         case static KBD_KeyStateKinds KBD_KeyState = KBD_KEY_IDLE;
71         KBD_LongKeyCount = 0;
72         KBD_KeyState = KBD_KEY_PRESSED; /* advance to next state */
73         TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_IDLE_TO_PRESSED_NOF_1
74         break;
75
76         case KBD_KEY_PRESSED:
77             keys = data->GetKeysFn();
78             if (keys == KBD_ScanValue) { /* still pressing the same key */
79                 KBD_LongKeyCount++;
80                 if (KBD_LongKeyCount >= (KBD_LONG_KEY_TIME_MS / (KBD_KEY_F
81                 /* yes, long key press detected */
82                 KBD_LongKeyCount = KBD_LONG_KEY_ITERATIONS; /* avoid a
83                 data->LongKeyEventFn(keys);
84                 KBD_KeyState = KBD_KEY_WAIT_RELEASE; /* advance to next
85                 TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_PRESSED_TO_WAIT_F
86             } else {
87                 TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_PRESSED_TO_RELEASE)
88             }
89     }
90 }
```

## Can the CodeWarrior IDE assist me in writing the source code?

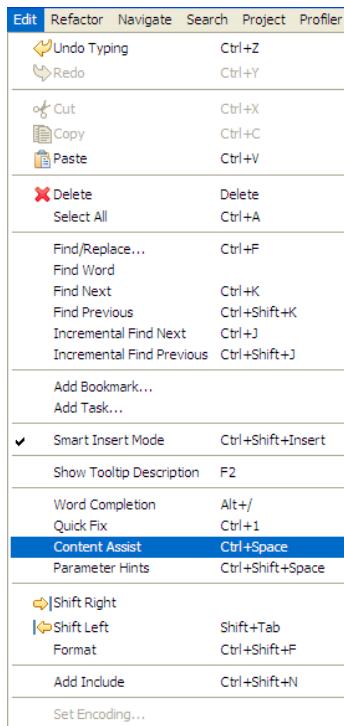
Yes, CodeWarrior IDE can parse the source files in the background. Therefore, it provides you the code completion feature. To use the code completion feature, select **Edit > Content Assist** from the IDE menu bar.

## IDE and Installation

### Editor

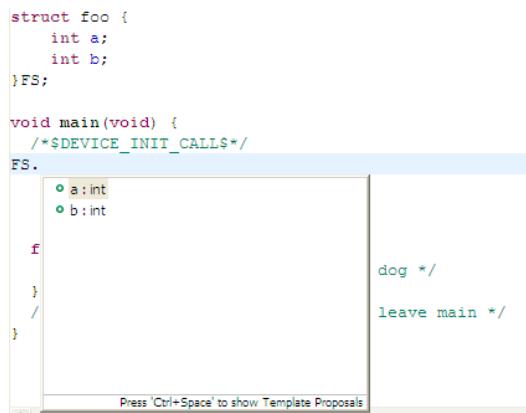
---

**Figure 2.18** Edit > Content Assist



The Content Assist feature allows you to view the list of the field member of a structure, class, or union. The list of the field members appears automatically the moment you type ‘.’ following the structure, class, or union name ([Figure 2.19](#)). You can also press **Ctrl+Space** to view the list.

Figure 2.19 View Field Members of Structure



```

struct foo {
    int a;
    int b;
}FS;

void main(void) {
    /*$DEVICE_INIT_CALLS*/
FS.
    f
}
/*
    dog */
leave main */

```

The screenshot shows a code editor with the following code:

```

struct foo {
    int a;
    int b;
}FS;

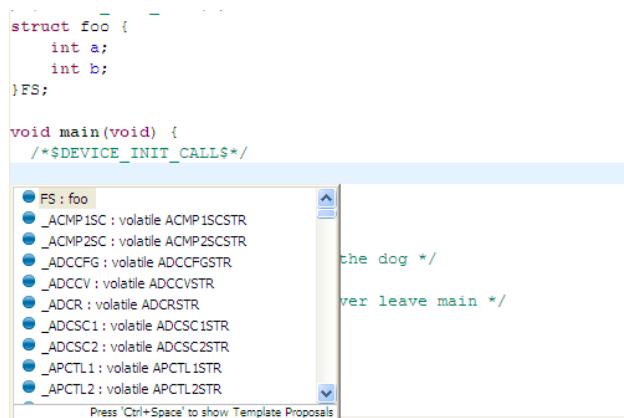
void main(void) {
    /*$DEVICE_INIT_CALLS*/
FS.
    f
}
/*
    dog */
leave main */

```

A tooltip window is open over the variable 'f', showing the field members 'a : int' and 'b : int'. The tooltip also includes the text 'Press 'Ctrl+Space' to show Template Proposals'.

If you press **Ctrl+Space** without typing anything or by placing the cursor in a blank line in the source file, the complete list appears, as shown in [Figure 2.20](#)

Figure 2.20 Content Assist — Without Typing Anything



```

struct foo {
    int a;
    int b;
}FS;

void main(void) {
    /*$DEVICE_INIT_CALLS*/

```

The screenshot shows a code editor with the same code as Figure 2.19. A tooltip window is open over the variable 'f', showing a list of content assist options. The list includes:

- FS : foo
- \_ACMP1SC : volatile ACMP1SCSTR
- \_ACMP2SC : volatile ACMP2SCSTR
- \_ADCCFG : volatile ADCCFGSTR
- \_ADCCV : volatile ADCCVSTR
- \_ADCR : volatile ADCRSTR
- \_ADCSC1 : volatile ADCSC1STR
- \_ADCSC2 : volatile ADCSC2STR
- \_APCTL1 : volatile APCTL1STR
- \_APCTL2 : volatile APCTL2STR

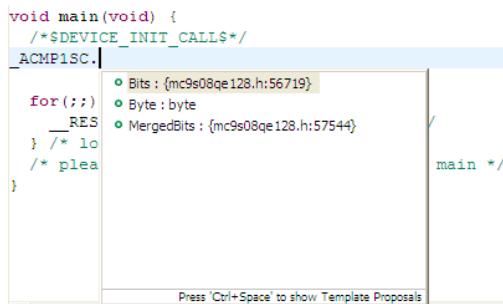
The tooltip also includes the text 'Press 'Ctrl+Space' to show Template Proposals'.

You can also view the list of bitfields using Content Assist, as shown in [Figure 2.21](#)

## IDE and Installation

### Editor

Figure 2.21 Bitfields



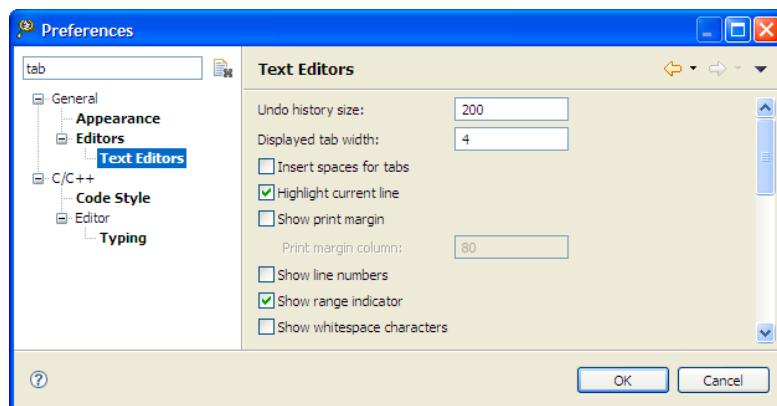
## How can I change the tab width/size?

By default, the tab size in the CodeWarrior IDE is 4. To change the default tab size:

1. From the IDE menu bar, select **Window > Preferences**.
2. Type **tab** as the filter text to narrow down the list of preferences.
3. Select **Text Editors**.

The **Text Editors** preference page appears in the right panel of the **Preferences** dialog box.

Figure 2.22 Text Editors Preferences Page



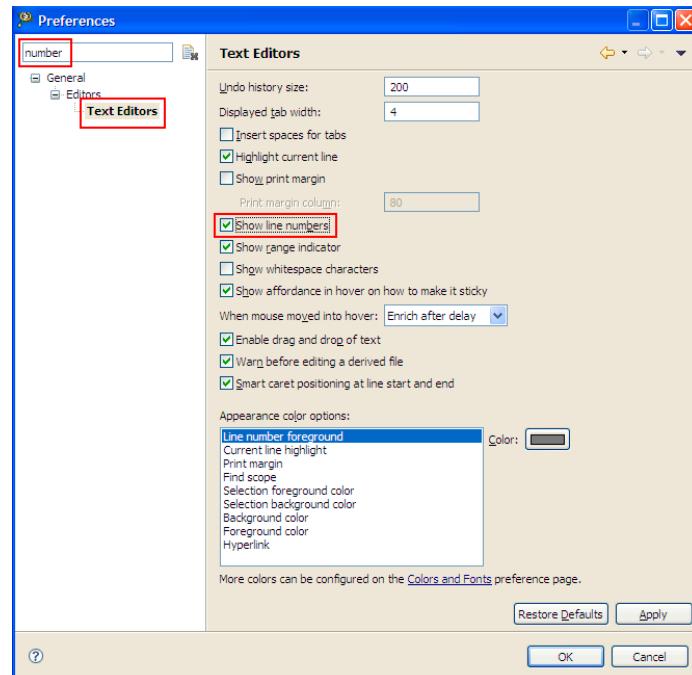
4. Enter the desired tab size in the **Displayed tab width** text box.
5. Click **OK**.

## Is it possible to display line numbers in Editor?

Yes, to display line numbers in the editor area:

1. From the IDE menu bar, select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Type **number** as the filter text to narrow down the list of preferences.
3. Select **Text Editors**. The **Text Editors** preference page appears in the right panel of the **Preferences** dialog box.
4. Check the **Show line numbers** checkbox.

**Figure 2.23 Text Editors Preference Page**



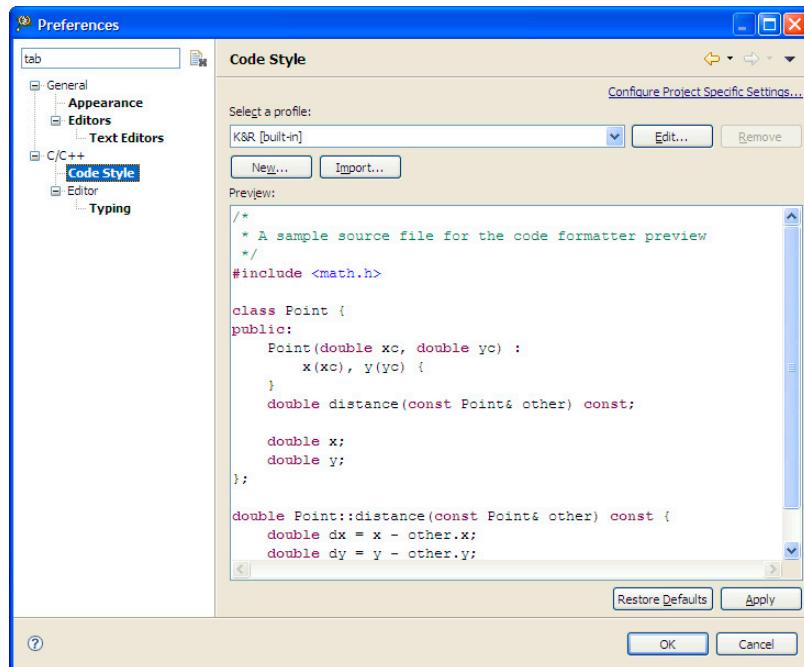
5. Click **OK**.

## Is it possible to change the default code format settings?

Yes, to change the default code format settings:

1. From the IDE menu bar, select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Type **code** as the filter text to narrow down the list of preferences.
3. Select **Code Style** in the left pane to modify the code formatting.

**Figure 2.24** Code Style Preference Page



4. Select a predefined profile from the **Select a profile** drop-down list. Each of the profile specify different ways of formatting the code.

If the predefined profiles does not suit your requirements, you can create a new profile.

- a. Click the **New** button.

The **New Code Formatter Profile** dialog box appears.

- b. Enter the name of the new profile in the **Profile name** text box.

- c. Select the profile based on which you want to create the new profile from the **Initialize settings with the following profile** drop-down list.
  - d. Click **OK**.  
The edit dialog box appears.
  - e. Specify the code formatting settings as required and click **OK**.
5. Click **OK** to close the **Preferences** dialog box. The editor will now use the selected profile to format the code.
- 

## How can I quickly switch to a header file from within the source code file?

If you are working in an implementation (\*.c/\*.cpp) file, and you quickly want to open the corresponding header file, perform either of the following:

- press **CTRL+`** or
- right-click and select **Toggle Source/Header**.

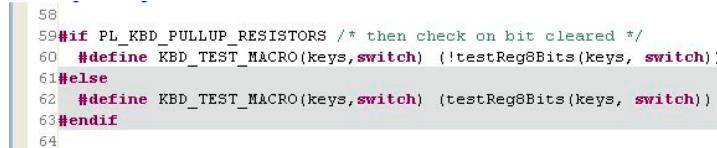
Similarly, you can also toggle back to the source file from the header file.

---

## How does the CodeWarrior IDE differentiate between enabled and disabled macros?

CodeWarrior IDE automatically marks the disabled macros in gray to help you determine which macros are active and which not.

**Figure 2.25** Disabled Macros Marked in Gray



A screenshot of a code editor showing a snippet of C code. The code is as follows:

```
58
59 #if PL_KBD_PULLUP_RESISTORS /* then check on bit cleared */
60 #define KBD_TEST_MACRO(keys, switch) (!testReg8Bits(keys, switch))
61 #else
62 #define KBD_TEST_MACRO(keys, switch) (testReg8Bits(keys, switch))
63 #endif
64
```

The lines 59, 60, 61, 62, and 63 are displayed in gray, indicating they are disabled. Line 64 is in black, indicating it is enabled.

### How can I configure predefined macros in the CodeWarrior IDE?

To configure predefined macros in the CodeWarrior IDE:

1. Select the project for which you want to configure the predefined macros in the **CodeWarrior Projects** view.

2. Select **Project > Properties** in the IDE menu bar.

The **Properties** dialog box appears.

3. Select **C/C++ General > Paths and Symbols**.

The **Paths and Symbols** properties page opens in the right panel of the **Properties** dialog box.

4. Select the **Symbols** tab.

5. Configure the symbols listed in the **Symbols** tab page.

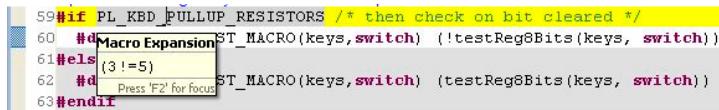
6. Click **OK**.

---

### Is it possible to view evaluated expansion of a macro in the CodeWarrior IDE?

Yes, if you hover mouse cursor over a complex macro, the CodeWarrior IDE shows the evaluated expression ([Figure 2.26](#)).

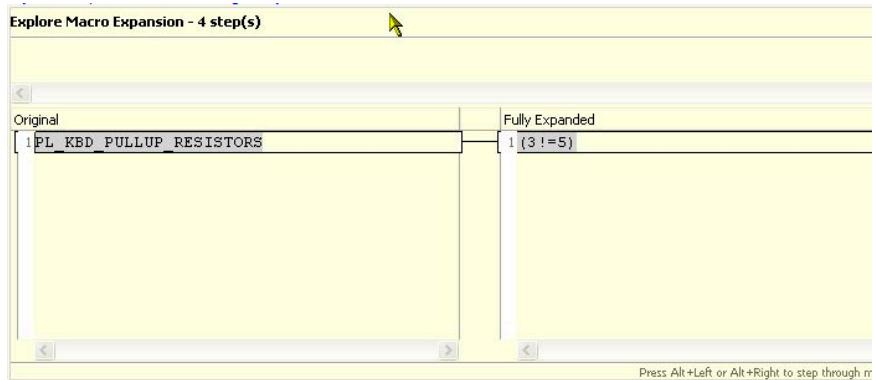
**Figure 2.26** Pop-up Window Displaying Macro Expansion



The screenshot shows a code editor with a pop-up window titled "Macro Expansion" highlighting a specific line of code. The code line is: `60 #d Macro Expansion ST_MACRO(keys, switch) (!testReg8Bits(keys, switch))`. The pop-up window contains the expanded macro definition: `61 #els (3 != 5)` and `62 #d Press F2 for focus ST_MACRO(keys, switch) (testReg8Bits(keys, switch))`. The line `63 #endif` is also visible in the editor.

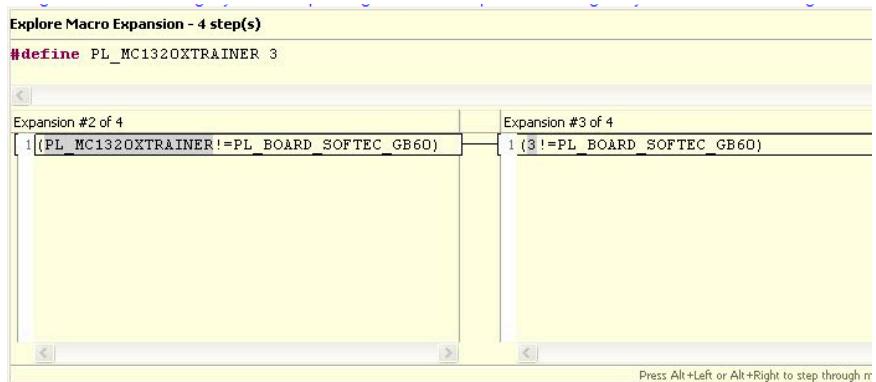
Press F2 to bring in focus the macro expansion ([Figure 2.27](#)).

Figure 2.27 Focus over Macro Expansion



Using **Alt+Left** and **Alt+Right** you can step through the macro expansion. This gives you details of the steps in the macro expansion ([Figure 2.28](#)).

Figure 2.28 Macro Expansion Steps



## Is it possible to roll back the changes I did to my source code?

Yes, local history can help roll back the changes you make to your source code. To roll back the changes, perform these steps.

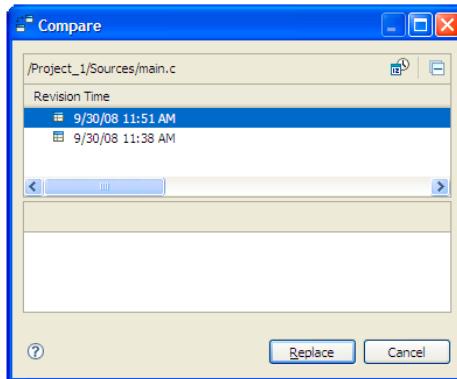
## IDE and Installation

### Editor

---

1. Right-click the updated source code in the editor.
2. From the context menu, select the **Replace with > Local History** command.  
The **Compare** dialog box appears. The dialog box lists the date and time of the changes you saved.

**Figure 2.29** Compare Dialog Box



3. From the **Revision Time** options, select the desired date and time.
4. Click the **Replace** button.  
The changes made to the file will be rolled back to the selected date and time.

**NOTE** The local history is maintained for files only and not for projects or folders.

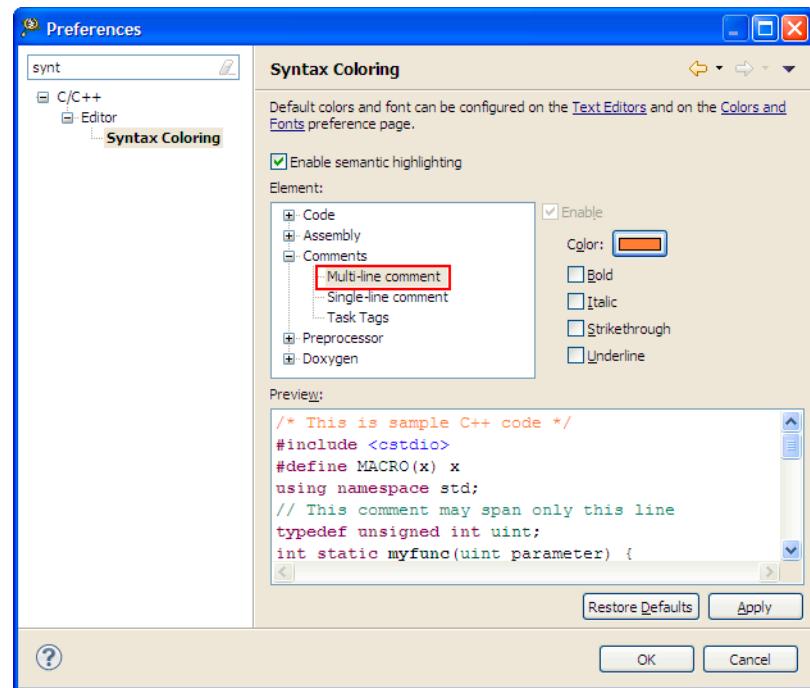
---

## Is there a way to change the default color of comments that span across multiple lines?

Yes, in order to change the default color of comments that span across multiple lines in source code follow steps below:

1. From C/C++ perspective toolbar, select **Preferences**.  
The **Preferences** window appears.
2. Select **C/C++ > Editor > Syntax Coloring**.  
The **Syntax Coloring** page appears in the right panel ([Figure 2.30](#)).
3. Select **Comments > Multi-line comment**.

Figure 2.30 Preferences Dialog Box — Syntax Coloring



4. Select **Color**.

The color palette window appears.

5. From Color Palette, select a color of your choice.

6. Click **OK**.

7. Click **Apply**.

8. Click **OK**.

**NOTE** If you want to change the color of a comment that is across a single line, then follow the steps given above, except selecting **Single-line comment** instead of **Multi-line comment**.

### Is there a way to revert to the original contents of a source code file?

Yes, if undesired changes were made to source file, there is a way to revert to the previous file. In order to do this follow steps below:

1. Right-click the source file and select **Replace With > Local History** from the context menu.  
The **Compare** view appears.
2. Double-click **Revision Time**.
3. Double-click **Revision Time** tab.  
The **Compare** window appears.
4. Select **Replace**.  
The file is replaced.

---

**NOTE** Another way to replace the file is to select **Replace With > Previous from Local History** from context menu and this command replaces the file with the last file that you saved.

---

### How do I convert Line Delimiters to the Unix format?

The Default is Windows. To change to UNIX, select **File > Convert Line Delimiters To > Unix** from the IDE menu bar.

---

### Why do I get the following error message when I try to edit a source code file?

File '/.../.../filename.c' is read-only. Do you wish to make it writable?

You get this error message because the file that you are trying to edit is read-only. If you do not want to make it writable then select **No**. If you want to find out the settings for this file, follow steps below:

1. From the CodeWarrior Projects window, right-click on the source file.  
A context menu appears.
  2. From context menu, select **Properties**.  
The **Properties** window appears.
  3. Select **Resource**.  
On the right-hand side the settings for the file appear.
- 

## What does an asterisk on the Editor title bar mean?

The asterisk on the editor's toolbar indicates there are unsaved changes.

---

## How can I find out where a function is declared in my source code?

To find out where a function is declared in source file, follow steps below:

1. Double-click on source file.  
Source file appears in the **Editor** view.
2. In Source file, right-click the function name.  
A context menu appears.
3. From context menu, select **Open Declaration**.  
The source file that contains the function declaration appears.

---

## How can I open .tcl extension files in the Editor window?

In order to open .tcl extension files in the Editor window, a File Association needs to be created. To create a File Association follow steps below:

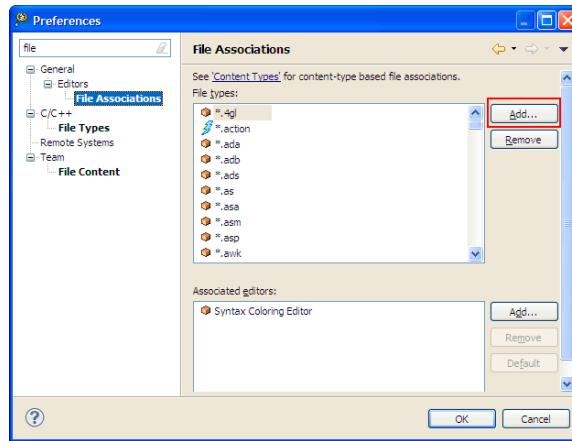
1. From the CodeWarrior toolbar, select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Select **General > Editors > File Associations**.  
The **File Associations** preferences appear on the right hand side.
3. Select **File Associations**.  
The **File Associations** pane appears ([Figure 2.31](#)).

## IDE and Installation

### Editor

---

Figure 2.31 Preferences Dialog Box — File Association



4. Click **Add**.

The **New File Type** dialog box appears.

5. In the **File Type** textbox, enter **.tcl**.

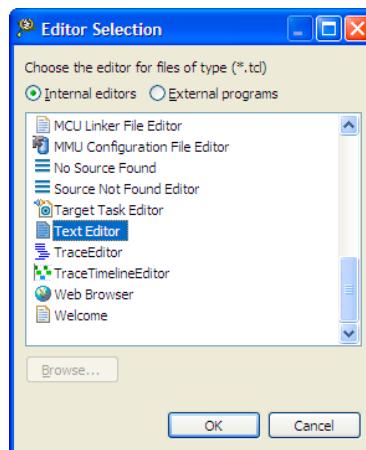
6. Click **OK**.

The **.tcl** extension appears under **File Types**.

7. Under **Associated editors** pane, Click **Add**.

The **Editor Selection** dialog box appears (Figure 2.32).

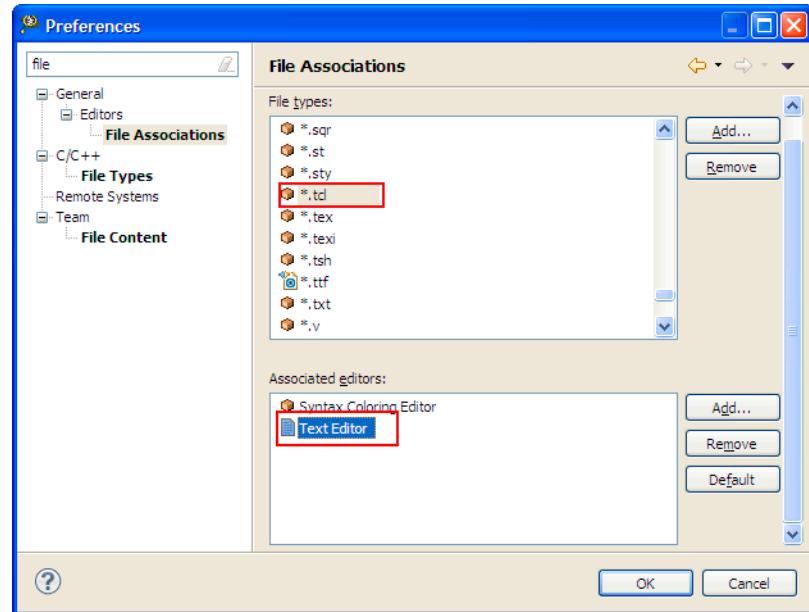
Figure 2.32 Editor Selection Dialog Box



8. Click **OK**.

The `.tcl` extension file types get associated with a Text Editor (Figure 2.33).

**Figure 2.33 Preferences Dialog Box — File Association**



9. Click **OK**.

---

## Is it possible to condense a large source file by folding/unfolding different portions of code?

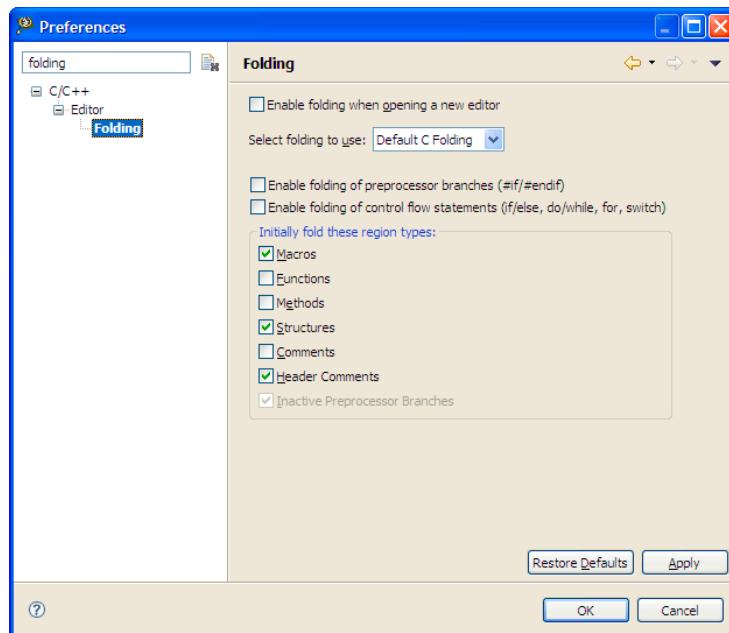
Yes, you can enable folding in editor and specify levels of folding and which portion of code needs to be folded. To enable and configure folding/unfolding, perform these steps.

1. From the IDE menu bar, select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Type folding as the filter text to narrow down the list of preferences.
3. Select **C/C++ > Editor > Folding**. The **Folding** preference page appears in the right panel of the **Preferences** dialog box.

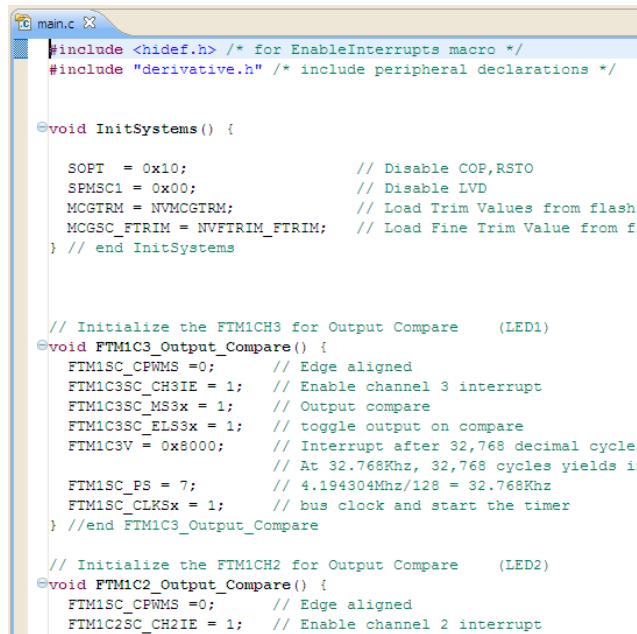
Figure 2.34 Folding Preference Page



4. Check the **Enable folding when opening a new editor** checkbox.
5. Configure level of folding and select which regions of code should be automatically folded.
6. Click **OK** and reopen your source file.

Now you can fold/unfold portions in your source code, as shown in [Figure 2.35](#). The fold/unfold functionality is added with new markers (+/-) at the left side in the source file. This improves readability of the source code.

Figure 2.35 Editor With Folding Enabled



```

#include <hidef.h> /* for EnableInterrupts macro */
#include "derivative.h" /* include peripheral declarations */

void InitSystems() {
    SOFT = 0x10;                      // Disable COP,RS
    SPMSC1 = 0x00;                     // Disable LVD
    MCGTRM = NVMCGTRM;                // Load Trim Values from flash
    MCGSC_FTRIM = NVFTRIM_FTRIM;     // Load Fine Trim Value from fl
} // end InitSystems

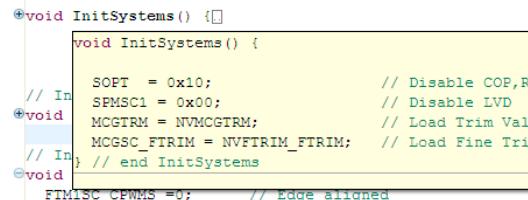
// Initialize the FTM1CH3 for Output Compare (LED1)
void FTM1C3_Output_Compare() {
    FTM1SC_CFWMS =0;                 // Edge aligned
    FTM1C3SC_CH3IE = 1;             // Enable channel 3 interrupt
    FTM1C3SC_MS3x = 1;             // Output compare
    FTM1C3SC_ELS3x = 1;             // toggle output on compare
    FTM1C3V = 0x8000;               // Interrupt after 32,768 decimal cycles
                                    // At 32.768Khz, 32,768 cycles yields in
    FTM1SC_PS = 7;                  // 4.194304Mhz/128 = 32.768Khz
    FTM1SC_CLKSx = 1;               // bus clock and start the timer
} //end FTM1C3_Output_Compare

// Initialize the FTM1CH2 for Output Compare (LED2)
void FTM1C2_Output_Compare() {
    FTM1SC_CFWMS =0;                 // Edge aligned
    FTM1C2SC_CH2IE = 1;             // Enable channel 2 interrupt
}

```

To preview what is inside a folded region, you do not need to unfold it again. Hover your mouse cursor over a folded region and a popup appears displaying the details.

Figure 2.36 Folded Region Preview



```

void InitSystems() {
    SOFT = 0x10;                      // Disable COP,RS
    SPMSC1 = 0x00;                     // Disable LVD
    MCGTRM = NVMCGTRM;                // Load Trim Values from flash
    MCGSC_FTRIM = NVFTRIM_FTRIM;     // Load Fine Trim Value from fl
} // end InitSystems

```

## How can I generate S19, Intel Hex, and Binary files for my project?

For many embedded applications, you not only want the file to debug the target, that is generate \*.abs or \*.elf file, but you also need an S19 (Motorola S-Record) file, an Intel Hex file, or a Binary file of the application. Very likely you need these files for production programming or as input to other tools.

## IDE and Installation

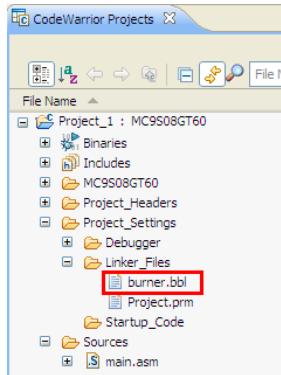
### Editor

---

The wizard generated 8/16 bit projects for MCU10 includes a burner.bbl file for exactly this purpose. BBL stands for Batch Burner Language and is a simple batch/script language to generate and process S-Records, Intel Hex, and Binary files.

You can find the burner.bbl file within the Project\_settings\Linker\_Files folder in the project.

**Figure 2.37** Burner File



The file includes a script to generate an S19 file.

### Listing 2.1 Burner file contents

---

```
OPENFILE "%ABS_FILE%.s19"  
  
format=motorola  
  
busWidth=1  
  
origin=0  
  
len=0x1000000  
  
destination=0  
  
SRECORD=Sx  
  
SENDBYTE 1 "%ABS_FILE%"  
  
CLOSE
```

---

The script in burner file opens/creates a .s19 file, configures some settings, such as the output file format, sends all bytes from the application .abs file to the output file, and then closes it.

The \*.bb1 file is processed by the make file after linking the application binary. There is a graphical way to configure or create such a script file.

**NOTE** For more information about the burner file, refer Microcontrollers V10.x HC(S)08/RS08 Build Tools Utilities Manual.

---

To configure burner script file graphically, perform these steps.

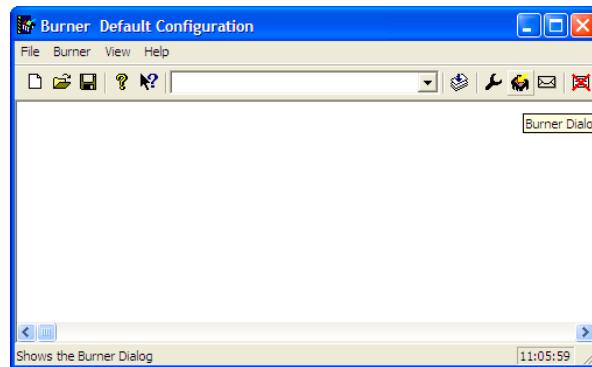
1. Browse to the CWInstallDir\MCU\prog folder.
2. Double-click burner.exe.

The **Burner Default Configuration** dialog box appears.

3. Click the **Burner Dialog** button on the toolbar ([Figure 2.38](#)).

The **Burner** dialog box appears ([Figure 2.39](#)).

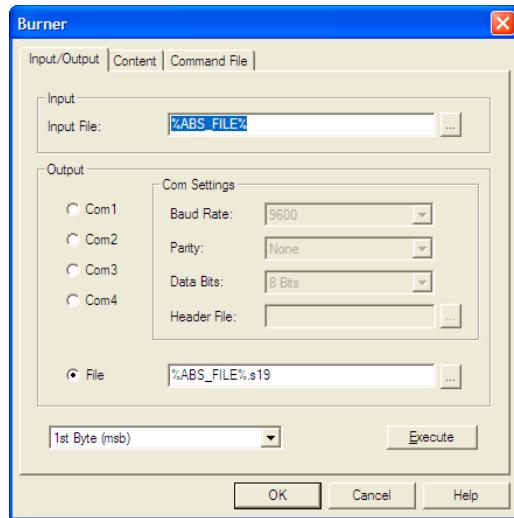
**Figure 2.38** Burner Default Configuration Dialog Box



## IDE and Installation

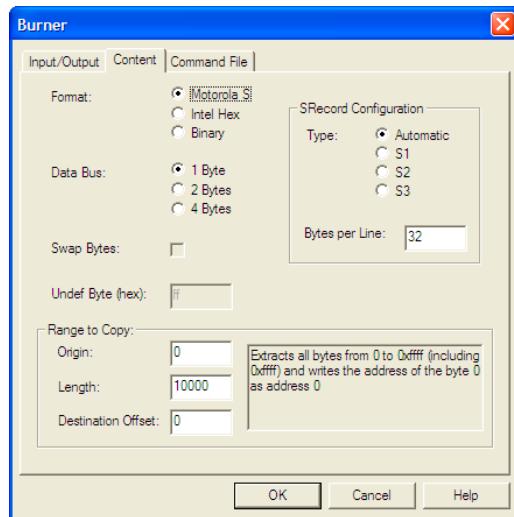
### Editor

Figure 2.39 Burner Dialog Box — Input/Output Tab



4. Configure the input file in the **Input/Output** tab.
5. Click the **Content** tab and configure the output format in the **Content** tab page.

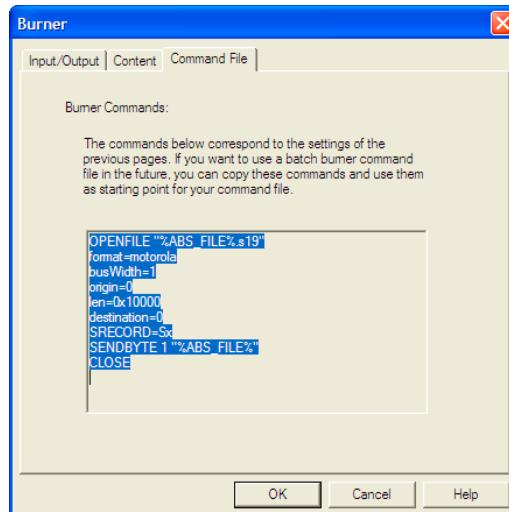
Figure 2.40 Burner Dialog Box — Content Tab



6. Click the **Command File** tab.

The **Command File** tab page displays the script as per the settings done in the **Input/Output** and **Content** tabs.

**Figure 2.41** Burner Dialog Box — Command File Tab



7. Copy the commands from the **Command File** tab page and paste the commands in your script file.

Now, you can easily create a burner.bbl file that can generate three different output files, S19, Intel Hex, and Binary, as shown in [Listing 2.2](#).

### Listing 2.2 Script for generating S19, Intel Hex, and Binary files

```
busWidth=1
origin=0
len=0x100000
destination=0
SRECORD=Sx
undefByte=0xff

format=motorola
OPENFILE "%ABS_FILE%.s19"
SENDBYTE 1 "%ABS_FILE%"
CLOSE

format=binary
OPENFILE "%ABS_FILE%.bin"
SENDBYTE 1 "%ABS_FILE%"
```

## IDE and Installation

### Editor

---

CLOSE

```
format=intel
OPENFILE "%ABS_FILE%.hex"
SENDBYTE 1 "%ABS_FILE%"
CLOSE
```

---

Also, the BBL file allows you to merge multiple files. For example, you can take a Binary file as input and convert it into an S-Record file. Or you add additional information to your files.

For example, if there is an S19 file that defines a firmware signature, and you want to make sure this signature is included into the S19 file for production.

You can implement the burner.bbl file as shown in [Listing 2.3](#).

### Listing 2.3 Adding additional information to file using burner file

---

```
OPENFILE "%ABS_FILE%.s19"

format=motorola

busWidth=1

origin=0

len=0x1000000

destination=0

SRECORD=Sx

SENDBYTE 1 "%ABS_FILE%"

SENDBYTE 1 "MyFirmwareSignature.S19"

CLOSE
```

---

## NEW How can I use the Burner for the Kinetis derivatives?

In the CodeWarrior for Microcontrollers v10.x, the Burner Utility integrated with RS08, S08 and ColdFire projects, but not for e200 yet. But you can use it, using a post-build step. **Post-build** is something similar as the **post-linker** in the classic CodeWarrior. It allows you to do something (whatever you want) at the end of the build process.

We are using it here for Kinetis to create an S19 file with the Burner utility after the file has been linked. To use the **Burner** for Kinetis derivatives:

- First, make sure that the Kinetis linker does not produce the S-Record, as we are going to generate it with the burner.
- Next, create or add your burner file to the project. The location or name does not matter, you just need to reference it properly in the next steps.

You might go with the default `burner.bbl` content as listed below:

```
OPENFILE "%ABS_FILE%.s19"
format=motorola
busWidth=1
origin=0
len=0x1000000
destination=0
SRECORD=Sx
SENDBYTE 1 "%ABS_FILE%"
CLOSE
```

Notice the "%ABS\_FILE%" which is a variable to tell the burner, what file (.elf / .afx / .abs) is to use. You need to pass this to the burner.

In the Build Steps, define the Post-build steps, with something like this:

```
"${MCU_TOOLS_HOME}\prog\Burner.exe"
-F="${PROJECT_LOC}\Sources\burner.bbl"
-env"ABS_FILE=${BuildArtifactFileName}"
```

The first item specifies the executable, the -F option tells the burner which command file it has to use, and the -env option passes the environment variable used in the .bbl.

Now if you run a make/build, you can see the result in the **Console** view (and of course having the S19).

---

**NEW** **I have created two build configurations one for debug and another for release. How can I specify a burner bbl file for each build configuration?**

Suppose, you have created two Build Configurations for a bareboard project, one for debug and another one for release, in CodeWarrior for Microcontrollers. You want to

## IDE and Installation

### Editor

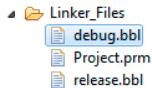
---

configure the build configurations such that each one can use a different burner bbl file. This way the IDE will generate different binaries depending on the active configuration.

To specify a burner bbl file for each build configuration:

1. Create two .bbl files.

**Figure 2.42** Burner Files



2. Assign each .bbl file to the corresponding build configuration.

- a. Right-click the file and select **Resource Configurations > Exclude from build**.

The **Exclude from build** dialog box appears.

- b. Check the build configurations from which you want to exclude the file.

- c. Click **OK**.

Alternatively, open the file properties dialog box. Check the **Exclude resource from build** checkbox.

Similarly assign build configuration to the second bbl file.

Now, if you build the Debug configuration, the `debug.bbl` file will be used. And, if you build the Release configuration, the `release.bbl` file will be used.

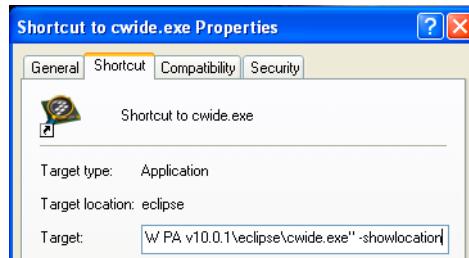
---

## Is there a way to determine in which workspace I am working currently?

Yes, there is a command line switch to help you determine the location of the workspace your CodeWarrior IDE is using currently. You may need this information if you have multiple instances of CodeWarrior IDE open and if you switch workspaces frequently.

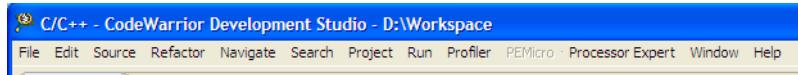
Add the `-showlocation` command line shortcut to the properties of the CodeWarrior IDE shortcut, as shown in [Figure 2.43](#).

Figure 2.43 Determine Workspace Location



The current workspace location gets displayed on the title bar of your CodeWarrior IDE.

Figure 2.44 Current Workspace Location



## How can I share same installation of the CodeWarrior software with multiple users?

By default, CodeWarrior IDE opens with the previously used workspace. However, you can configure the CodeWarrior IDE to open with the user-specific workspace, that is depending upon the user logged on to the system.

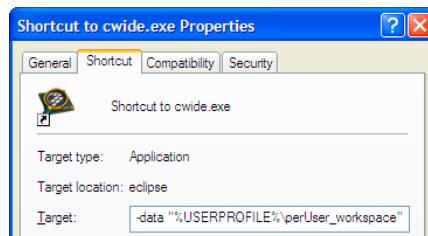
You can specify workspace path by passing the following command switch to the CodeWarrior IDE on startup.

`-data workspace path`

If you want to open workspace folder per user basis, pass the following command line switch to the CodeWarrior IDE.

`-data "%USERPROFILE%\perUser_workspace"`

Figure 2.45 Specify User-Specific Workspace



## How can I comment/uncomment a block of code in the editor?

In ANSI C, you use `/*` and `*/` for commenting a code line. For example:

```
/* this is a comment */
```

You can also span a comment over multiple code lines.

```
/*
do {
    EVNT1_HandleEvent();
    cnt--;
} while (EVNT1_EventsPending() && cnt>0);
*/
```

However, you cannot nest comments with `/* */` comments. CodeWarrior IDE marks it with ‘?’ symbol.

```
?? 75/* i++; /* comment */ ??
```

In addition, most compilers, if not put into the strict ANSI C mode, also allow the usage of the `//` characters for commenting a code line.

```
// this is a comment too
```

This also allows you to comment out a line with comments.

```
// Function(); /* this is a call to my function*/
```

However, if you want to comment a whole code block, for example, the following code lines, commenting may not work for all the code lines in the block.

```
do {
    EVNT1_HandleEvent();
    cnt--; /* limit number of iterations */
} while (EVNT1_EventsPending() && cnt>0);
```

One way to comment a code block is to use `#if 0 ... #endif`.

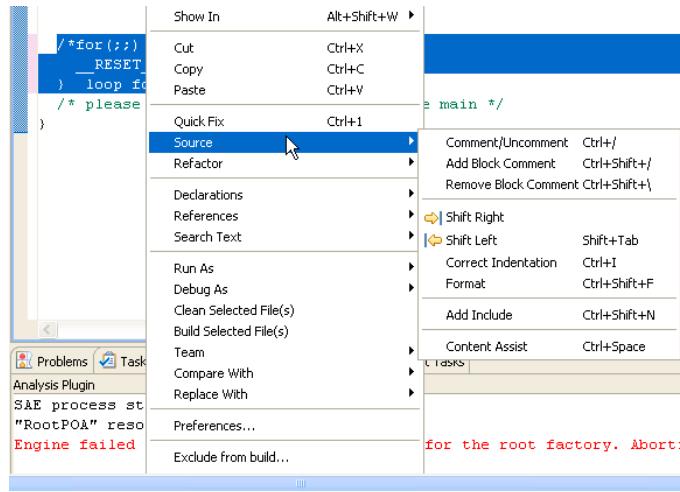
**Figure 2.46 Commenting Code Block**

```
#if 0
    do {
        EVNT1_HandleEvent();
        cnt--; /* limit number of iterations */
    } while (EVNT1_EventsPending() && cnt>0);
#endif
```

The source file parser in CodeWarrior IDE automatically detects the ‘false’ condition and grays out the code for better readability.

Another way is to comment/uncomment is to select the code lines you want to comment/uncomment and right-click. [Figure 2.47](#) shows the context menu that appears.

**Figure 2.47** Editor Context Menu



Select **Source > Comment/Uncomment** from the editor context menu. The selected code lines are commented using the `/*` characters.

```
cnt = 16;
//do {
//EVNT1_HandleEvent();
//cnt--; /* limit number of iterations */
//} while (EVNT1_EventsPending() && cnt>0);
} else {
```

Similarly, you can also uncomment the code block.

## IDE and Installation

### Editor

---

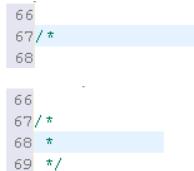
To comment code block using the `/* */` characters and uncomment , use **Add Block Comment** and **Remove Block Comment** in the editor context menu.

```
cnt = 16;  
/*  
do {  
EVNT1_HandleEvent();  
cnt--; limit number of iterations  
} while (EVNT1_EventsPending() && cnt>0);  
*/  
} else {
```

But note that, nested `/* */` comments are not allowed. The CodeWarrior IDE removes the nested comment tokens, as shown in the example above. You need to check the comments in the code block after applying comment using the `/* */` characters.

In addition, CodeWarrior IDE editors include comment auto-templates. For example, if you type `/*` in the editor and press enter, editor automatically creates a comment block for you.

**Figure 2.48** Comment Block



```
66  
67 /*  
68  
69 */
```

You can immediately start typing your comment text inside the comment block.

To configure comment template settings:

1. Select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Type “comment“ as the filter text to narrow down the list of the preferences.

3. Select **Code Style > Code Templates**.

4. Make the required settings in the **Code Template** preference panel and click **OK**.

---

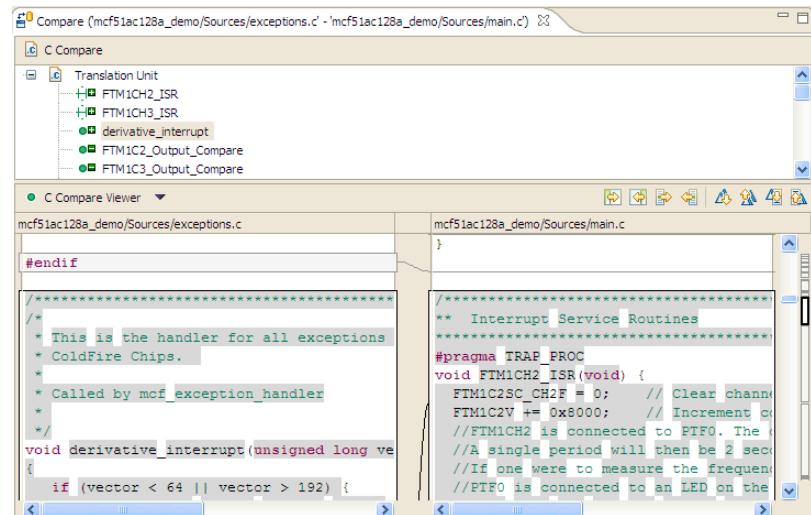
## NEW How can I compare files in CodeWarrior IDE?

To compare files:

1. Hold the CTRL key and select the files you want to compare.
2. Right-click and select **Compare With > Each Other**.

The **Compare** view appears.

**Figure 2.49** Compare View



The **C Compare** area displays the list of items added or removed from the files. The items are marked with specific addition and deletion icons. Double-click an item to navigate to it in the files.

Using the toolbar, you can:

- Copy all changes, or only the not conflicting ones
- Copy the current change to left or right
- Go to the next or previous change or difference

Similarly, you can also compare more than two files in CodeWarrior IDE. To compare more than two files, you need to specify which file should be used as the common ancestor.

## IDE and Installation

### Editor

Figure 2.50 Specify Common Ancestor File

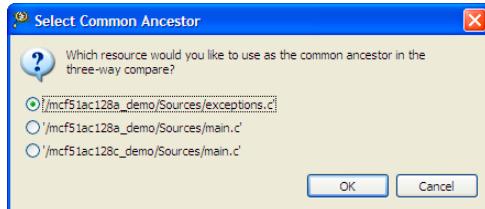
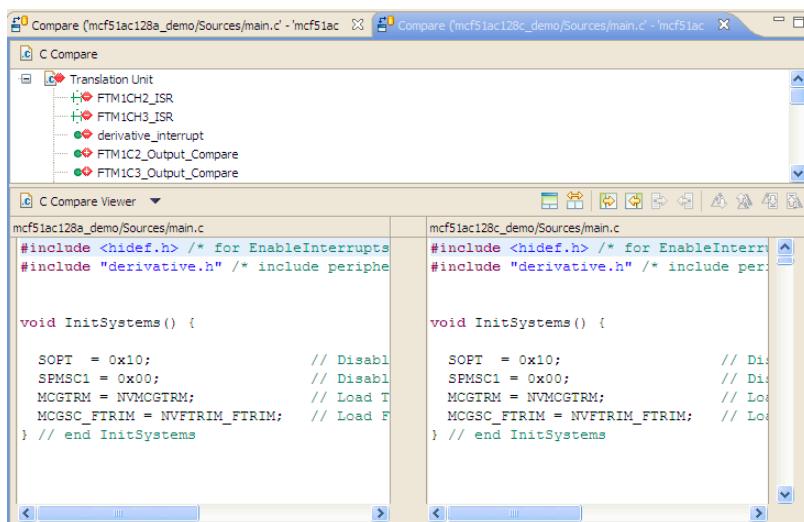


Figure 2.51 Compare More Than Two Files



Using the **Show Ancestor Pane** and **Two-Way Compare (Ignore Ancestor)** toolbar buttons, you can display or close the **Ancestor** view.

### NEW Is there a way to compare files that are not in project?

To compare files that are not in a project, you need to use an external diff tool, for example KDiff, which is an open source tool.

1. Download and install KDiff from the following location:  
<http://kdiff3.sourceforge.net/>
2. Download the plugin file from the following location:  
<http://externaldiff.sourceforge.net/>

3. Select **Window > Preferences** to configure the tool.
4. Type ‘compare’ as the filter text and select **Compare/External Tool** panel.
5. Browse to the location where KDiff is installed and select **kdiff.exe**.
6. Click **OK**.
7. Select the files you want to compare using KDiff.
8. Right click and select **Compare With > Each Other (external tool)**.

The result of comparison appears in the KDiff editor.

---

# Workbench Window

In this topic, Workbench window related FAQs are listed.

- [What controls the initial layout of a view in a Workbench window?](#)
  - [Is it possible to restrict the number of resources that appear on my Workbench window?](#)
  - [How do I minimize a Workbench window?](#)
- 

## What controls the initial layout of a view in a Workbench window?

A perspective defines the initial layout of the views in a workbench window. One workbench window contains many perspectives. Each of the perspectives is task oriented.

---

## Is it possible to restrict the number of resources that appear on my Workbench window?

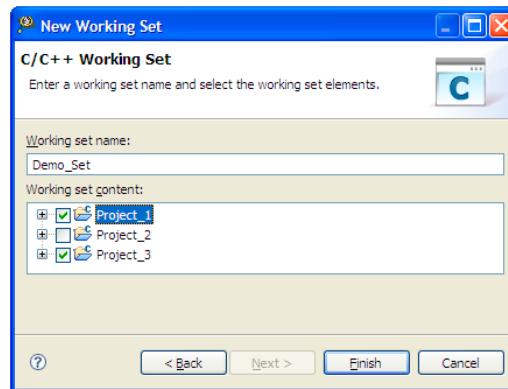
Yes, working sets help reduce the number of resources displayed. A working set is a group of elements you want to display.

To create or define a new working set, perform the following steps.

1. Click  in the **CodeWarrior Projects** view or **Project Explorer** view toolbar.  
The pull-down menu appears.
2. Select the **Select Working Set** command.  
The **Select Working Set** dialog box appears.
3. Click the **New** button.  
The **New Working Set** wizard appears.
4. From the **Working set type** options, select the appropriate working set. For example, select **C/C++**.
5. Click **Next**.  
The **<selected> Working Set** page appears. For example, **C/C++ Working Set**.
6. In the **Working set name** field, enter an appropriate name for the working set. For example, **Demo\_Set**.

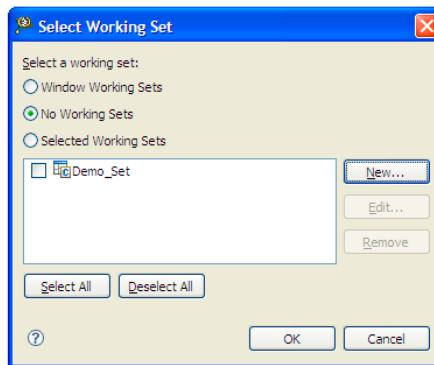
7. In the **Working set content** tree, check the items you want in your view. For example, check Project\_1 and Project\_3 (Figure 2.52).

Figure 2.52 New Working Set Wizard — C/C++ Working Set Page



8. Click **Finish** to close the **New Working Set** wizard.
9. The **Select Working Set** dialog box reappears with the newly created working set (Figure 2.53).

Figure 2.53 Select Working Set Dialog Box



10. Check the checkbox corresponding to the desired working set and click **OK**.  
The **CodeWarrior Projects** view or **Project Explorer** view will now display the selected resources only.

**NOTE** To deselect an active working set, select the **Deselect Working Set** command from the view pull-down menu.

**NOTE** To edit an active working set, select the **Edit Active Working Set** command from the view pull-down menu.

---

## How do I minimize a Workbench window?

When initiated for the first time, the Workbench window tends to appear in a peculiar state. The window seems to stretch to fit the entire screen but might not be maximized. This generally happens, because the window takes the dimensions of the last application window you opened. To minimize such a window, ensure that the **Maximize** button indicates an unmaximized window. Next, drag the window edge (the cursor will appear as a left-right arrow  ) to the desired width.

# CVS

In this topic, CVS related FAQs are listed.

- [Does the CodeWarrior IDE support version control systems?](#)
  - [How can I add my project to CVS from within the CodeWarrior IDE?](#)
- 

## Does the CodeWarrior IDE support version control systems?

Yes, CodeWarrior IDE does provide support for the version control systems. One of the version control system supported by the CodeWarrior IDE is CVS.

To use CVS with the CodeWarrior IDE:

1. From the IDE menu bar, select **Window > Show View > Other**.  
The **Show View** dialog box appears.
2. Expand the **CVS** tree control and select **CVS Repositories**.
3. Click **OK**.  
The **CVS Repositories** view appears.
4. Click the **Add CVS Repository** command on the **CVS Repositories** view toolbar.  
The **Add CVS Repository** dialog box appears ([Figure 2.54](#)).
5. Enter host name and path of the repository that you want to browse through in the **Host** and **Repository path** text boxes respectively.
6. Enter user name and password in the **User** and **Password** text boxes respectively.

## IDE and Installation

### CVS

---

Figure 2.54 Add CVS Repository Dialog Box

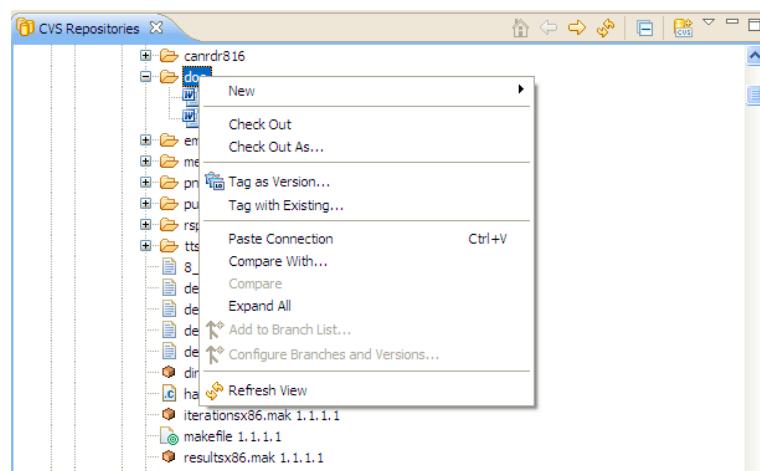


7. Click **Finish**.

You can browse through the specified repository in the **CVS Repository** view.

8. Right-click the desired folder and select the desired action from the context menu to perform CVS actions, such as **Check Out** (Figure 2.55).

Figure 2.55 CVS Repository View



## How can I add my project to CVS from within the CodeWarrior IDE?

To add a project to the CVS:

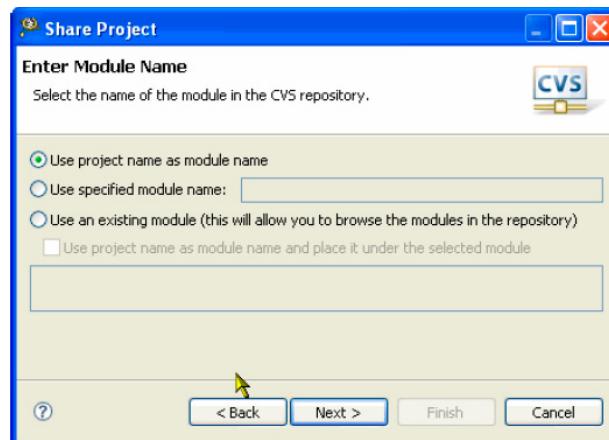
1. Right-click the project in the **CodeWarrior Projects** view and select **Team > Share Project**.

If you have already configured a CVS repository with the CodeWarrior IDE, the **Share Project with CVS Repository** page of the **Share Project** wizard appears. Otherwise, the **Enter Repository Location Information** page appears.

2. Specify the repository to which you want to add the project and click **Next**.

The **Enter Module Name** page appears ([Figure 2.56](#)).

**Figure 2.56** Enter Module Name Page



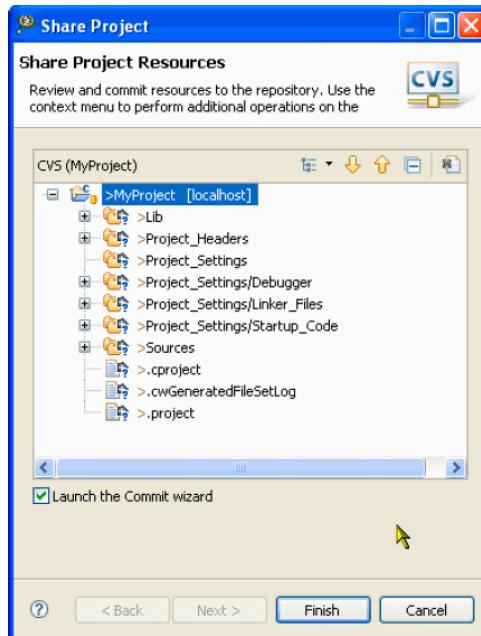
3. Specify name of the module in the CVS repository and click **Next**.

The **Share Project Resources** page appears ([Figure 2.57](#)).

## IDE and Installation

### CVS

Figure 2.57 Share Project Resources Page



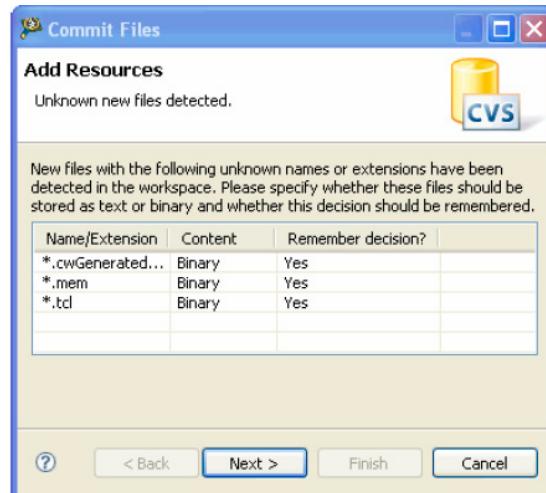
4. Select the files that you want to add to the CVS.

If the project includes generated file, then you may not want to add them to the CVS module. You can add such files to the `.cvsignore` list. The `.cvsignore` is a special text file which specifies all the files that should be ignored/filtered out. The `.cvsignore` file can also use wildcards, such as `*.tmp` for filtering.

5. Check the **Launch the Commit wizard** checkbox and click **Finish**.

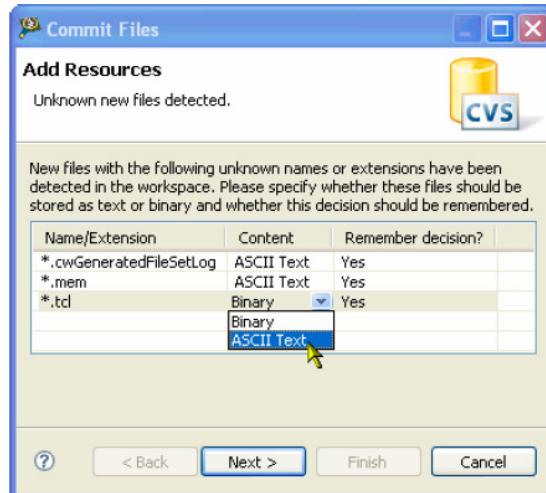
The **Commit Files** wizard starts displaying the list of unknown files (Figure 2.59).

Figure 2.58 Commit Files Wizard



6. Specify whether these files are binary or ASCII Text. In this example, CVS does not identify three file extensions and assumes them as binary files. However, as \*.mem, \*.tcl, and \*.cwGeneratedFileSetLog are text files, the file type is changed to ASCII Text.

Figure 2.59 Specify How to Store Unknown Files



## IDE and Installation

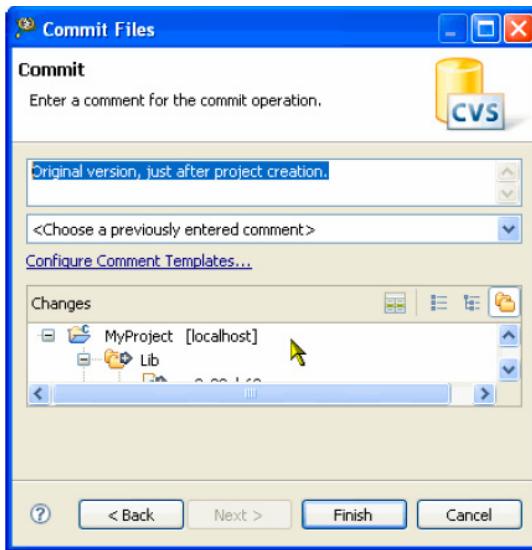
### CVS

---

7. Click **Next**.

The **Commit** page appears ([Figure 2.60](#)).

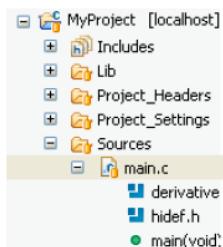
**Figure 2.60 Commit Page**



8. Enter appropriate comment for the commit action and click **Finish**.

The icons of the files and folders in the project change, which specify that the project is now under CVS control ([Figure 2.61](#)).

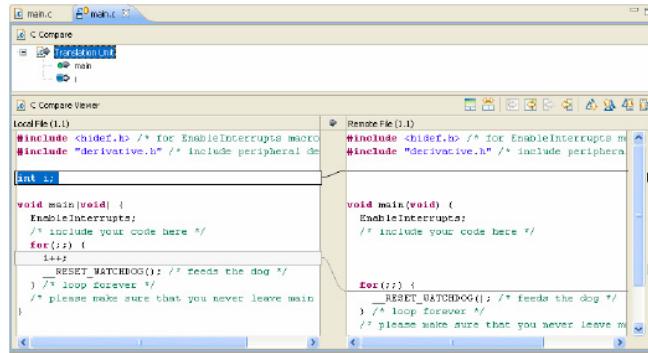
**Figure 2.61 Project Under CVS Control**



Now, if you have done changes to a source file, and you need to view the differences between your local copy and the repository copy, perform these steps.

1. Right-click the modified file and select **Team > Synchronize with Repository**. The **C Compare Viewer** opens displaying comparison between the files ([Figure 2.62](#)).

**Figure 2.62 C Compare Viewer**

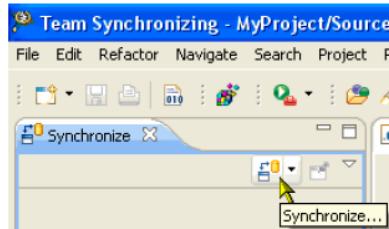


2. Review the changes. If you are ready to commit the changes, right-click the file and select **Team > Commit**.

3. Enter the appropriate comment and click **Finish**.

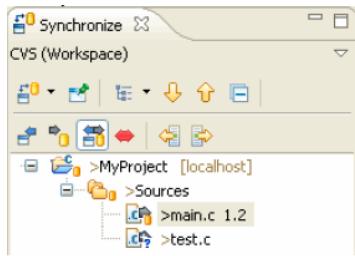
You can also perform the synchronization in the **Synchronize** view in the **Team Synchronizing** perspective ([Figure 2.63](#)).

**Figure 2.63 Synchronize View**



The **Synchronize** view displays what has been changed either locally or remotely. For example, in the **Synchronize** view in [Figure 2.64](#), the file `main.c` is on revision 1.2 with some outgoing changes, that is some changes are done locally in the file, and there is a new file `test.c` which is not committed yet.

**Figure 2.64 Synchronize View Displaying File Revisions**



# Search and Replace Action

In this topic, Search and Replace related FAQs are listed.

- [How do I perform a simple search in the CodeWarrior IDE?](#)
- [Is it possible to preview the changes of the Replace action?](#)
- [Is there a way to change the variable or the function name in a CodeWarrior project?](#)
- [How can I search for specific files in a workspace?](#)
- [Is there a way to replace a variable easily?](#)
- [How can I go back to the previous location if the Editor takes me to another source or header file when, for example, I select the Open Declaration option?](#)
- [Is there a shortcut to open the search window for a specified text that is equivalent to the Ctrl + Shift + M shortcut key available in the Classic CodeWarrior IDE?](#)

---

## How do I perform a simple search in the CodeWarrior IDE?

You can either use the **Search** menu in the menu bar or select the **Edit > Find/Replace** command. However, there is a difference. The **Search** menu displays the commands **C/C++**, **Search**, **File**, and **Text**.

- **C/C++** — Opens the search dialog on the C/C++ search page
- **Search** — Opens the search dialog for your current editor
- **File** — Opens the search dialog on the File search page
- **Text** — Opens the submenu for full-text search in given scope (workspace, project, file or working set)

Selecting the **Select** menu opens the **Search** dialog box that includes two specialized tabs: **File Search** and **C/C++ Search**.

Whereas, the **Find/Replace** command displays the **Find/Replace** dialog box that lets you search for an expression in the active editor, and replace the expression with a new expression.

Thus, for a simple find and replace use **Edit > Find/Replace**.

---

## Is it possible to preview the changes of the Replace action?

Yes, to preview the changes of the Replace action, follow these steps:

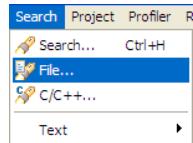
## IDE and Installation

### Search and Replace Action

1. Select **Search > File** ([Figure 2.65](#)) from the IDE menu bar.

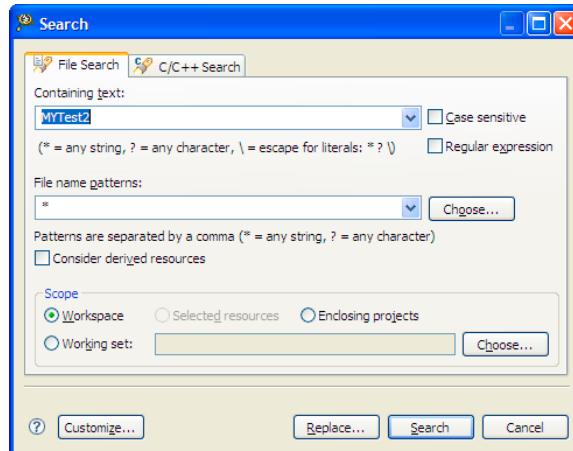
The **File Search** tab page of the **Search** dialog box appears ([Figure 2.66](#)).

**Figure 2.65** Search Menu



2. Specify the text that you want to replace in the **Containing text** text box.

**Figure 2.66** Search Dialog Box



3. Click the **Replace** button. The **Replace Text Matches** dialog box appears.
4. In the **With** text box, enter the text with which you want to replace the text entered in the **Replace** text box.

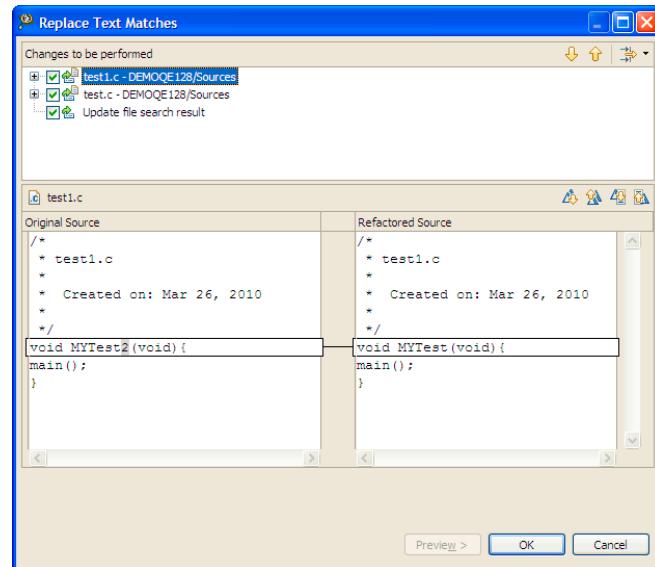
**Figure 2.67 Replace Text Matches Dialog Box**



5. Click the **Preview** button.

The dialog box lists the files to which the changes will be performed as a result of the replace action. You can preview each of the change and check or clear a file to accept or reject the change as required.

**Figure 2.68 Preview Replace Action**



6. Click **OK** to perform the replace action and close the **Replace Text Matches** dialog box.

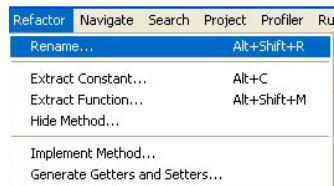
## Is there a way to change the variable or the function name in a CodeWarrior project?

Yes, you can use the Refactoring feature of the CodeWarrior IDE to replace a function or a variable name.

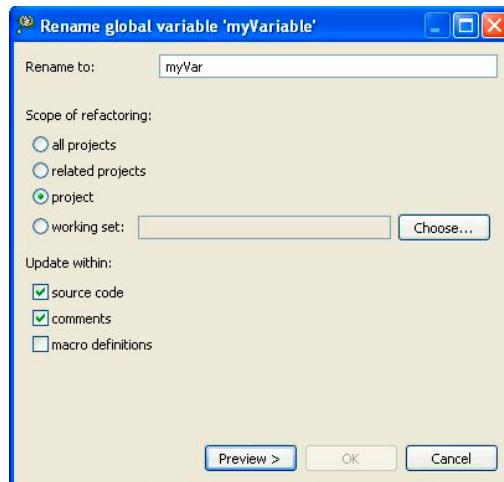
1. Select the variable or function and select **Refactor > Rename** from the IDE menu bar ([Figure 2.69](#)).

The **Rename global variable** ‘<variable name>’ dialog box appears ([Figure 2.70](#)).

**Figure 2.69** Refactor Menu



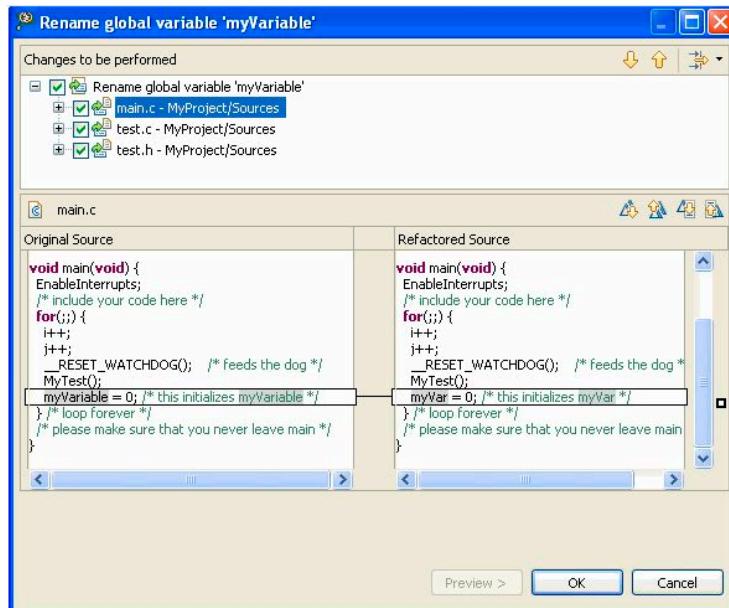
**Figure 2.70** Rename global variable Dialog Box



2. Specify the new name for the variable.
3. Specify the scope of refactoring, such as all projects, related projects, project, or working set.

4. Specify where in the source file you want to make the changes, such as source code, comments, and/or macro definitions.
5. Click the **Preview** button to preview the changes.

**Figure 2.71** Preview Replace Action



6. Check or clear a file to accept or reject a change as required.
7. Click **OK**.

---

## How can I search for specific files in a workspace?

To search for specific files in a workspace, follow these steps:

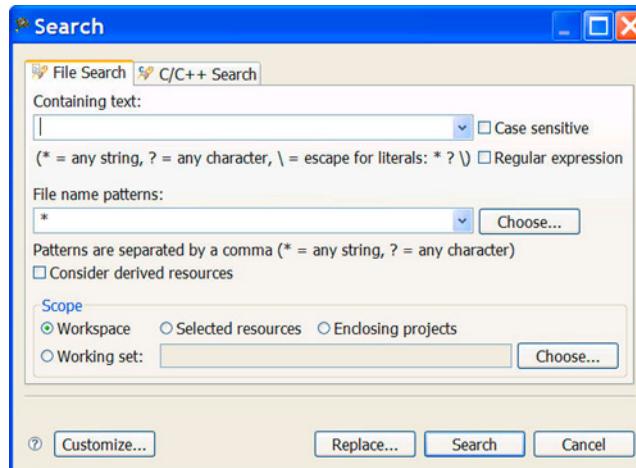
1. From the IDE menu bar, select the **Search > File...** option.

The **Search** dialog box appears ([Figure 2.72](#)).

## IDE and Installation

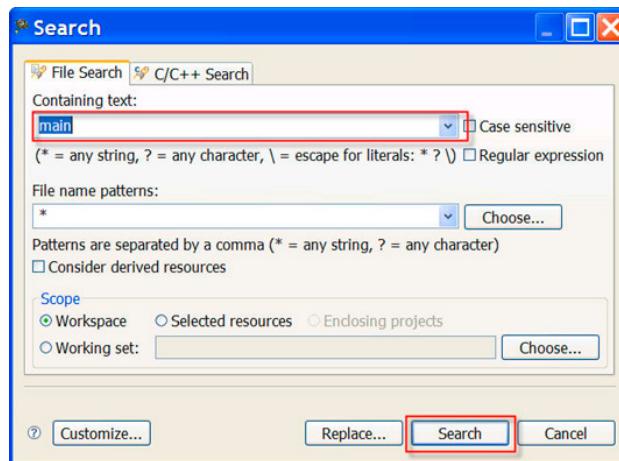
### Search and Replace Action

Figure 2.72 Search Dialog Box



2. Specify the search string in the **Containing Text** field. Specify other search options according to your requirements ([Figure 2.73](#)).

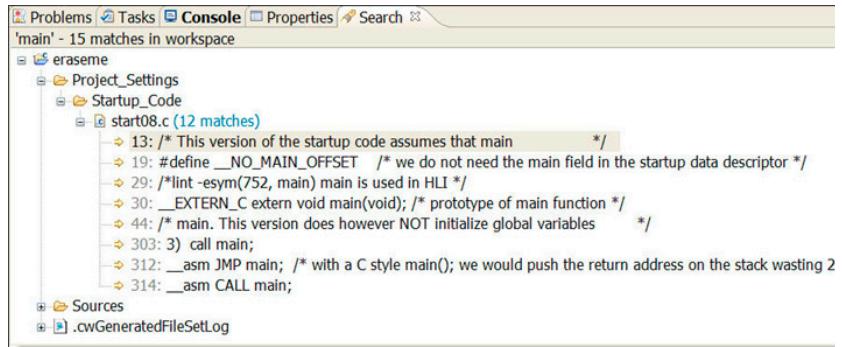
Figure 2.73 Search Dialog Box



3. Click the **Search** button.

The **Search** view appears ([Figure 2.74](#)). The **Search** view displays the results of your search. Right-click any item in the **Search** view to open a pop-up menu that allows you to remove items from the list, copy search results to the clipboard, or rerun the search.

Figure 2.74 Search View



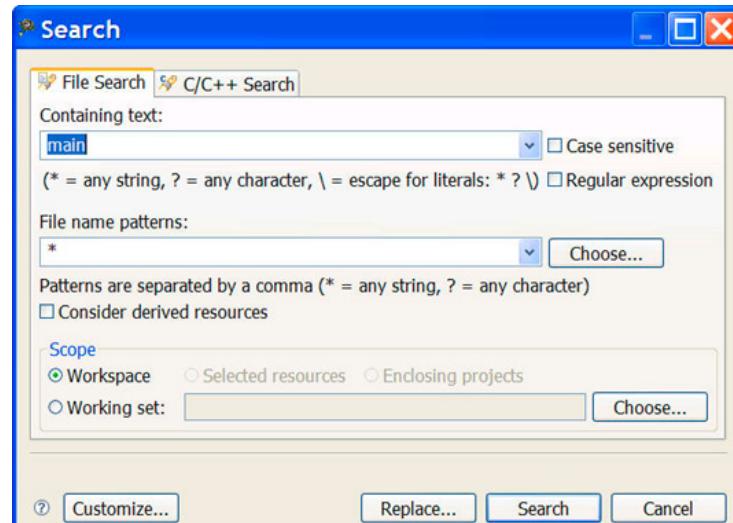
## Is there a way to replace a variable easily?

Yes, to replace a variable, follow these steps:

1. From the IDE menu bar, select the **Search > File...** option.

The **Search** dialog box appears (Figure 2.75).

Figure 2.75 Search Dialog Box

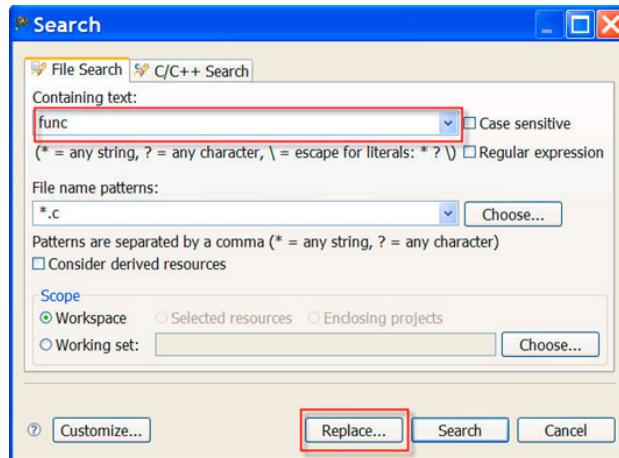


2. Specify the search string in the **Containing Text** field. Specify other search options according to your requirements (Figure 2.76).

## IDE and Installation

### Search and Replace Action

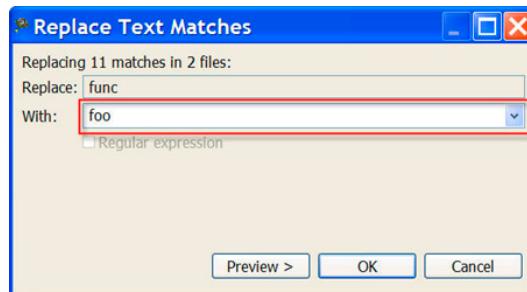
Figure 2.76 Search Dialog Box



3. Click **Replace**.

The **Replace Text Matches** dialog box appears (Figure 2.77).

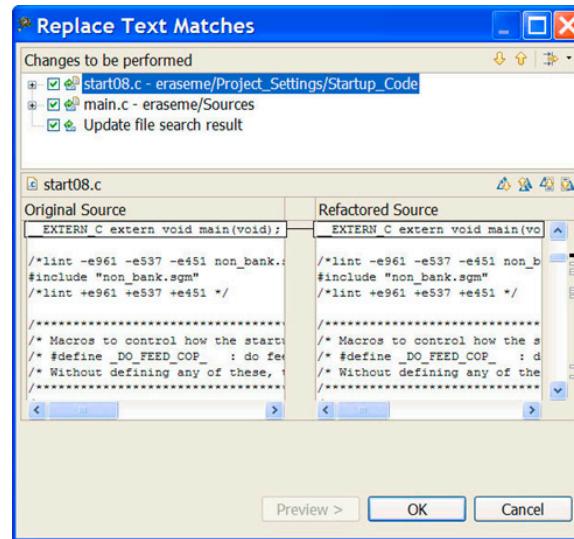
Figure 2.77 Replace Text Matches Window



4. Click **Preview**.

The **Replace Text Matches** window appears (Figure 2.78). This window gives lets you preview the changes that will be made. This allows you to inspect each proposed change and accept or deny it individually.

Figure 2.78 Replace Text Matches Window



**How can I go back to the previous location if the Editor takes me to another source or header file when, for example, I select the Open Declaration option?**

Use the **Alt+left** shortcut key. This option is also listed under the **Navigation** menu.

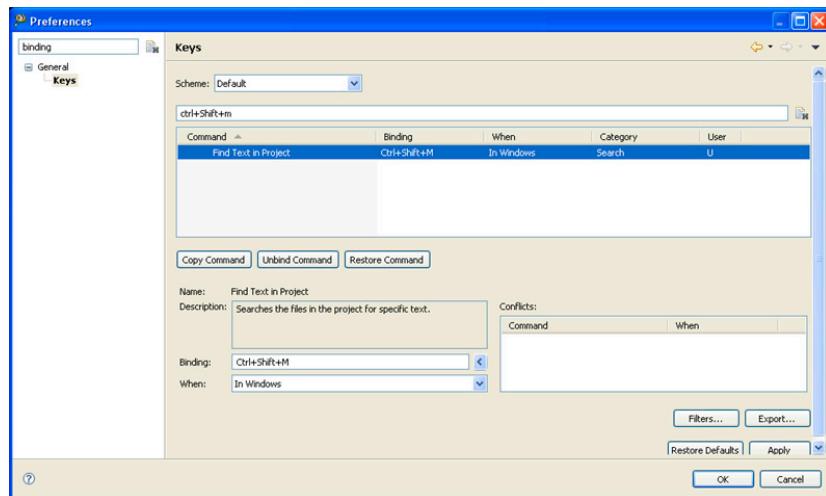
**Is there a shortcut to open the search window for a specified text that is equivalent to the **Ctrl + Shift + M** shortcut key available in the Classic CodeWarrior IDE?**

You can create a custom key binding for the **Ctrl+Shift+M** shortcut key in the **Preferences > General > Keys** dialog box ([Figure 2.79](#)).

## IDE and Installation

### Search and Replace Action

Figure 2.79 Preferences Dialog Box — Keys Page



**NOTE** For more information on key binding, see [How can I change a key binding?](#)

## Which set of files I need to backup or store in a version control system to completely recover project settings and related debug settings?

The files you need to store in a version control system:

- `.project` and `.cproject` — contains the list of files and the build tool settings.
- `.ttf` — targets the needed target tasks for flash programming (ColdFire V2 and Kinetis IAR JLink)
- `.launch` — required for the debugger launch configuration
- `rseHostSettingsCache.xml` — contains the cached RSE settings. You need this to have the RSE settings imported.
- `*.c/* .h/etc` source files and linker file, if not using Processor Expert
- If you are using Processor Expert — `ProcessorExpert.pe` (contains all the settings), `events.c/h`, and the `ProcessorExpert.c` with user modifications

Any generated folders (like PE Generated\_Code, PE Documentation or the folder where the object/make files are placed (usually named by the CPU name) can be stripped off to reduce file size.

You can also export/store the workspace settings, like editor/VCS settings/etc, by selecting, **File > Export > Preferences** from the IDE menu bar.

# Miscellaneous

In this topic, miscellaneous FAQs related to the CodeWarrior IDE are listed.

- **NEW** [How can I improve the performance of the CodeWarrior IDE I am working with?](#)
- [What is the first thing that I see when I start the CodeWarrior IDE?](#)
- [What is a perspective?](#)
- [How can I find the version of the CodeWarrior that I am using?](#)
- [Is it possible to retrieve a file that I deleted accidentally from my CodeWarrior project?](#)
- **NEW** [I am using my workspace since long time and adding/removing projects frequently, this has slowed down my CodeWarrior software. How can I improve the performance?](#)
- [How do I update my local history settings?](#)
- [Is there a way to filter the settings in the Preferences window to find a particular setting?](#)
- [How can I change a key binding?](#)
- [Is it possible to view the change history of a source code file?](#)
- [How can I view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen?](#)
- [How can I determine which header files are associated with my source code file?](#)
- [How do I view call hierarchy in my source code?](#)
- [Why the project that I just created is not visible in the CodeWarrior Projects view?](#)
- [I created a new file in Windows Explorer but the file does not appear in the CodeWarrior Projects view. Why?](#)
- [Why does the Rename option appear grayed out?](#)
- [Why duplicating a configuration in the debugger perspective does not duplicate the run configuration?](#)
- [Can I still use Ctrl+Tab keys to navigate between open windows?](#)
- [How can I change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE?](#)
- [How can I change the name of the executable that is generated when I build my project?](#)
- **NEW** [How can I see printf output in the console window?](#)
- [Why the console view does not display all the warning and error messages by default?](#)

- [Is there a file that contains all the launch configuration settings?](#)
- [How the CodeWarrior Project Importer handles recursive access paths?](#)
- [Can I disassemble my source code file?](#)
- [Where exactly the disassemble file gets created?](#)
- [Why the .metadata folder in my workspace stores a huge history?](#)
- [NEW How to have projects from different workspaces or locations in a workspace?](#)
- [NEW How can I switch to another workspace?](#)
- [NEW My workspace takes long to close. How can I resolve this?](#)
- [What is the purpose of the Tasks view?](#)
- [What is the purpose of the Properties view?](#)
- [What is the purpose of the Outline view?](#)
- [NEW How do I use the Outline View to get an overview of a source file and modify it directly?](#)
- [How can I find out if certain files contain debug information?](#)
- [How can I resolve the following error message that I get when I start the CodeWarrior IDE?](#)
- [How can I open an existing project in the CodeWarrior IDE?](#)
- [What is the Manage Configurations button in the C/C++ perspective toolbar used for? Could it be replaced by the Properties button?](#)
- [How can I start the post-build steps in the CodeWarrior IDE?](#)
- [Is it necessary to have the project name identical to the name of the directory that contains the .project file?](#)
- [Where does the CodeWarrior IDE save the debug configuration as a local file by default?](#)
- [When I save my launch configurations as a local file and then delete the project, all the local configurations get deleted as well. How can I resolve this issue?](#)
- [How can I modify and save the files in GBK encoding using the CodeWarrior IDE?](#)
- [How are the PARENT-COUNT-MyVariable definitions defined in the CodeWarrior IDE?](#)
- [Is there a way to instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace?](#)
- [NEW How do I solve the probable mismatch of the OSJTAG Firmware with P&E Virtual Serial Port Utility?](#)

- **NEW** [I am using CW10.1SE and MQX3.7 with all patches and updates. How can I solve this problem?](#)
- 

## **NEW** How can I improve the performance of the CodeWarrior IDE I am working with?

Yes, you can improve the performance of your CodeWarrior IDE by disabling the features that slow down the software.

### 1. Disable Indexer Options

- From the CodeWarrior IDE menu bar, select **Window > Preferences**.

The **Preferences** dialog box appears.

- Type **index** as the filter text to narrow down the list of preferences.
- Select **C/C++ > Indexer**.

The **Indexer** page appears in the right panel of the **Preferences** dialog box.

- Clear the **Enable indexer** checkbox.

### 2. Disable Scalability Mode Settings

- In the **Preferences** dialog box, type **scalability** as the filter text.
- Select **C/C++ > Editor > Scalability**.

The **Scalability** page appears in the right panel of the **Preferences** dialog box.

- Clear the **Enable all scalability mode options** checkbox.

### 3. Disable Content Assist Auto Activation

- In the **Preferences** dialog box, type **content** as the filter text.
- Select **C/C++ > Editor > Content Assist**.

The **Content Assist** page appears in the right panel of the **Preferences** dialog box.

- Clear all checkboxes in the **Auto-Activation** section.

### 4. Click **OK**.

---

## What is the first thing that I see when I start the CodeWarrior IDE?

The window that you see when you bring up the IDE is called a workbench. A workbench consists of perspective, views, and editors. The term *workbench* refers to the host development environment.

## What is a perspective?

A perspective is an arrangement of views and editors. You can quickly switch between different perspectives.

---

## How can I find the version of the CodeWarrior that I am using?

To find the version of the CodeWarrior that you are using, follow these steps:

1. From the IDE menu bar, select the **Help > About CodeWarrior Development Studio** option.

The **About CodeWarrior Development Studio** dialog box appears.

2. Click the **Freescale Semiconductor - MCU** button.

The window that appears displays the version number and the build number at the bottom.

---

## Is it possible to retrieve a file that I deleted accidentally from my CodeWarrior project?

Yes, you can retrieve your deleted files. However, instead of the system's Recycle Bin you need to retrieve the file from the local history. The local history maintains a copy of files you modify or delete.

To restore a deleted file, you need to perform the following steps.

1. In the **CodeWarrior Projects** view, right-click the project branch you deleted the file from.
2. From the context menu, select the **Restore from Local History** command.

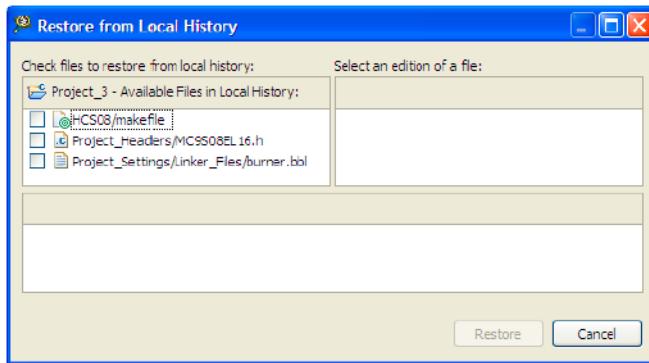
The **Restore from Local History** dialog box appears.

---

**NOTE** The dialog box contains a list of deleted files, along with a checkbox for each file in the list.

---

**Figure 2.80 Restore from Local History Dialog Box**



3. Check the files you want to restore from the local history.
4. Click the **Restore** button.

The selected files will be restored.

---

**NEW I am using my workspace since long time and adding/removing projects frequently, this has slowed down my CodeWarrior software. How can I improve the performance?**

To improve the speed and performance of the CodeWarrior IDE:

1. Close all the unrequired/unrelated projects to improve the performance.
2. Export the workspace settings. To export the workspace settings:
  - a. Select **File > Export** from the IDE menu bar.  
The **Export** dialog box appears.
  - b. Expand the **General** tree-control and select **Preferences**.
  - c. Click **Next**.  
The **Export Preferences** dialog box appears.
  - d. Select the file to which want to save the preferences in the **To preference file** combo-box.
  - e. Click **Finish**.  
The current workspace settings are saved in the specified file.
3. Close the CodeWarrior IDE.

4. Delete the `.metadata` folder from the workspace.
5. Open the CodeWarrior IDE with that workspace.
6. Import the previously exported workspace settings. To import the previous workspace settings:
  - a. Select **File > Import** from the IDE menu bar.  
The **Import** dialog box appears.
  - b. Expand the **General** tree-control and select **Preferences**.
  - c. Click **Next**.  
The **Import Preferences** dialog box appears.
  - d. Select the file from which want to load the preferences in the **From preference file** combo-box.
  - e. Click **Finish**.  
The previous workspace settings are loaded from the specified file.

---

## How do I update my local history settings?

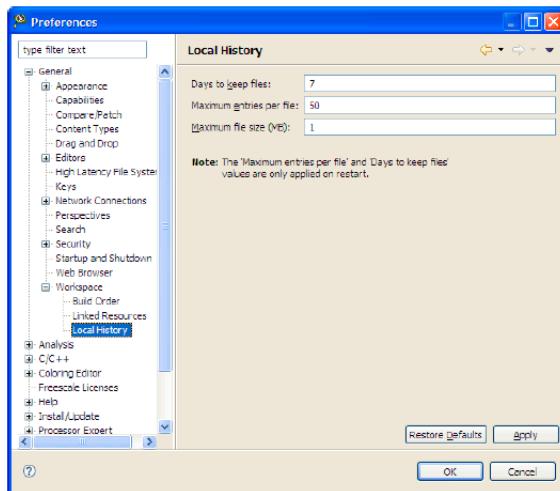
To update the local history settings or preferences, perform the following steps.

1. From the IDE menu bar, select the **Window > Preferences** option.  
The **Preferences** dialog box appears.
2. Expand the tree control to select the **General > Workspace > Local History** option.  
The **Local History** page appears ([Figure 2.81](#)).

## IDE and Installation

### Miscellaneous

Figure 2.81 Preferences Dialog Box — Local History Page



3. In the **Days to keep files** field, specify the number of days you want to maintain changes in the local history. The default value is 7.

**NOTE** History state older than the default value will be lost.

4. In the **Maximum entries per file** field, specify how many history states per file you want to maintain in the local history. The default value is 50.

**NOTE** If you exceed the default value, you will lose older history to make room for new history.

5. In the **Maximum file size (MB)** field, specify the maximum size of individual states in the history store. The default value is 1.

**NOTE** If you exceed the default value, the individual states will not be stored.

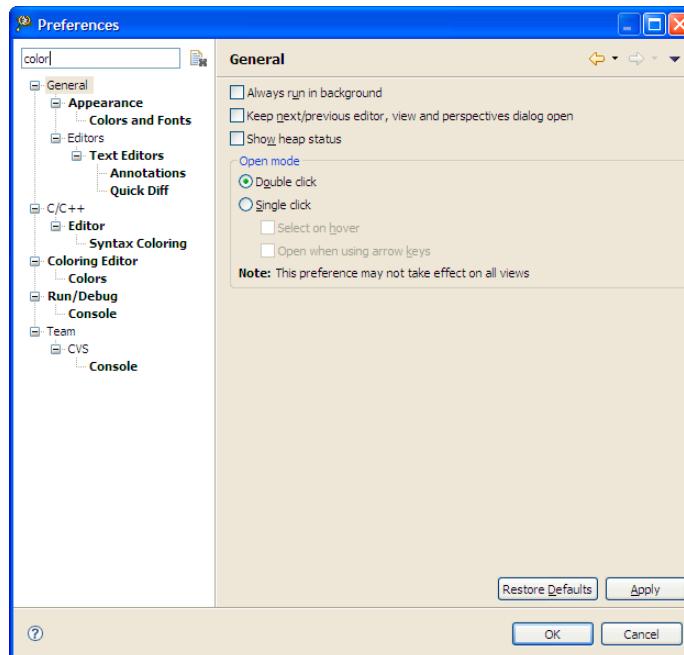
6. Click **Apply** to confirm and save the settings.
7. Click **OK** to close the **Preferences** dialog box.

**NOTE** To revert to the default settings, click the **Restore Defaults** button in the **Preferences** dialog box.

## Is there a way to filter the settings in the Preferences window to find a particular setting?

Yes, you can filter settings using the filter text. For example, if you are looking for some settings to change the color in a view, type **color** as the filter text in the Preferences dialog box ([Figure 2.82](#)). The preferences with text **color** in it are listed. This reduces the number of preferences to browse through.

**Figure 2.82 Filtered Preferences**



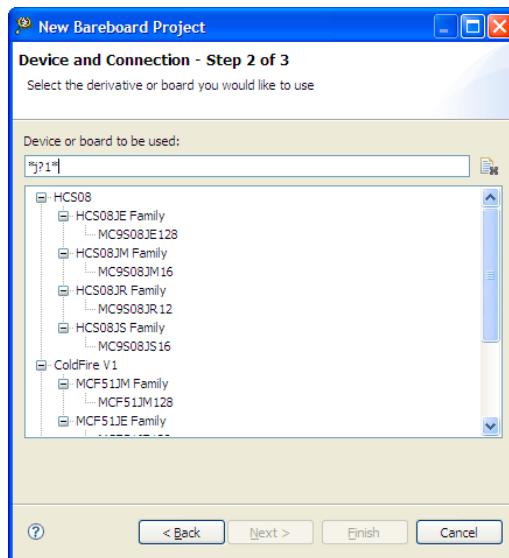
You can clear the filter text using either the keyboard or the 'X' icon.

You can also use wildcards in the filter text.

- \* — Substitutes for zero or more characters
- ? — Substitutes for any one character

For example, if you are looking for a device that has 'J' in its name, however you are not sure if it is a 16k or a 12k device, then you can search for the device using the wildcards in filter text, refer [Figure 2.83](#).

**Figure 2.83 Filtering Using Wildcards**



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## How can I change a key binding?

To change a keyboard shortcut or a keyboard binding:

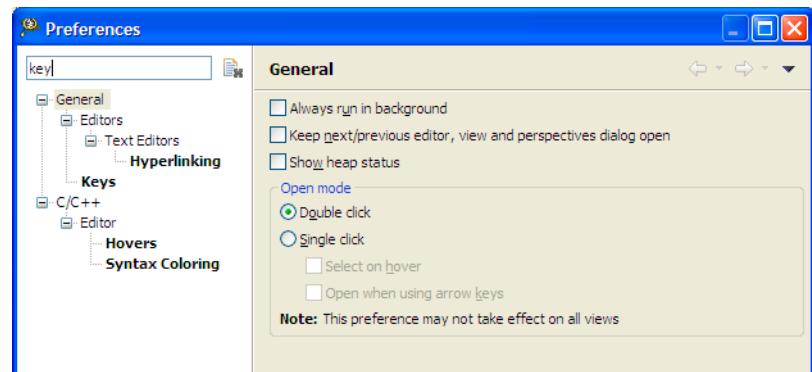
1. From the IDE menu bar, select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Type filter text as **key** to narrow down the list of the preferences.

The modifications need to be done in the **General > Editors > Keys** preference page.

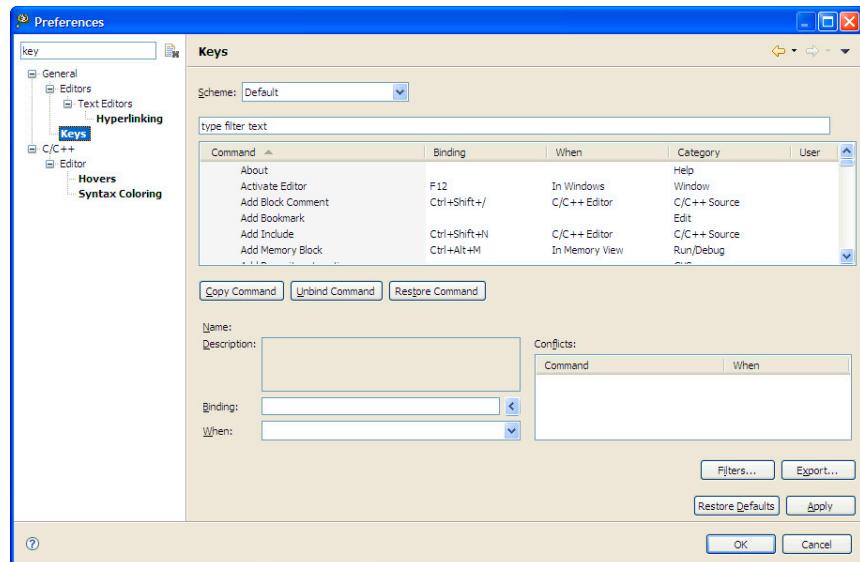
Figure 2.84 Preferences Dialog Box



3. Select General > Editors > Keys.

The Keys preferences page appears in the right panel of the Preferences dialog box.

Figure 2.85 Keys Preferences Page

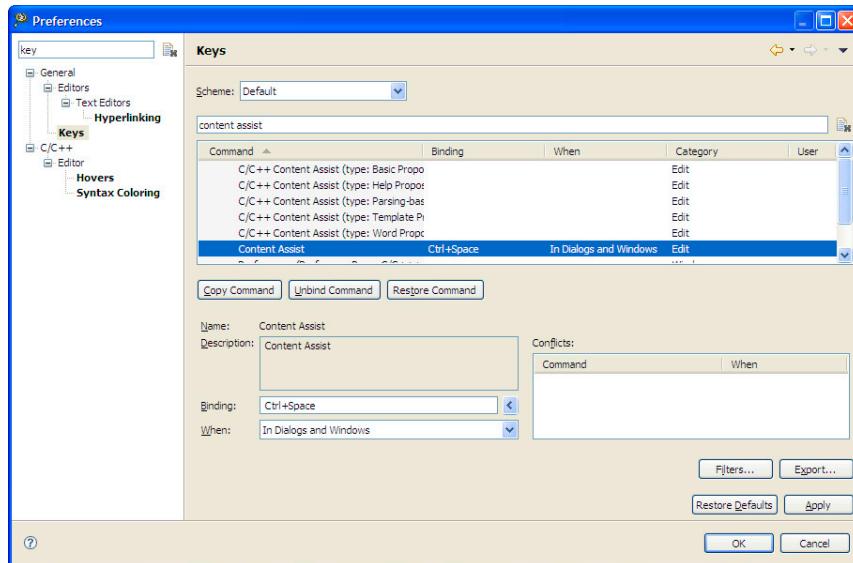


4. From the Scheme drop-down list select the require scheme, such as **Microsoft Visual Studio** or **Emacs**.
5. Type **content assist** as the filter text to filter the list of keys.

## IDE and Installation

### Miscellaneous

Figure 2.86 Filtered List of Commands in Keys Preference Page



6. Select the entry you want to modify and type the new key binding, such as **Ctrl+Alt+C** in the **Binding** text box. You can also assign multiple key bindings.
7. From the **When** drop-down list, select the context in which the key binding apply.
8. Click **OK**.

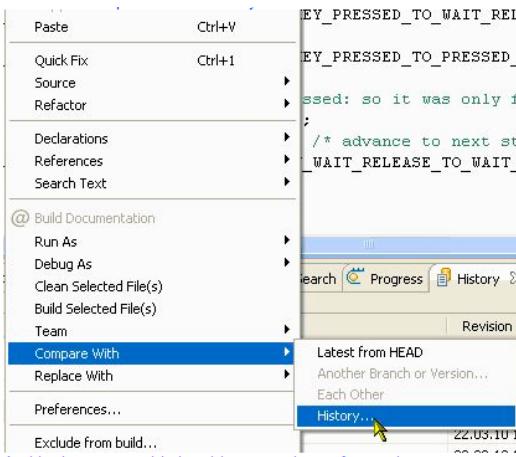
## Is it possible to view the change history of a source code file?

Yes, you can view the history of the changes done in a source file by following the steps given below:

1. Right-click the source file and select **Compare With > History** from the context menu.

The **History** view opens displaying the date and time when the changes were made in the source file.

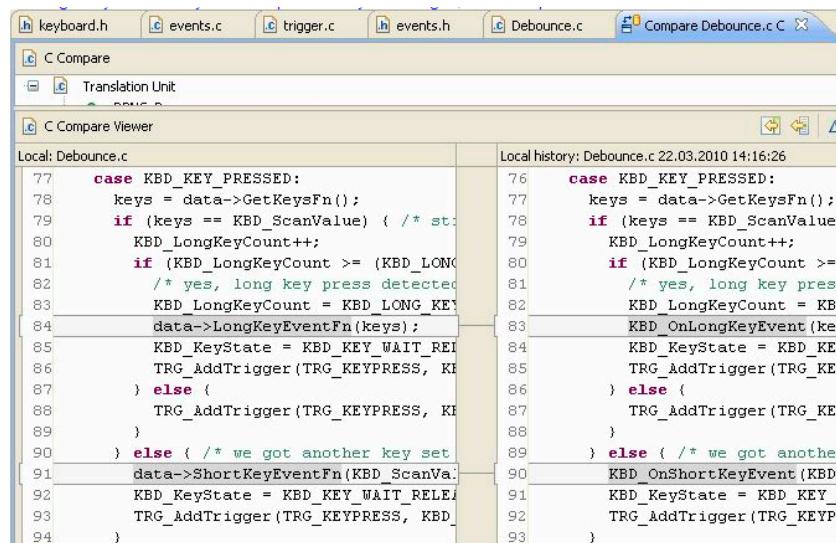
Figure 2.87 Compare With > History



2. Double-click the required revision time in the **History** view.

The editor area displays the comparison of different file revisions, and also highlights the changes. You can determine the changes done in the source file by browsing through the compared files.

Figure 2.88 Comparison of File Revisions



## How can I view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen?

You need to install doxygen, dot/Graphviz, and Eclox eclipse plugins from the following locations respectively:

[www.doxygen.org](http://www.doxygen.org)

[www.graphviz.org](http://www.graphviz.org)

<http://download.gna.org/eclox/update>

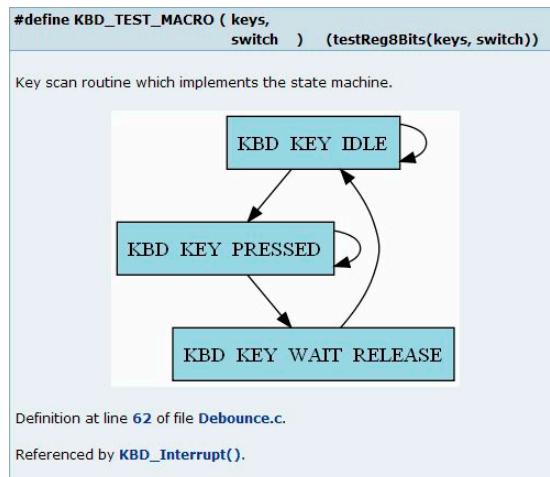
While working with Dot+Doxygen, you can view graphical representation of the source code. For example, if you have a state machine, describe the state machine as shown in [Figure 2.89](#) in the source file.

Dot+Doxygen will then display the graphical representation of the state machine, as shown in [Figure 2.90](#).

**Figure 2.89 State Machine Description**

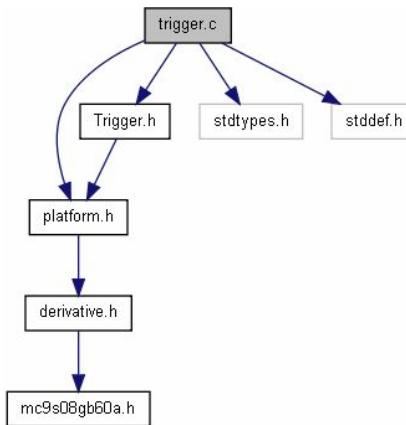
```
42#define KBD_LONG_KEY_ITERATIONS (KBD_LONG_KEY_TIME_MS/(KBD_KEY_PRESSED_TO_PRESSED_NOF_10MS*10))
43 /*!< Number of iterations we need to go for a long key detection. */
44
45/*! \brief Key scan routine which implements the state machine.
46\dot
47digraph example_api_graph {
48 node [shape=box];
49 KBD_IDLE [fillcolor=lightblue,style=filled,label="KBD_KEY_IDLE"];
50 KBD_PRESSED [fillcolor=lightblue,style=filled,label="KBD_KEY_PRESSED"];
51 KBD_WAIT [fillcolor=lightblue,style=filled,label="KBD_KEY_WAIT_RELEASE"];
52 KBD_IDLE -> KBD_PRESSED -> KBD_WAIT -> KBD_IDLE ;
53 KBD_PRESSED -> KBD_PRESSED ;
54 KBD_IDLE -> KBD_IDLE ;
55}
56\enddot
57*/
58
```

Figure 2.90 Graphical Representation of State Machine



Dot+Doxygen also gives you a graphical view of all include file in the source file.

Figure 2.91 Graphical View of Include Files



## How can I determine which header files are associated with my source code file?

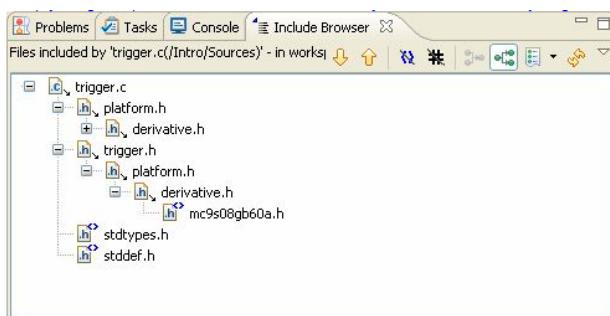
To determine which header files are associated with your source code file, you can view the graphical representation of the include files in the **Include Browser** view.

## IDE and Installation

### Miscellaneous

1. Select **Window > Show View > Other**.
2. Select **C/C++ > Include Browser** in the **Show View** dialog box and click **OK**.  
The **Include Browser** view appears.
3. Drag and drop the required source file from the **CodeWarrior Projects** view in the **Include Browser** view.  
The **Include Browser** view displays all the include file in the selected source file ([Figure 2.92](#)).

**Figure 2.92** Include Browser View

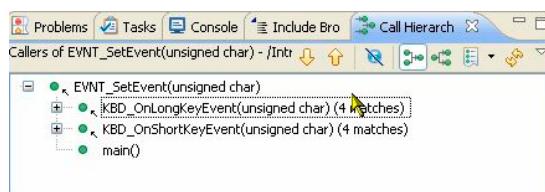


## How do I view call hierarchy in my source code?

To view or browse through the call hierarchy:

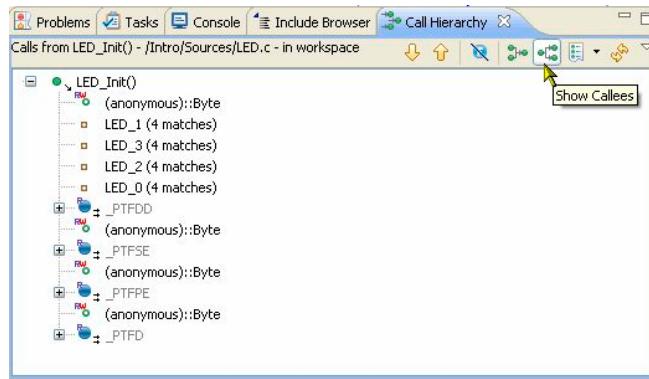
1. Right-click on a symbol in the source file and select **Open Call Hierarchy**.  
The call graph appears in the **Call Hierarchy** view ([Figure 2.93](#)).

**Figure 2.93** Call Hierarchy View



2. Click the **Show Callees** icon in the **Call Hierarchy** view toolbar to view the callees ([Figure 2.94](#)).

Figure 2.94 Show Callees



## Why the project that I just created is not visible in the CodeWarrior Projects view?

A newly created project might not be visible in the CodeWarrior Projects view if you choose to use working sets. This is because a new project is not added to the active working set automatically. Thus, to see the new project in your active working set, select **Edit Active Working Set** from the view pull-down menu. From the **Working set content** options, select the newly created project and click the **Finish** button. The new project will now be visible in the active working set.

## I created a new file in Windows Explorer but the file does not appear in the CodeWarrior Projects view. Why?

The **CodeWarrior Projects** view cannot watch for changes in your computer's file system. When you create a new file away from the Eclipse platform the CodeWarrior application is not aware of the changes. Thus to view the new file, you need to force the **CodeWarrior Projects** view to update its content. To forcefully update contents, select the project whose directory contains the updated file and from the **File** menu bar select the **Refresh** command. Alternatively, you can press the F5 key. The new file will now appear in the **CodeWarrior Projects** view.

---

## Why does the Rename option appear grayed out?

The **Rename** command will be enabled only if a file or folder is selected in the **CodeWarrior Projects** view. In case you select a file or folder and click elsewhere on the Workbench, the **Rename** command appears grayed out. So, ensure that you select the desired file or folder (highlighted in blue) before trying to rename it.

---

## Why duplicating a configuration in the debugger perspective does not duplicate the run configuration?

In CodeWarrior, the debug and the launch configuration are not associated with a build configuration. Instead, they are associated with an executable and a project. For example, by duplicating the build configuration, the executable remains the same. Therefore, even for the new build configuration, the old launch/debug configurations still apply. This behavior is different than the previous CodeWarrior IDE tools in that respect.

---

## Can I still use Ctrl+Tab keys to navigate between open windows?

Yes, you can. When you select Ctrl+Tab, a new floating window appears that lets you navigate between the open CodeWarrior windows.

## How can I change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE?

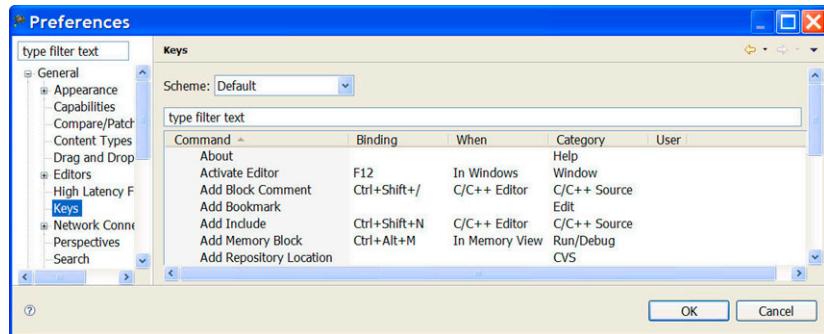
The corresponding default binding for this functionality is Ctrl+F6. You can reassign this feature to Ctrl+Tab by doing the following steps:

1. From the IDE menu bar, select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Select **General > Keys** ([Figure 2.95](#)).

**Figure 2.95** Preferences Dialog Box—Keys Page



Under the **Command** column is a list of available commands. The **Binding** column contains the keys that can be used to invoke the command. The **When** column indicates when this command will be executed.

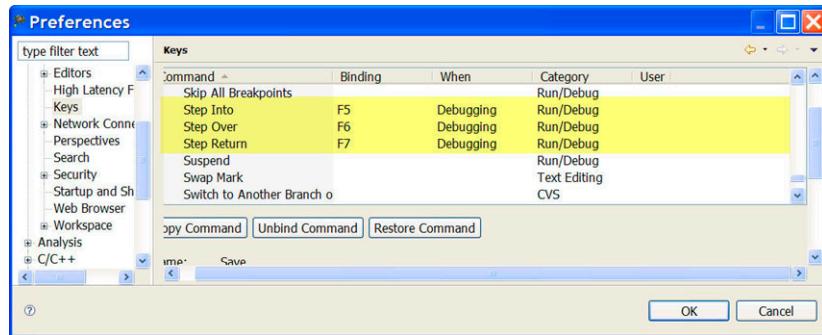
3. Click on the **Command** column to get the key sequence in alphabetical order.

For the debugger, the keys to change are **Step Into**, **Step Over** and **Step Return** ([Figure 2.96](#)).

## IDE and Installation

### Miscellaneous

Figure 2.96 Preferences Dialog Box—Debugger Keys

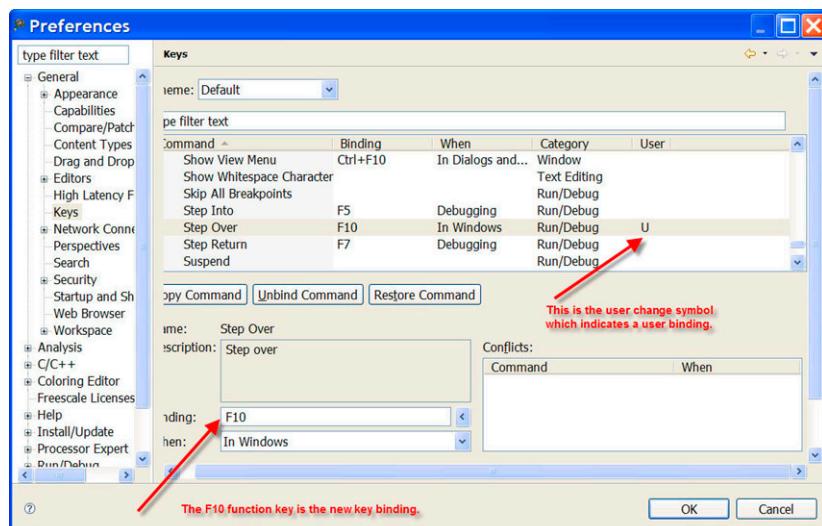


By default, these key bindings are set to F5, F6 and F7 respectively. In order to change the key sequence for Step Over from F6 to F10, follow these steps:

- Select **Step Over** in the **Command** column.
- From the **Binding** textbox, remove F6 by deleting it from the binding text box.
- Press F10 on computer keyboard so that F10 will be inserted into Binding textbox.

The user change symbol, which is a blue triangle, will appear in the right-most column to indicate a user binding (Figure 2.97).

Figure 2.97 Preferences Dialog Box—New Key Binding



- d. Click **Apply**.

The Binding for **Step Over** appear as **F10**. When you use debugger, press the **F10** key for a **Step Over**. In the context menu that appears on the Debugger window, you see **Step Over F10**.

4. Click **OK**.

The **Preferences** dialog box closes.

---

## How can I change the name of the executable that is generated when I build my project?

To change the name of the executable that is generated when you build your project, follow the steps given below:

1. Select the project in the **CodeWarrior Projects** view and select **Project > Properties** from the IDE menu bar.

The **Properties** dialog box appears.

2. Select **C/C++ Build > Settings** from the left panel.

The **Settings** page appears in the right panel of the **Properties** dialog box.

3. Select **Build Artifact** tab.

The **Artifact name** textbox contains the name of the executable that will be created when the **Build Project** option is selected. The **Artifact extension** textbox contains the name extension of the binary that will be created. If you want to change the name of the executable, replace the one in the **Artifact name** textbox.

4. Click **Apply**.

5. Click **OK**.

Now when you build the project using the **Build Project** option, the new binary file name appears in the project folder.

---

## NEW How can I see printf output in the console window?

Select the board which supports `printf()` output in the console window, for example, K60 board supports the console view for `printf()` output.

In case the **Console** view is not appearing in the IDE view stack, select **Window > Show View > Console** from the IDE menu bar.

The **Console** view appears at the bottom of the IDE and lists the output of the `printf()`.

---

## Why the console view does not display all the warning and error messages by default?

By default, only 500 lines are displayed in the console window. In order to change the number of lines displayed in the console window, follow these steps:

1. From the IDE menu bar, select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Select **C/C++ > Build Console** from the left panel.  
The **Build Console Settings** page appears.
3. Change the **Limit console output (#lines)** to the number of lines that you would like to appear in the console window. By default, it is set to 500.
4. Click **Apply**.
5. Click **OK**.

**NOTE** Since this is a global setting, the console window will display the specified number of lines for every project that is compiled within the workspace.

---

## Is there a file that contains all the launch configuration settings?

Yes there is a file that describes the launch configuration settings. This file is located in the project folder with a **.launch** extension.

---

## How the CodeWarrior Project Importer handles recursive access paths?

The CodeWarrior Project Importer allows the user to automatically have the recursive access paths flattened. For example, if the original project has a recursive access path "`{\Project}\\"`", the imported access paths could be something like this:

```
"{Project}\"
"{Project}\src"
"{Project}\src\subdir"
```

## Can I disassemble my source code file?

Yes you can disassemble source code files. To create a disassemble file follow steps given below:

1. Right-click the source file  
A context menu appears.
2. From the context menu, select **Disassemble** option.  
The **Disassemble Job** window appears.

The disassembling file provides a way to show the results of object code produced from a C/C++ source file in the Editor. Once the Disassemble command is executed, it will proceed to compile, disassemble the file and show the resulting disassembled file in a new editor window, titled **sourcefilenameXXXXX.lst**, where **XXXXX** represent random numbers.

---

## Where exactly the disassemble file gets created?

This file gets created in the `temp` directory located under:

`<Profiles>\<username>\<LocalSettings>\<Temp>`

Under this path you find **sourcefilenameXXXXX.lst** file.

---

## Why the **.metadata** folder in my workspace stores a huge history?

This is a standard Eclipse feature. Eclipse keeps a local history of edited files by default. It lets you restore a file content from a previously saved local history by right-clicking a source file and selecting the **Restore from local history...** option. You can configure how the local history is stored. See [How do I update my local history settings?](#)

---

## **NEW** How to have projects from different workspaces or locations in a workspace?

You can have projects which are in different workspaces or locations in your workspace. For this, you can import projects from other workspaces, without copying them into your workspace.

However, keep in mind that you can only have one workspace open in one eclipse instance. If you want to view multiple workspaces side by side, then run another instance of the CodeWarrior software with a different workspace.

---

## **NEW How can I switch to another workspace?**

To switch to another workspace:

1. From the CodeWarrior IDE menu bar, select **File > Switch Workspace > Other**.  
The **Workspace Launcher** dialog box appears.
2. Click **Browse**.  
The **Select Workspace Directory** dialog box appears.
3. Select the workspace you want to switch to.
4. Click **OK**.
5. Click **OK**.

The selected workspace appears in the **CodeWarrior Projects** view.

---

## **NEW My workspace takes long to close. How can I resolve this?**

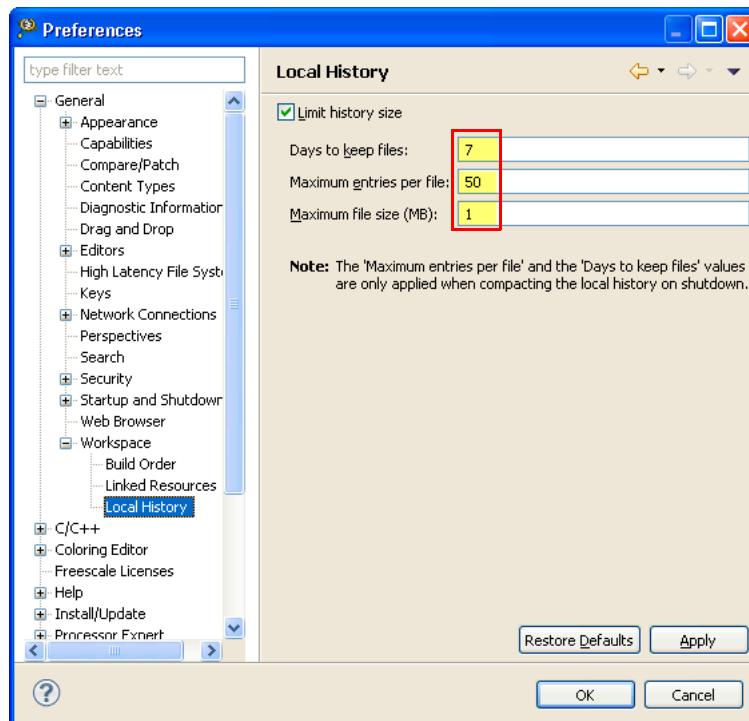
The reason behind this might be that the CodeWarrior has Eclipse based IDE, and it keeps a history of changes within your workspace. Using **Team > Show Local History** you can compare your changes and go back and forward in history. But sometimes it slows down the IDE, especially if there are a lot of local history files. To resolve this problem, check your workspace for the size and number of files in the following folder:

`.metadata\plugins\org.eclipse.core.resources\.history`

In case you notice there are lots of files, and if you are not interested in the history, or you want to limit the number of files to improve the performance, select **Window > Preferences > General > Workspace > Local History** ([Figure 2.98](#)) and reduce the number (e.g. everything to 1).

---

Figure 2.98 Preferences Dialog Box — Local History Page



This reduces the history information to the minimum every time you exit the workspace.

A more radical approach is to delete (e.g. with the **Windows Explorer**) the `.history` folder, from the following location:

`.metadata\.plugins\org.eclipse.core.resources\.history`

Applying the above settings, will improve your workspace performance.

## What is the purpose of the Tasks view?

The **Tasks** view lets you view tasks that have been created.

**NOTE** The task does not refer to operating system related process or task, but with a (engineering) work task.

## IDE and Installation

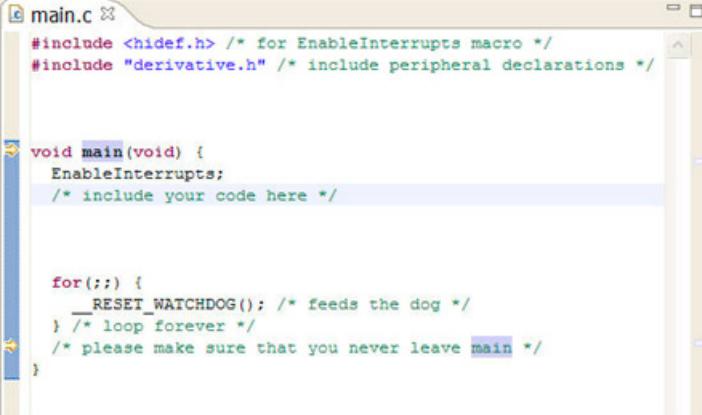
### Miscellaneous

A task could be created to record reminders or follow-up on something later. In order to create a **Task**, select **Add Task** in the **Task** view. Tasks can also be linked to a resource that would allow you to write a note to yourself so that it can be executed or looked at a later time. In order to create a new task that is associated with a resource follow steps given below:

1. Double-click the source file.

Source file appears in the Editor view (Figure 2.99).

**Figure 2.99** Source Code File



```
main.c
#include <hidef.h> /* for EnableInterrupts macro */
#include "derivative.h" /* include peripheral declarations */

void main(void) {
    EnableInterrupts;
    /* include your code here */

    for(;;) {
        _RESET_WATCHDOG(); /* feeds the dog */
    } /* loop forever */
    /* please make sure that you never leave main */
}
```

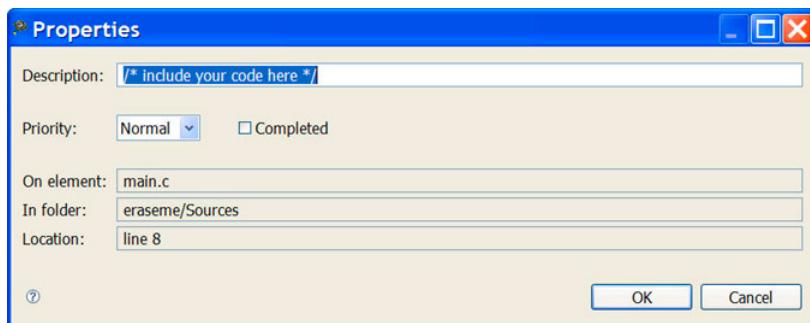
2. Right-click the left-hand side of source line where a task should be added.

A context menu appears.

3. From the context menu, select **Add Task**.

The **Properties** dialog box appears (Figure 2.100).

**Figure 2.100** Properties Dialog Box



4. Type a description of what should be done with this task in the **Description** textbox.

5. Click **OK**.

The new task appears in the **Task** view.

Alternatively, you can also add a comment block with a `\todo` tag in the source code file. For example, following comment block in the source code file creates a new task in the **Tasks** view.

```
/*! \todo I need to fix this bug here... */
```

---

## What is the purpose of the Properties view?

The purpose of the Properties view is to display property names and the basic properties of a selected resource. The kind of properties that are displayed depends on the specific resource selected as well as the features and plug-ins that are installed on the Workbench.

---

## What is the purpose of the Outline view?

The Outline view displays an outline of a structured file that is currently open in the editor area, and lists the structural elements.

---

## **NEW** How do I use the Outline View to get an overview of a source file and modify it directly?

The following listed are some useful tips to get an overview of the currently selected source file and to directly modify it using the **Outline** view:

- Open the outline view (if not already open) by selecting the **Window > Show View > Outline**.
- To get an overview about the currently selected source file (for this example, the `Radio.c` source file is used):
  - The red 'S' symbol above an icon indicates that the object is static (S) or external (no red 'S').
  - Clicking the items in the **Outline** view jumps directly to the object in the source. This makes navigation really easy in the source file.
  - Using the **Include Browser** on the includes gives a nice view about what is included from my main module:

## IDE and Installation

### Miscellaneous

---

- Similar options exists as well for variables and functions. You can jump to variable declarations and definitions, you can refactor (globally rename objects) or check who is using what. On variables you even can directly place a watchpoint which makes this view a standard view for me while debugging.
- To directly modify the source file:
  - The view shows you the order of objects in the source file, so it is easy with this view to change the order of objects. To understand it, consider the following example,

`RADIO_SniffPacket()` is implemented after `RADIO_DataIndicationPacket()`. Now if you want to call `RADIO_SniffPacket()` from `RADIO_DataIndicationPacket()`, you need to make sure there are the appropriate prototypes declared, or `RADIO_SniffPacket()` is implemented earlier in the file than `RADIO_DataIndicationPacket()`.

For the later you could move the implementation in the file. But instead doing this manually, you can simply drag & drop (move) items in the **Outline** view.

---

## How can I find out if certain files contain debug information?

To find out if certain files contain debug information, see the file listing in the CodeWarrior Project view.

---

## How can I resolve the following error message that I get when I start the CodeWarrior IDE?

A debug or protocol-plugin license for the product expired or was not found

To resolve this error message, add the path to the V10.x license file to the `LM_LICENSE_PATH` environment variable. In addition, it is also possible that the launch config file is corrupted.

## How can I open an existing project in the CodeWarrior IDE?

You can open only those projects that are already in your workspace and have been closed. To bring an external project (one that is created on another machine or in another workspace) into your workspace you can follow the steps given below:

1. From the C/C++ Perspective toolbar, select **File > Import**.

The **Import** dialog box appears.

2. Select **General Folder > Existing Project into Workspace**

3. Click **Next**.

The **Import Projects** dialog box appears.

4. Click **Browse**.

The **Browse For Folder** dialog box appears.

5. Select **Project to import**

6. Click **OK**.

The imported project appears under Projects in the Import Projects window.

7. Click **Finish**.

---

## What is the Manage Configurations button in the C/C++ perspective toolbar used for? Could it be replaced by the Properties button?

It can not be replaced by the Properties button. The **Manage Configuration** button displays the list of defined configurations for a given project. You can select a button to add, rename, or remove a configuration. You can also set an active configuration.

---

## How can I start the post-build steps in the CodeWarrior IDE?

In order to start a batch file after build, you just need to specify the name of the .bat file in the Command for post-build step.

Note that the current directory is the **Build location** specified in the project properties **C/C++ Build** panel. Therefore, you need to adjust the path to retrieve the .bat file relative to this location.

For example, consider that:

## IDE and Installation

### *Miscellaneous*

---

- the project is in D:\Freescale\Work\Eclipse\testbss
- the build location is  
D:\Freescale\Work\Eclipse\testbss\Debug\_SC3x50\_PACC
- the batch file is located in  
D:\Freescale\Work\Eclipse\testcbe\testbss and is called  
postb.bat.

Then, the post-build command is ..\postb.bat.

---

## **Is it necessary to have the project name identical to the name of the directory that contains the .project file?**

Yes, it has to be located in the folder with the same name as the project.

---

## **Where does the CodeWarrior IDE save the debug configuration as a local file by default?**

It goes inside the .metadata subfolders and then it becomes user dependent. Perform a search on the launch and you will still find it. If you create a new launch configuration, it is saved as a local file by default.

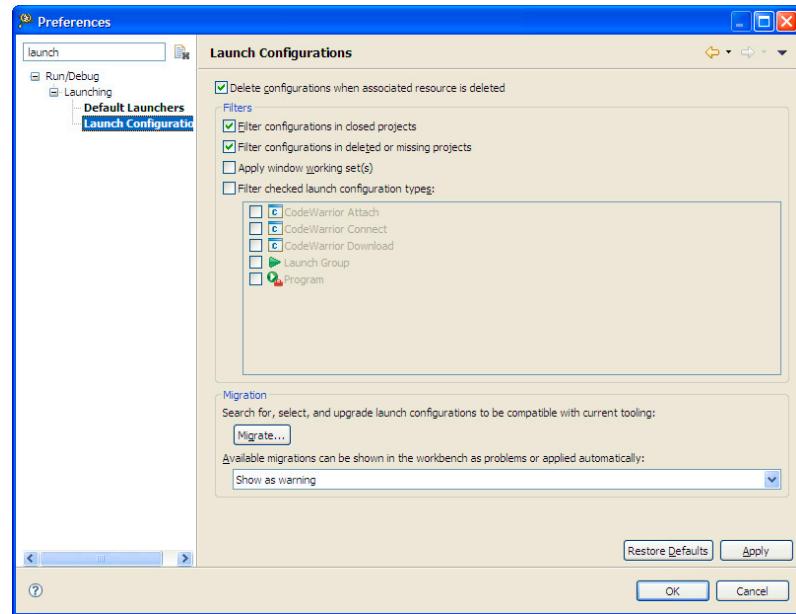
---

## **When I save my launch configurations as a local file and then delete the project, all the local configurations get deleted as well. How can I resolve this issue?**

Follow the steps given below:

1. From the IDE menu bar, select **Window > Preferences**.
2. Select **Run/Debug > Launching > Launch Configurations**.  
The **Launch Configuration** settings appear.
3. Make sure that the **Delete configurations when associated resource is deleted** checkbox is cleared. ([Figure 2.101](#)).

Figure 2.101 Preferences Dialog Box — Launch Configuration



## How can I modify and save the files in GBK encoding using the CodeWarrior IDE?

In order to be able to save these files follow the steps given below:

1. From C/C++ perspective toolbar, select **Window > Preferences**.  
The **Preferences** window appears.
2. Select **General > Workspace**.
3. Under **Text file encoding**, type **GB18030** in the **Other** textbox.
4. Click **Apply**.
5. Click **OK**.

## How are the PARENT-COUNT-MyVariable definitions defined in the

## CodeWarrior IDE?

The Linked resource variable PARENT can be used to define path variables relative to a parent directory of another one. For example, a path variable FOO can be set to \${PARENT-2-PROJECT\_LOC}/foo, which is equivalent of setting it to \${PROJECT\_LOC}../../foo. The reason of this strange syntax is for the Eclipse compatibility constraints. You can not have the "..." characters inside a path variable value (at the resource level).

---

## Is there a way to instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace?

Yes. When you create the project in the default location which is the workspace directory, no .location file gets created and you just have to zip the project and the workspace. Before you create the zip file make sure that you remove the following:

1. The project build directory since there will be absolute paths in the .mk and .args files.
  2. The workspace .metadata\plugins\org.eclipse.ltk.core.refactoring directory.
  3. The workspace .metadata\plugins\org.eclipse.ltk.core.resources\history directory.
  4. The .PDOM files from .metadata\plugins\org.eclipse.cdt.core directory.
- 

## **NEW** How do I solve the probable mismatch of the OSJTAG Firmware with P&E Virtual Serial Port Utility?

The P&E Toolkit on Freescale website DOES NOT WORK with the latest Firmware of the JTAG Micro. The available version in Freescale website is version 2.01, and the P&E has version 2.05.

You can get the latest firmware updater, P&E Toolkit by accessing the following link (works for OSJTAG as well):

[www.pemicro.com/osbdm](http://www.pemicro.com/osbdm)

5. The available version in the CDs and Freescale website, installs under **P and E Kinetis Tower Toolkit**, whereas the working version installs as, **P and E OSBDM OSJTAG VIRTUAL SERIAL TOOLKIT**.
-

**NEW** **I am using CW10.1SE and MQX3.7 with all patches and updates. How can I solve this problem?**

While trying to run or debug the MQX example "Hello World" program, I got the error message, "Failed to resume target process, Unable to use plugin \"Cold Fire RTOS debugger\" \ no valid license key was found." Under the MQX tab, in MQX Task Aware Plugin shows that the DLL not installed.

The solution for this problem is that, if you do not have the professional edition, you need to disable the OS awareness (set to none). To disable the OS awareness, follow the steps listed below:

1. Select **Run > Debug Configurations** from the IDE menu bar.
2. Expand the **CodeWarrior Download** tree control and select the desired launch configuration.
3. Click the **Debugger** tab.
4. Click the **OS Awareness** tab.
5. Select **None** from the **Target OS** drop-down list.
6. Click **Apply** to save the changes.

## **IDE and Installation**

### *Miscellaneous*

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# Project

---

In this chapter, you find Frequently Asked Questions (FAQs) related to projects in the CodeWarrior IDE.

- [FAQs — Project](#)

## FAQs — Project

In this topic:

- [How do I add a new Source Folder to my project?](#)
- [How can I add to my project a folder that exists outside the current workspace?](#)
- [How do I add to my project a new file that exists outside the current workspace?](#)
- [How can I export a project that I could send to someone else?](#)
- [How do I instruct the CodeWarrior IDE to save changes to my source code files automatically before building the project?](#)
- [How do I compare two source code files?](#)
- [How do I compare two directories?](#)
- [How can I specify the number of days to keep local history for source code files?](#)
- [How can I see or change the preprocessor macros defined for my project?](#)
- [Is there a shortcut to remove object code that is equivalent to the Ctrl + – shortcut key available in the Classic CodeWarrior IDE?](#)
- [How can I view beans in a Processor Expert project?](#)
- **NEW** [How to use a configured bean from one project to the other?](#)
- **NEW** [Where can I find CodeWarrior for Microcontrollers V10.x example projects?](#)
- **NEW** [While launching a project, the CodeWarrior software automatically builds the current active target. How can I specify the build configuration I want to debug?](#)
- **NEW** [While building a project, the CodeWarrior fails to write an ELF file. How do I resolve this issue?](#)
- **NEW** [I am unable to create the new project at the desired location. What could be the possible reason and how to resolve this?](#)

- **NEW** [I want to build a library \(.lib\) instead of a final elf \(.abs\) file. How can I do this?](#)
- 

## How do I add a new Source Folder to my project?

To add a new source folder to a project follow steps below:

1. In the CodeWarrior Project window, right-click on project name.

A context menu appears.

2. From context menu, select **New > Source Folder**.

The **New Source Folder** window appears.

3. In the folder name textbox, enter the name for new folder.

4. Click **Finish**.

The new source folder appears in window.

---

## How can I add to my project a folder that exists outside the current workspace?

To add files to an existing project follow steps below:

1. In the CodeWarrior Project window, right-click on project name.

A context menu appears.

2. From context menu, select **New > Folder**.

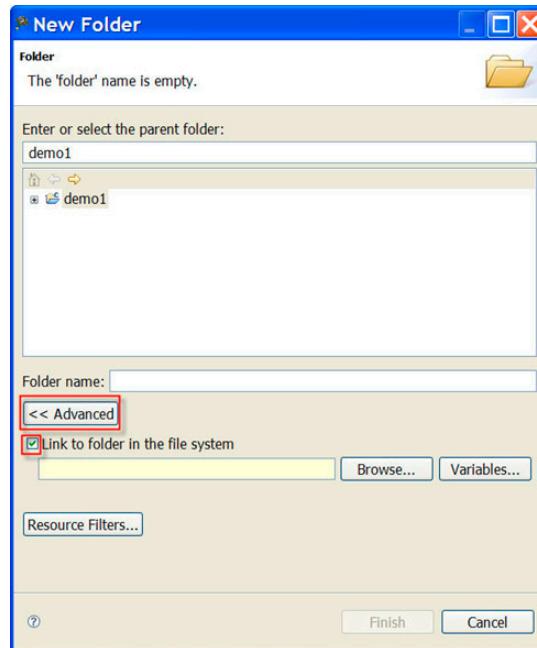
The **New Folder** window appears.

3. Click **Advanced**.

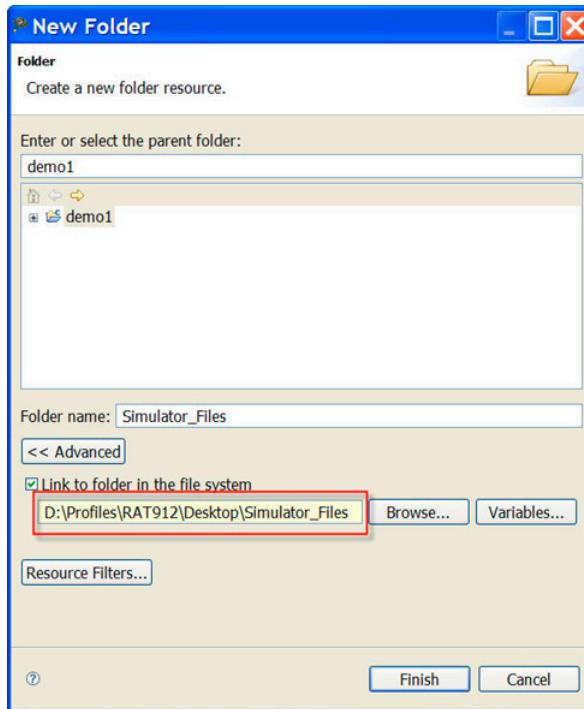
The Advanced Settings appear.

4. Select **Link to folder in the file system** checkbox ([Figure 3.1](#)).

Figure 3.1 New Folder



5. Click **Browse**.
- The **Browse for Folder** window appears.
6. Select the folder that you want to add to the project.
7. Click **OK** ([Figure 3.2](#)).

**Figure 3.2 New Folder****8. Click **Finish**.**

This will put the new folder into the project under CodeWarrior projects. When the new folder is expanded, it will point to the location where the folder is linked from. If you delete the whole folder from the project, it will be deleted from the project only. If you try to delete a file from this folder, it will be deleted from that location leaving no way to recover it.

---

**How do I add to my project a new file that exists outside the current workspace?**

To add a specific file to an existing project, drag the file that you want to add from the Windows Explorer into the CodeWarrior Projects.

## How can I export a project that I could send to someone else?

To export a project follow steps below:

1. In CodeWarrior Project window, right-click on project name.  
A context menu appears.
2. From context menu, select **Export**.  
The **Export** window appears.
3. Expand **General Folder**.
4. Select **Archive File**.
5. Click **Next**.

The **Archive File** window appears.

---

**NOTE** By default, the project that you select will be exported along with their children. Optionally, use the checkboxes in the left and right panes to select the set of resources to export. Also, use radio buttons, such as **Select Types** to filter the types of files that you want to export.

---

6. In the **To Archive File** textbox, enter the archive file which you want to export the selected resources to.
7. Click **Finish**.

A zip file will be created in the **Eclipse** folder within the **Tools Installation** directory.

---

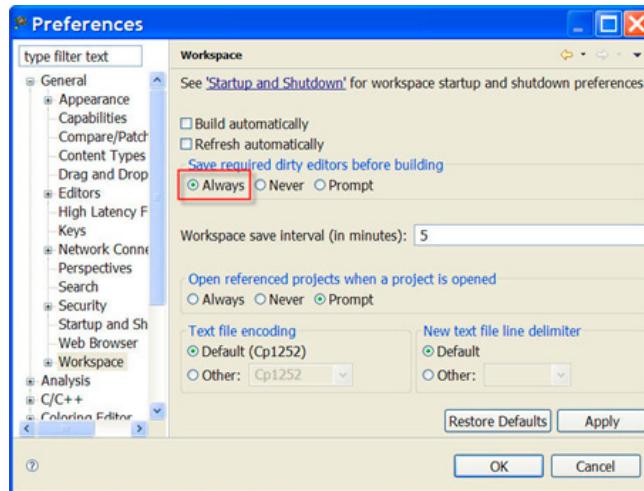
## How do I instruct the CodeWarrior IDE to save changes to my source code files automatically before building the project?

To instruct the CodeWarrior IDE to save changes to your source code files automatically before building the project, follow steps below:

1. From the C/C++ perspective toolbar, select **Window > Preferences**.  
The **Preferences** window appears.
2. Expand **General**.
3. Select **Workspace**.  
The **Workspace** settings appear.

4. Under **Save required dirty editors before building**, select the **Always** radio button ([Figure 3.3](#)).

**Figure 3.3 Preferences—Workspace Page**



5. Click **Apply**.
6. Click **OK**.

---

## How do I compare two source code files?

In order to compare two source files follow steps below:

1. In the CodeWarrior Projects folder, click on source file.  
The source file is highlighted.
2. Press the **Ctrl** key.
3. In the CodeWarrior Projects folder, click on second source file.  
The source file is highlighted.
4. Right-click on source file.  
A context menu appears.
5. From context menu, select **Compare With > Each Other**.  
The **Compare** window appears.

## How do I compare two directories?

In order to compare two directories follow steps below:

1. In the CodeWarrior Projects folder, click on directory.  
The directory folder is highlighted.
2. Press the **Ctrl** key.
3. In the CodeWarrior Projects folder, click on second directory folder.  
The directory folder is highlighted.
4. Right-click on directory folder.  
A context menu appears.
5. From context menu, select **Compare With > Each Other**.  
The **Compare** window appears.

---

## How can I specify the number of days to keep local history for source code files?

To change the history length for the C source editor follow steps below:

1. From the C/C++ perspective toolbar, select **Window > Preferences**.  
The **Preferences** window appears.
2. Select **General > Workspace > Local History**.
3. The **Local History** settings appear.
4. In the **Days to Keep Files** textbox, change the days to keep files value.
5. Click **Apply**.
6. Click **OK**.

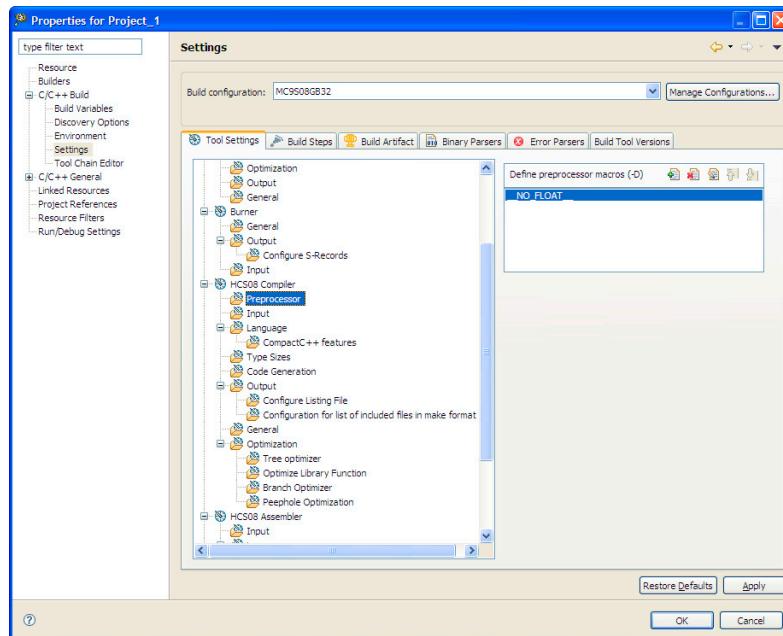
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## How can I see or change the preprocessor macros defined for my project?

To see or change the preprocessor macros defined for your project, follow steps below:

1. In the CodeWarrior Project window, right-click on project name.  
A context menu appears.
2. From the context menu, select **Properties**.  
The **Properties** window appears.
3. Select **C/C++ Build > Settings**.  
The **Settings** panel appears on the right-hand side.
4. Under *target compiler*, select **Preprocessor**.  
The **Macros** panel appears on the right-hand side displaying `#define` preprocessor macros (Figure 3.4).

**Figure 3.4 Properties Dialog Box—Settings Page**



5. Click **Apply**.
6. Click **OK**.

---

**Is there a shortcut to remove object code that is equivalent to the**

## Ctrl + – shortcut key available in the Classic CodeWarrior IDE?

No. However, if you want to assign the **Ctrl+–** shortcut key for removing the object code, then you can manually assign it by changing the key binding. For more information on how to assign or change a key binding, see [How can I change a key binding?](#)

When you change the key binding, a dialog box appears asking you which project you want to clean, and if you want to automatically start the build thereafter. If you do not want this dialog box to appear, then you can select the **Build Automatically** checkbox under **Window > Preferences > General > Workspace Settings**.

---

## How can I view beans in a Processor Expert project?

To view beans, you need to open the **Project Panel** view.

1. Select **Window > Show View > Other**.

The **Show View** dialog box appears.

2. Type “Project Panel” as the filter text to narrow down the list of the views in the dialog box.
3. Select **Processor Expert > Project Panel** and click **OK**.

The **Project Panel** view opens in the Workbench window.

**NOTE** For more information about the Project Panel view, refer Processor Expert Users Manual.

---

## **NEW** How to use a configured bean from one project to the other?

To use a configured bean from one project to the another, simply drag & drop the component from one project to another.

---

## **NEW** Where can I find CodeWarrior for Microcontrollers V10.x example projects?

The example projects are available at the following location:

`<install_dir>\MCU\CodeWarrior_Examples`  
, where `<install_dir>` refers to the CodeWarrior installation directory.

---

---

Additional Example Projects are available on the Web. They can be found in the **Self-Paced Training** section on the **Training & Support** tab of the CW MCU Web page.

[http://www.freescale.com/webapp/sps/site/prod\\_summary.jsp?code=CW-MCU10&tab=Design\\_Support\\_Tab](http://www.freescale.com/webapp/sps/site/prod_summary.jsp?code=CW-MCU10&tab=Design_Support_Tab)

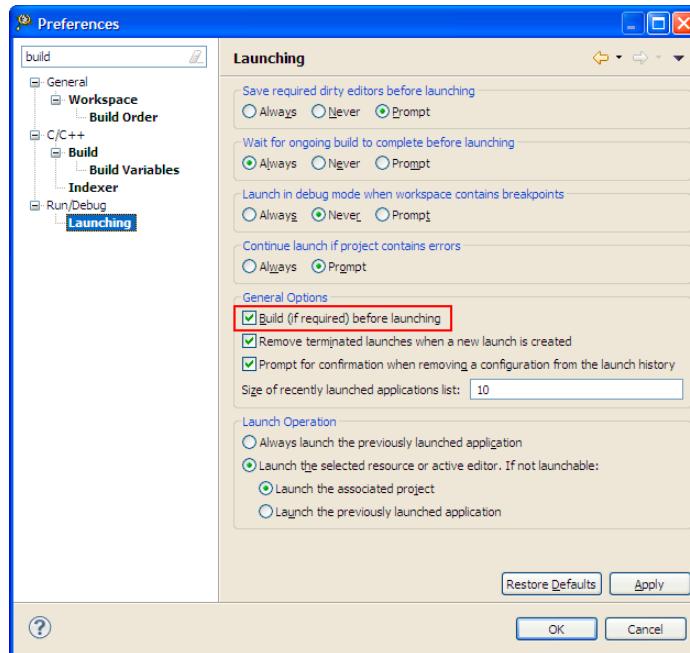
- Processor Expert Example Project for TWR-K60N512: Includes a CW MCU v10.1 project using Processor Expert to create a bare board (no RTOS) application to use GPIO and Timers to blink LEDs on the TWR-K60N512 board. It also includes the step by step instructions to recreate the project.
- Example Projects for TWR-K40X256-KIT and TWR-K60N512-KIT: Includes CW MCU v10.1 bare board (no RTOS) projects for TWR-K40X256-KIT and TWR-K60N512KIT. The projects for each kit include: adc\_demo, can\_loopback\_node, crc\_demo, dac12bit\_demo, flexbus, flexmem, gpio, hello\_world, hscmp, i2c, lptmr, mcg\_demo, pdb\_adc\_demo, pmc, rtc, sci2can, sled, tsi, USB\_DCD, USB\_device, USB\_dual\_role, USB\_HOST, USB\_MAX3353.

---

**NEW While launching a project, the CodeWarrior software automatically builds the current active target. How can I specify the build configuration I want to debug?**

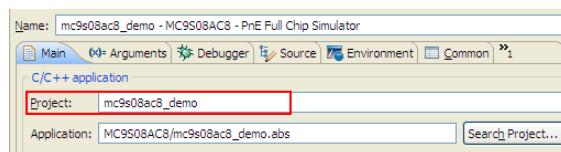
The CodeWarrior software has the following default settings.

Figure 3.5 Build Before Launching



And, the launch configuration refers the project and not the build target of the project.

Figure 3.6 Launch Configuration — Refers Project

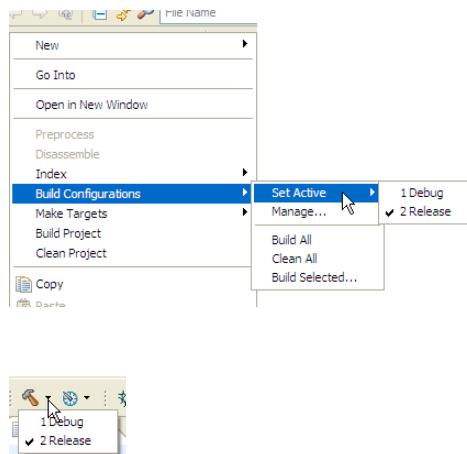


This is why the CodeWarrior software automatically build the current active build target.

To ensure that the CodeWarrior software builds the right target in CodeWarrior for Microcontroller V10.1:

- Make sure you have the right build set as active, or

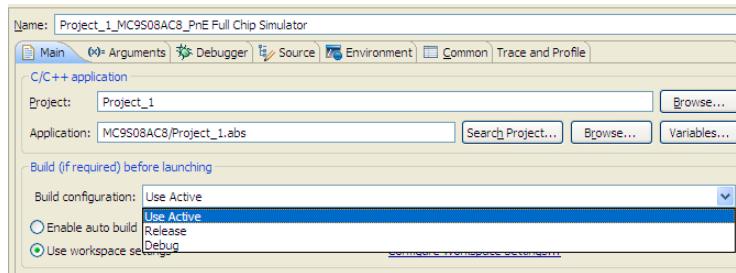
**Figure 3.7 Set Active Build Configuration**



- Or, clear the **Build (if required) before launching** checkbox, and build the project yourself before launching.

However, in Microcontrollers V10.2, you can specify the build target while launching the project.

**Figure 3.8 Specify Build Target — In Microcontrollers V10.2**



### **NEW While building a project, the CodeWarrior fails to write an ELF file. How do I resolve this issue?**

The DE . EXE might locks the file. The DE . EXE (Debugger Engine Executable) locks the file during debugging, but might have failed to release it. To release the lock, simply close (kill) the DE . EXE application from the task manager.

**NEW** **I am unable to create the new project at the desired location. What could be the possible reason and how to resolve this?**

To create a project at the desired location, you have to specify a folder that does not exist yet (even if you have created specially from the **Browse For Folder** dialog box using, **Make New Folder** option). For example,

If the desired location for your project is,

C : \....\FSLMQX3.7\demo

then in the **Location** text box, append the non-existing yet project folder name, for example, “PE\_TEST\_K60”, therefore, the final location should appear as:

C : \....\FSLMQX3.7\demo\PE\_TEST\_K60

Another reason could be that you are creating a project with a folder name which already exists in the workspace. Check your workspace folder if the same name already exists and choose a different project name.

---

**NEW** **I want to build a library (.lib) instead of a final elf (.abs) file. How can I do this?**

To build a library project, follow the steps listed below:

1. Select the desired project in the **CodeWarrior Projects** view.  
The **Properties for <Project\_name>** dialog box appears.
2. Select **Tool Chain Editor** from the left panel.  
The **Tool Chain Editor** options page appears in the right panel.
3. Click the **Select Tools** button.  
The **Select tools** dialog box appears.
4. Replace **Linker** with **Libmaker** in **Select tools** dialog box.

---

**NOTE** For CodeWarrior for Microcontrollers v10.2, replace **S08 Linker** with **S08 Libmaker** in the **Select tools** dialog box.

---

5. Click **OK**.  
The **Tools settings** dialog box closes.

6. Select **Settings** from the left panel.

The **Settings** options page appears in the right panel.

7. Click the **Build Artifact** tab.

8. Change the **Artifact extension** to the desired extension (e.g. 'lib').

9. Click **Apply** to save the settings.

10. Click **OK**.

The **Properties for <Project\_name>** dialog box closes.

11. Right-click the project in the **CodeWarrior Projects** view and select **Clean Project** from the context-menu.

This removes the previous build artifact.

12. Remove the `start08.c` file from the project.

13. Change the libmaker command as listed below:

- Change from:

```
 ${COMMAND} ${FLAGS} ${OUTPUT_FLAG} -cmd( ${INPUTS} =
 ${OUTPUT})
```

- To:

```
 ${COMMAND} ${FLAGS} ${OUTPUT_FLAG} -cmd( ${INPUTS} =
 myLib.lib)
```

An alternate and easier way to build a library project is, while creating a new project using the **New BareBoard Project** wizard, select **Library** in the **Project Type/Output** option in the **Devices** page.

# Project Management

---

In this chapter, you find Frequently Asked Questions (FAQs) related to project management in CodeWarrior IDE.

- [FAQs — Project Management](#)

## FAQs — Project Management

In this topic:

- [How can I find out where the source files related to a CodeWarrior project are saved?](#)
- [How can I add another source or header file to my project?](#)
- [What is a workspace?](#)
- [What is a project?](#)
- [How can I view the contents of various types of source code files that appear in my project folder?](#)
- [Is there a way to compare the Property Settings of two different projects?](#)
- [How do I resize the various views in a Perspective?](#)
- [How can I add a project from some other workspace to my current workspace?](#)
- [How do I ensure that the CodeWarrior IDE saves all modifications that I make to the project properties?](#)
- [NEW While working with the CodeWarrior IDE, the Remote System Changed dialog box appears. Why does it appear and how can I resolve the issue?](#)
- [NEW Which set of files I need to backup or store in a version control system to completely recover project settings and related debug settings?](#)
- [NEW I need to share a project without using a version control system. Is there any way to do this?](#)
- [NEW While importing a project, is there any way to find out which file mapping are missing?](#)

---

### How can I find out where the source files related to a CodeWarrior

---

### project are saved?

To know where your source file is located, follow these steps:

1. In the C/C++ project window, right-click on source file.

A context menu appears.

2. In the context menu, select **Show in Windows Explorer**.

The Window Explorer window appears.

Alternatively, follow these steps:

1. In the C/C++ project window, right-click on source file.

A context menu appears.

2. In the context menu, select **Properties**.

The **Properties** window appears.

3. Select **Resource**.

The **Location** field displays the full path of the folder.

---

**NOTE** CodeWarrior always warns the user before performing a delete operation and describes whether it is about to delete just the link, or to delete the file or folder permanently.

---

### How can I add another source or header file to my project?

To add a source file or header to project follow steps below:

1. In the CodeWarrior Project window, right-click on the folder where you want the new source file or header to be added.

A context menu appears.

2. From the context menu, select **New > Source File**.

The **New Source File** window appears.

3. In the **Source File** textbox, enter the name of the source file.

4. Click **Finish**.

The source file gets added to your project.

---

**NOTE** Another way to accomplish is to drag and drop the file from Windows Explorer. A copy of the file is added to the project's workspace. If you make

---

changes to the source file, the original source file is not modified. Only source file in the project is modified.

---

## What is a workspace?

A workspace is a directory for your work. This is where your project is located. The name and location of the workspace is specified when you start the CodeWarrior IDE.

---

## What is a project?

A project is a container for organizing files and folders related to a specific area.

---

## How can I view the contents of various types of source code files that appear in my project folder?

To view the contents of source files, follow steps below:

1. From the CodeWarrior Projects window, right-click on the source file.

A context menu appears.

2. From the context menu, select **Open With > Text Editor**.

The text editor window appears showing the contents of the file.

---

**TIP** Double-click on the source file to view its contents in the **C/C++ Editor**.

---

## Is there a way to compare the Property Settings of two different projects?

Currently the way to do this is to do a text compare of the .project files. To do this follow steps below:

1. In the CodeWarrior Projects folder, click on .cproject.  
The .cproject is highlighted.
2. Press the **Ctrl** key.

## Project Management

FAQs — *Project Management*

---

3. In the CodeWarrior Projects folder, click on second .cproject.  
The second .cproject is highlighted.
  4. Right-click on .cproject.  
A context menu appears.
  5. From context menu, select **Compare With > Each Other**.  
The **Compare** window appears.
- 

## How do I resize the various views in a Perspective?

To resize the various view in a Perspective, click on the dividers (gray bands) between the different views and drag them with the mouse.

---

## How can I add a project from some other workspace to my current workspace?

In order to add a project from another workspace follow steps below:

1. Open the workspace in Windows Explorer.
2. Select the project folder and drag it over to the CodeWarrior IDE.

The IDE effectively handles the files and folders dropped to the workbench. A link to the existing project is created in the **CodeWarrior Project** view.

---

## How do I ensure that the CodeWarrior IDE saves all modifications that I make to the project properties?

The settings specified in the Properties dialog box are saved when you click **Apply** and then **OK** to close the dialog box. The only reason this does not work could be:

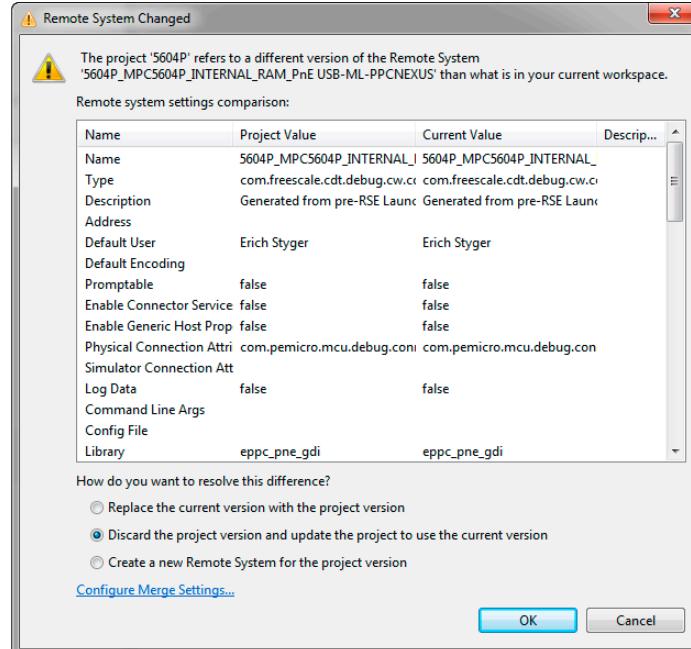
- You only have read access to the .project file in the project directory.
- or-
- You closed the **Properties** dialog box by clicking **Cancel** instead of **OK**.
-

**NEW While working with the CodeWarrior IDE, the Remote System Changed dialog box appears. Why does it appear and how can I resolve the issue?**

The projects that reference s Explorer (RSE) Systems contain an internal cache of the referenced RSE Systems. When such projects are imported in the workspace, the RSE settings in the cache may differ from the actual RSE settings in the workspace. Or the RSE settings may be missing entirely from the project.

In such situations, the **Changed** dialog box (Figure 4.1) appears.

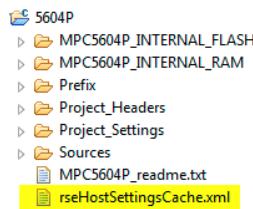
**Figure 4.1** **Changed** Dialog Box



The RSE settings are stored in the .metadata workspace folder as a part of the project settings and in the `rseHostSettingsCache.xml` file (Figure 4.2), as the cached version, in the project.

As with any cache, the cache might be out of sync or needs to be flushed, which causes a mismatch between the RSE settings in the cache and the actual RSE setting in the project.

**Figure 4.2 RSE Settings**

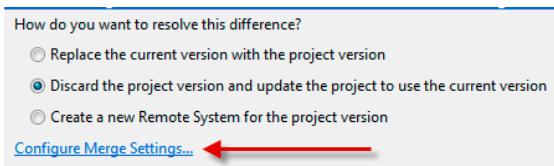


To resolve the issue, you need to configure the merge settings.

To configure IDE's response when an RSE system mismatch is detected, perform the following steps:

1. Click **Configure Merge Settings** in the **Changed** dialog box.

**Figure 4.3 Configure Merge Settings**

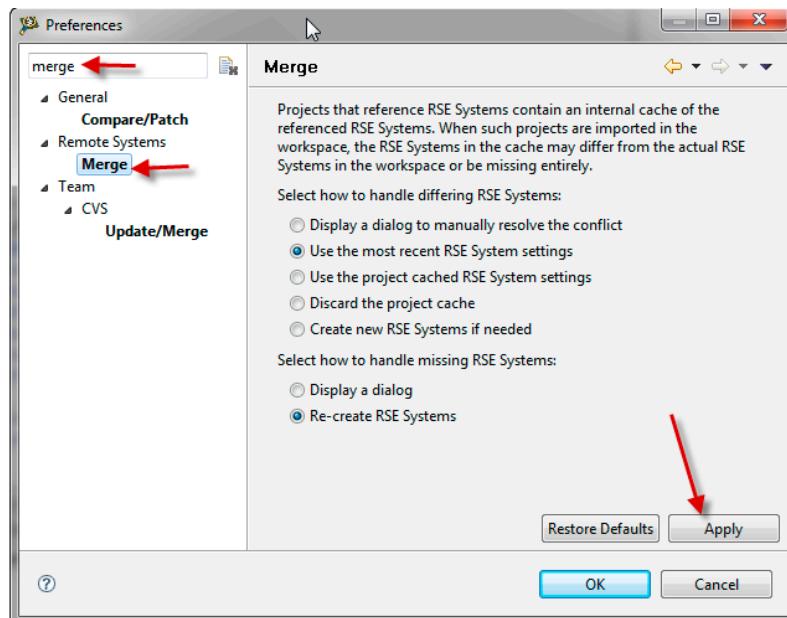


Alternatively, select **Window > Preferences** from the CodeWarrior menu bar. In the **Preferences** dialog box, select **s > Merge**.

The **Merge** page appears in the **Preferences** dialog box.

2. Select the appropriate option and click **Apply**.

Figure 4.4 Merge Settings | Preferences Dialog Box



**NEW Which set of files I need to backup or store in a version control system to completely recover project settings and related debug settings?**

The files you need to store in a version control system:

- .project and .cproject — contains the list of files and the build tool settings.
- .ttf — targets the needed target tasks for flash programming (for ColdFire V2).
- .launch — required for the debugger launch configuration.
- Debugger configuration files such as \* .tcl or \* .mem.
- rseHostSettingsCache.xml — contains the cached RSE settings. You need this to have the RSE settings imported.
- \* .c/\* .h/etc source files and linker file, if not using Processor Expert.
- If you are using Processor Expert — ProcessorExpert.pe (contains all the settings), events.c/h, and the ProcessorExpert.c with user modifications.

Any generated folders like Generated\_Code, Documentation or the folder where the object/make files are placed (usually named by the CPU name) can be stripped off to reduce file size.

You can also export/store the workspace settings, like editor/VCS settings/etc, by selecting, **File > Export > Preferences** from the IDE menu bar.

---

**NEW** **I need to share a project without using a version control system. Is there any way to do this?**

The simple way of sharing a project without using a version control system, is to export the project. In classic CodeWarrior there was a feature called **Pack&Go** which has a similar counterpart in the eclipse based CodeWarrior IDE, the **Export** wizard.

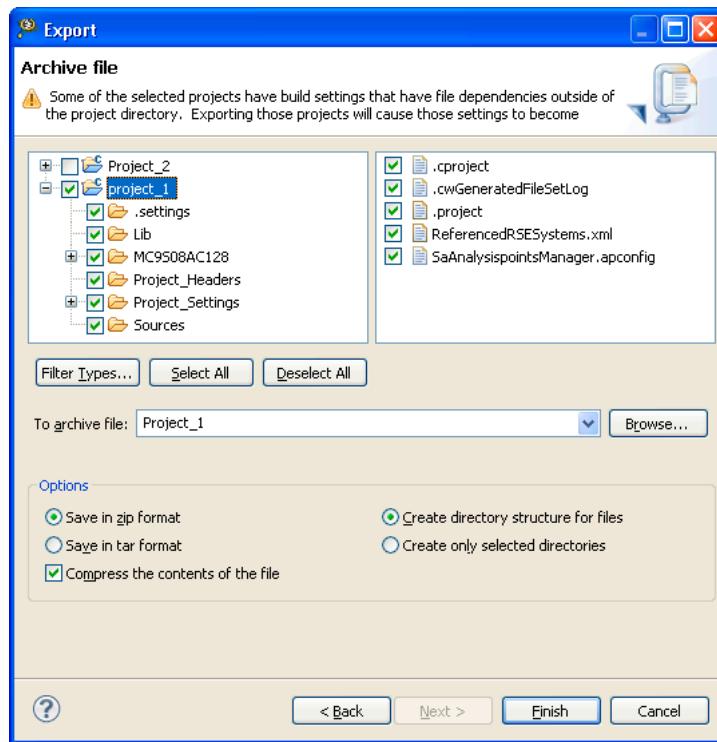
Before exporting a project, make sure that all the source files of your project are stored. The simplest way to ensure this is to close the project, and then to re-open it again. This ensures that everything is saved, and this is especially recommended for the **Processor Expert** to force it to save the .pe file content.

To export a project:

1. Select one or multiple projects and then select **File > Export** from the IDE menu bar.  
The **Export** dialog box appears displaying the **Select** page.
2. Expand the **General** tree-control and select **Archive File**.
3. Click **Next**.

The **Archive File** page appears ([Figure 4.5](#)).

**Figure 4.5 Export Dialog Box — Archive File Page**



**NOTE** This dialog box (Figure 4.5) provides you the options for which file to include (or not to include). You can selectively choose what you want to be exported, into which file and what format shall be used.

4. Click **Finish**.

The selected project(s) and file(s) are exported and compressed to the selected location.

Similarly you can import a saved/shared project. To import a project:

1. Select **File > Import** from the IDE menu bar.

The **Import** dialog box appears displaying the **Select** page.

2. Expand the **General** tree-control and select **Existing Projects into Workspace** from the list.

**NOTE** Now the good question might be, why not **Archive File** option? The answer is, importing the project with **Archive File** option is similar, it imports files into an existing project, but it cannot import a new project. So to import a project, you have to select **Existing Projects into Workspace**.

---

3. Click **Next**.

The **Import Projects** page appears.

4. Since you are importing an exported archived project into your workspace, select the **Select archive file** option and click **Browse** to select the desired file.
5. Click **Finish**.

The selected project imports into your workspace.

---

**NEW** **While importing a project, is there any way to find out which file mapping are missing?**

Follow the steps listed below:

1. Import an executable by selecting **File > Import** from the IDE menu bar.

The **Import** dialog box appears displaying the **Select** page.

2. Expand the **CodeWarrior** tree-control and select **MCU Executable Importer**.
3. Click **Next**.

The **Import a MCU executable file** page appears.

4. Specify the desired name for the imported project in the **Project name** text box.
5. Click **Next**.

The **Select MCU executable file to be imported** dialog box appears.

6. In the **File to import** option, click **Browse**, navigate to the desired project and select the executable (.ELF/.ABS/.FLT/.AFX) file.

---

**NOTE** Check the **Copy to project folder** checkbox as it allows to set up the debugging paths easier (more later on).

---

7. Click **Next**.

The **Device and Board** page appears.

8. Select the desired CPU architecture.

9. Click **Next**.

The **Connections** page appears.

10. Select the appropriate connection(s) for your project.

11. Click **Finish**.

The selected project is imported into your workspace.

To set up the search paths (where to search the source files), follow the steps listed below:

1. For this open the launch configuration of your project. To open the launch configuration:

a. Select **Run > Debug Configurations** from the IDE menu bar.

b. Expand the **CodeWarrior Download** tree-control and select the desired launch configuration

2. Click the **Source** tab.

3. Click **Add**.

The **Add Source** dialog box appears.

4. Select **Path Mapping** and click **OK**.

5. Select the newly created mapping and click **Edit**, which displays the dialog where you can create the mapping.

The **Path Mappings** dialog box appears.

6. Click **Add**.

The **Path Mapping** dialog box appears.

7. Enter the path which was used to compile the binary, and the path where the files can be found on your local machine.

8. Continue to add mappings as needed.

Now to find out which path mappings are missing, right-click on the binary file in the **CodeWarrior Projects** view, and select the **Properties** from the context-menu. This displays the **Paths and Symbols** page. Here you can see which path mappings are still missing, and you can fix them accordingly.

## Project Management

*FAQs — Project Management*

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# Compiler

---

In this chapter, you find Frequently Asked Questions (FAQs) related to compiler settings in the CodeWarrior IDE.

- [FAQs — Compiler](#)

## FAQs — Compiler

In this topic:

- [How do I compile my project?](#)
- [Where do I see the warning and error messages?](#)
- [When I compile my project, where can I see the commands that are being executed?](#)
- [Does CodeWarrior for Microcontrollers v10.x supports the CMSIS 2.0 DSP library?](#)
- **NEW** [Is there a way to specify a half-precision datatype in MCU 10.x?](#)
- **NEW** [#pragma pack\(\) does not work in my Kinetis project. What do I do?](#)

---

### How do I compile my project?

In order to compile the project follow steps below:

1. From CodeWarrior Projects, right-click on project name.

A context menu appears.

2. From context menu, select **Clean Project**.

If **Build Automatically** is checked, then when **Clean Project** executes, it creates a **Binaries** folder that contains the \*.abs file that are used for debugging. If **Build Automatically** is unchecked, then **Clean Project** removes any previously-built binaries, including the \*.abs file.

3. Select **Project > Build Project** to compile.

---

## Where do I see the warning and error messages?

The warning and errors messages appear in the **Problems** view. To display the **Problems** views select **Window > Show View > Problems**. The **Problems** view appears docked to the lower part of the screen. Double click on error message in **Problems** view to navigate to the relevant source code. The **Problems** view shows problems for all open projects. If there is more than one open project, the window may show problems not associated with the project you are building. Compiler and linker error message are also shown in the **Problems** view.

---

## When I compile my project, where can I see the commands that are being executed?

The commands that are being executed from the compiler or linker can be viewed in the console view. From the IDE menu bar, select **Window > Show View > Console**. The **Console** view appears docked to the lower part of the screen.

---

## Does CodeWarrior for Microcontrollers v10.x supports the CMSIS 2.0 DSP library?

Yes. The support for DSP instructions is implemented as per the CMSIS as an include file and is located in the distribution at the following location:

```
<CWInstallDir>\CW MCU  
v10.x\MCU\ARM_EABI_Support\ewl\EWL_Runtime\Runtime_ARM\Commo  
n_Includes\cw_cortex_M4_dsp.h
```

*CWInstallDir* is the directory where the CodeWarrior software is installed.

---

**NOTE** This library provides the standardized intrinsic function interface to the DSP instructions of the M4.

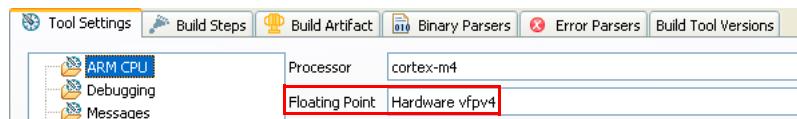
---

**NEW** **Is there a way to specify a half-precision datatype in MCU 10.x?**

CodeWarrior for Microcontrollers v10.2 have full support for the single precision FPU as it is included in the ARM CortexM4 architecture. However, if you are using the CodeWarrior for Microcontrollers v10.1 with SP for Kinetis P3, you will not have this feature included.

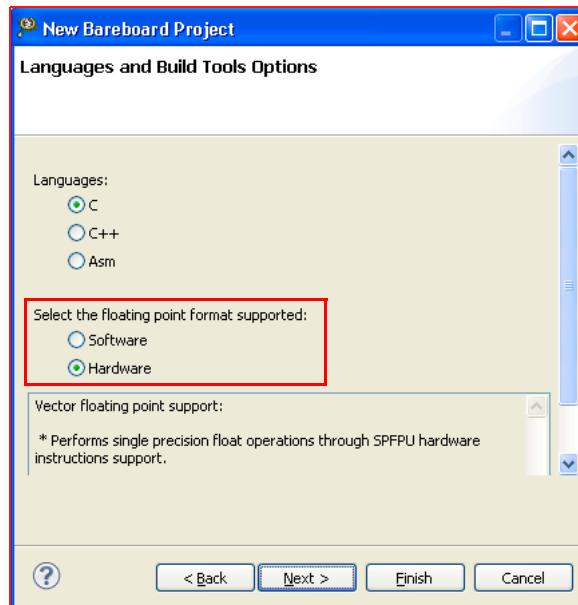
[Figure 5.1](#) shows the CodeWarrior for Microcontrollers v10.2 option in project build settings which you can use to activate the support

**Figure 5.1 ARM Compiler — Support for the Single Precision FPU**



There is also a similar option in the [Languages and Build Tools Options](#) page ([Figure 5.2](#)) of the *New Project Wizard* for all derivatives of the Kinetis which support FPU (ones containing *F* in the part name).

**Figure 5.2 Languages and Build Tools Options — Single Precision FPU**



---

**NEW #pragma pack() does not work in my Kinetis project. What do I do?**

This pragma is not supported. You have to use `__attribute__(align)` as a workaround instead ([Listing 5.1](#)). This attribute is documented in the *Kinetis Compiler Reference Manual* (MTWX47648).

**Listing 5.1 Using `__attribute__(align)`**

---

```
typedef struct
{
    unsigned long x __attribute__((aligned (1)));
    unsigned char y __attribute__((aligned (1)));
} new_struct;
```

---

# Linker

---

In this chapter, you find Frequently Asked Questions (FAQs) related to the linker settings in the CodeWarrior IDE.

- [FAQs — Linker](#)

## FAQs — Linker

In this topic:

- [Can I use a different linker command file than the one being used in my project?](#)

---

### Can I use a different linker command file than the one being used in my project?

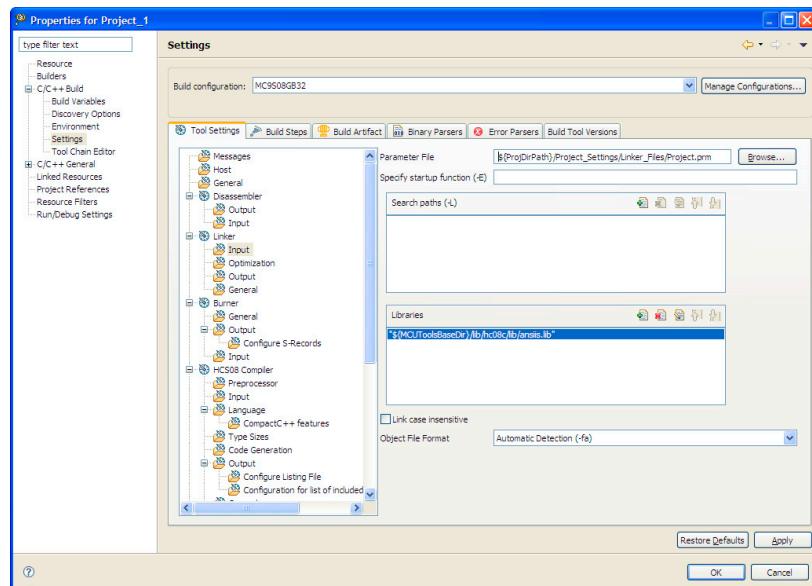
Yes, the linker command file can be changed by following the steps given below:

1. In the CodeWarrior Projects window, right-click on project name.  
A context menu appears.
2. From context menu, select **Properties**.  
The **Properties** window appears.
3. Select **C/C++ Build > Settings**.  
The **Settings** options appear on right hand side of properties window.
4. Select **Linker > Input**.  
The **Input Settings** appears.
5. The **Parameter File** textbox specifies the parameter file that is currently used.
6. Click **Browse** to select a different parameter file ([Figure 6.1](#)).

## Linker

### FAQs — Linker

Figure 6.1 Properties Dialog Box—Specifying Different Parameter File for Linker



7. Click **Apply**.

8. Click **OK**.

# Debugger

---

In this chapter, you find Frequently Asked Questions (FAQs) related to the debugger settings in the CodeWarrior IDE.

The FAQs listed in this chapter are divided into three categories:

- [Breakpoints](#)
- [Build Configuration](#)
- [Flash Programmer](#)
- [Miscellaneous](#)

## Breakpoints

In this topic, FAQs related to breakpoints are listed.

- [How do I set breakpoints?](#)
- [How do I view the breakpoints that have been set?](#)
- [How do I disable existing breakpoints?](#)
- [What does the checkmark next to the breakpoint represent?](#)
- [What is the difference between the Toggle Breakpoint and Enable/Disable breakpoint options?](#)
- [Which breakpoint option do I select if I want to add a breakpoint?](#)
- [Which breakpoint option do I select if I want to skip a breakpoint while still keeping it in my breakpoint list?](#)
- [What if I want to delete a breakpoint?](#)
- [How do I place a breakpoint on a given physical address?](#)
- [How do I add hardware breakpoints? Can I add them through the GUI?](#)
- [How can I view the hardware breakpoints that have been set?](#)
- [What is the difference between the hardware breakpoint and the software breakpoint? Why would I use one over the other?](#)
- [What is the purpose of the Limit New Breakpoint to Active Debug Context button in the Breakpoint window?](#)
- [Is there a way to add breakpoints to C and Assembly files that exist in a library?](#)

- [How do I set a breakpoint at a particular function?](#)
  - [What is the difference between a breakpoint and a line breakpoint?](#)
  - [The warnings symbols in Editor distort visibility of breakpoints. How can I stop these warning symbols from appearing?](#)
- 

## How do I set breakpoints?

To set breakpoints in a source or assembly file, follow one of the four methods given below.

1. Right-click on the left-hand side of source file (the Gray bar)  
A context menu appears.
  2. Select **Toggle Breakpoint** at the line where you want the breakpoint.  
-or-
  3. Select **Ctrl+Shift+B** at the line where you want the breakpoint.  
A breakpoint appears on the left hand side of source code file.  
-or-
  4. Double-click on the line where you want the breakpoint  
A breakpoint icon appears at that location.  
-or-
  5. Click on the line where you want the breakpoint.
  6. From the IDE menu bar, select **Run > Toggle Breakpoint**.
- 

## How do I view the breakpoints that have been set?

To view the breakpoints that have been set, select **Window > Show View > Breakpoints** from the IDE menu bar. The **Breakpoints** window appears docked to the upper right-hand side of debugger perspective. The breakpoints window displays the breakpoints that you have enabled.

## How do I disable existing breakpoints?

To disable existing breakpoints:

1. Click on the line that has the breakpoint enabled.
2. From the IDE menu bar, select **Run > Toggle Breakpoint**.

The Breakpoint gets disabled.

-or-

3. Press **Ctrl+Shift+B** at the source line where you want the breakpoint disabled.

-or-

4. Double-click the line where you want the breakpoint disabled.

-or-

5. Right-click on the left-hand side of source file (the Gray area)

A context menu appears.

6. Select **Toggle Breakpoint**.

-or-

7. Select the breakpoint that you want disabled in the **Breakpoints** window.

8. Right-click the breakpoint.

A context menu appears.

9. Select **Disable**.

---

## What does the checkmark next to the breakpoint represent?

The checkmark next to a breakpoint indicates that the debugger has resolved the breakpoint and will be hit by the debugger. If the breakpoint does not have a checkmark, the debugger will not hit it.

## What is the difference between the Toggle Breakpoint and Enable/Disable breakpoint options?

The **Toggle Breakpoint** option adds or removes breakpoints to the source and breakpoint list. The **Disable/Enable** option makes breakpoints either active or inactive. New breakpoints cannot be added using the **Disable/Enable** breakpoint option.

---

## Which breakpoint option do I select if I want to add a breakpoint?

To add a breakpoint, select **Toggle Breakpoint**.

---

## Which breakpoint option do I select if I want to skip a breakpoint while still keeping it in my breakpoint list?

If you want to skip a breakpoint, but still keeping it in your breakpoint list, then select the **Disable Breakpoint** option.

---

## What if I want to delete a breakpoint?

If you want to delete a breakpoint from the source code, select the **Toggle Breakpoint** option.

---

## How do I place a breakpoint on a given physical address?

To add a breakpoint on a given physical address, follow steps below.

1. In the CodeWarrior projects window, right-click on project name.  
A context menu appears.
  2. From context menu, select **Debug As > Debug Configurations**.  
The **Debug** window appears.
  3. Underneath **CodeWarrior Download**, select project name.
-

4. Select **Debug**.
  - The **Debug** perspective appears.
  5. In **Debug** perspective, select **Window > Show View > Debugger Shell**.
  - The **Debugger Shell** window appears.
  6. In **Debugger Shell**, type `bp <address>`. This will set breakpoint at the `<address>` memory location.
- 

## **How do I add hardware breakpoints? Can I add them through the GUI?**

You can add hardware breakpoints through the GUI. To add them through the GUI, follow steps below:

1. Right-click on the left hand side of source file (the Gray bar).  
A context menu appears.
  2. From context menu, select **Set Special Breakpoint > Hardware**.  
The Hardware breakpoint appears next to source line.
- 

## **How can I view the hardware breakpoints that have been set?**

To view the hardware breakpoints, select **Window > Show View > Breakpoints** from the IDE menu bar. The **Breakpoints** window appears.

---

## **What is the difference between the hardware breakpoint and the software breakpoint? Why would I use one over the other?**

A software breakpoint inserts a debug instruction into the code, so it only works in the writable memory. If you are working in ROM, then you have to use a hardware breakpoint. The hardware breakpoints make use of the hardware debug support using OCE.

---

## **What is the purpose of the Limit New Breakpoint to Active Debug Context button in the Breakpoint window?**

This feature is basically a toggle button in the Breakpoint window that causes a new breakpoint (or a watchpoint) to get set only on the active debug context. This feature lets you set breakpoints at certain locations in different source file instead of same breakpoints being set in the same files. The behavior that happens right now is if you set a breakpoint in one file that is being shared by multiple cores it will set that breakpoint in the same file for all cores. With this feature you will be able to set different breakpoints in different files.

If no debug context exists, then the breakpoint is installed in all contexts as normal. Note that once set, the behavior of the breakpoint is the same as the existing filtering behavior, such that filtering is maintained for the individual context during a restart but is lost after a Terminate. After a terminate, the breakpoint is installed in all debug contexts.

---

## **Is there a way to add breakpoints to C and Assembly files that exist in a library?**

Yes. You need to make sure that you compile the library with debug information. You also need to go to Project Properties and make sure that the project has been imported. Make sure that you put a checkmark on the library project.

---

## **How do I set a breakpoint at a particular function?**

To set a breakpoint at a particular function, you can either do it through the debugger shell or the debugger GUI. If you are going to set it from the debugger shell, you would type in `bp <function_name>`. If you are going to set it from the GUI, then you right-click the function name and select **Toggle Breakpoint**.

## What is the difference between a breakpoint and a line breakpoint?

They are practically the same thing. Eclipse introduced Method Breakpoints which we don't have in the classic CodeWarrior tools, hence the need for a distinction. The online documentation states that regular breakpoints suspend the execution of a thread before a line of code or method is executed. Regular breakpoints include:

- Line Breakpoint; that suspends thread execution when the line of code it is applied to is executed.
  - Method Breakpoint; that suspends thread execution when the method that it was applied to is entered or exited (or both).
  - Address Breakpoint; that breaks when the core executes code at the given address.
- 

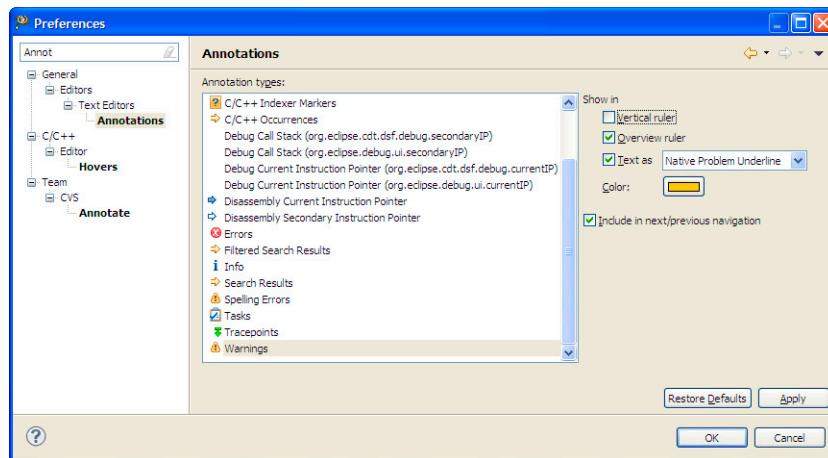
## The warnings symbols in Editor distort visibility of breakpoints.

### How can I stop these warning symbols from appearing?

In order to remove these warning symbols, follow the steps below in the C/C++ perspective:

1. From the IDE menu bar, select **Window > Preferences**.  
The **Preferences** window appears.
2. Select **General > Editors > Text Editors > Annotations**.  
The **Annotations** settings pane appears.
3. Select **Warnings**.
4. In the **Show in** area, clear the **Vertical ruler** checkbox ([Figure 7.1](#)).

**Figure 7.1 Preferences Window — Annotations Page**



5. Click **Apply**.

6. Click **OK**.

# Build Configuration

In this topic, FAQs related to build configuration are listed.

- [How do I create a new build configuration for my project?](#)
- [Is it possible to exclude a single or multiple files from the project while building it?](#)
- [Is it possible to configure build settings for a particular source code file?](#)
- [Is it possible to store output of the build configuration of my project in a separate directory?](#)
- [How can I disable the option of having the CodeWarrior IDE build my project before launching it?](#)
- [How can I export the launch configurations settings and then import them back into the project?](#)
- [How do I ensure that the launch configurations are a part of the project when it is exported?](#)

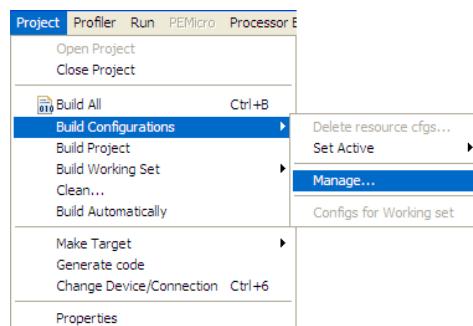
---

## How do I create a new build configuration for my project?

To create a new build configuration:

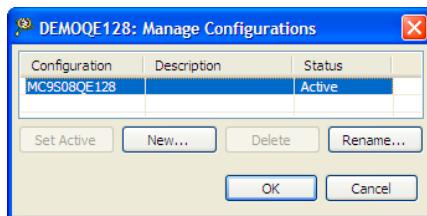
1. Select the project for which you want to create the build configuration in the **CodeWarrior Projects** view.
2. From the IDE menu bar, select **Project > Build Configurations > Manage**.

**Figure 7.2 Project > Build > Configuration**



3. The **Manage Configurations** dialog box appears (Figure 7.3).

**Figure 7.3 Manage Configurations Dialog Box**

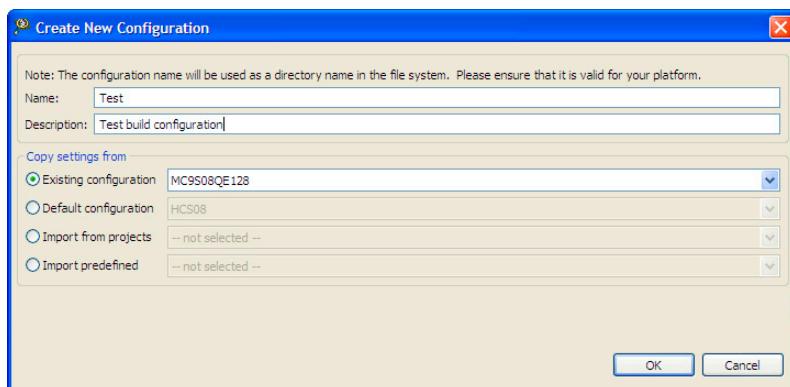


4. Click the **New** button to create a new build configuration.

The **Create New Configuration** dialog box appears.

5. Enter the name and description for the build configuration.
6. Select the appropriate option from the **Copy settings from** section and select the required option. For example, you may choose to copy settings from an existing configuration and select the required configuration.

**Figure 7.4 Create New Configuration Dialog Box**



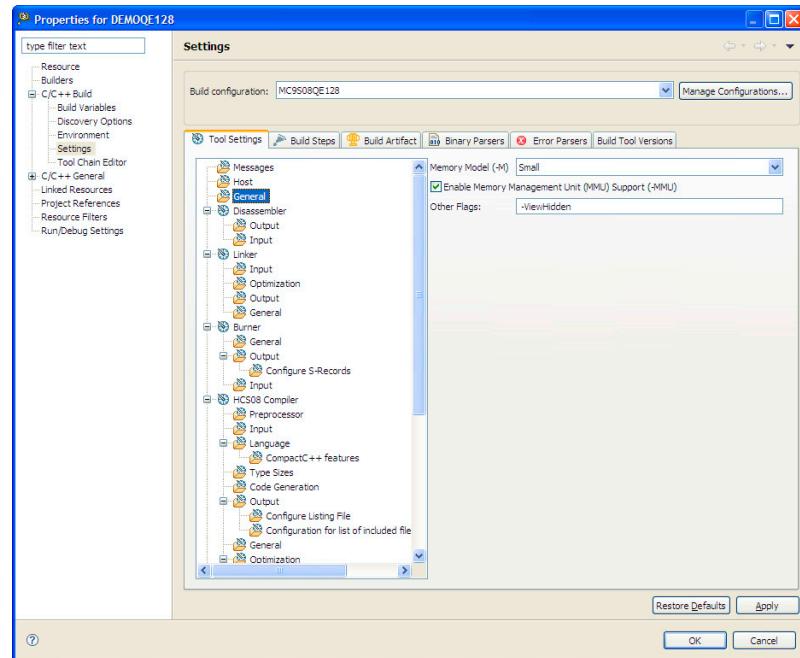
7. Click **OK** to close the **Create New Configuration** dialog box.

8. Click **OK**.

To configure build settings of the newly created build configuration:

1. Select the project with which the build configuration is associated in the **CodeWarrior Projects** view.
2. From the IDE menu bar, select **Project > Properties**.  
The **Properties** dialog box appears.
3. Select **C/C++ Build > Settings**.
4. Select the newly created configuration from the **Build Configuration** drop-down list.

**Figure 7.5 Properties Dialog Box**



5. Specify the settings for the selected build configuration, as required. For example, you can define preprocessor directives in the **<target> Compiler > Preprocessor** page.
6. Click **OK**.

---

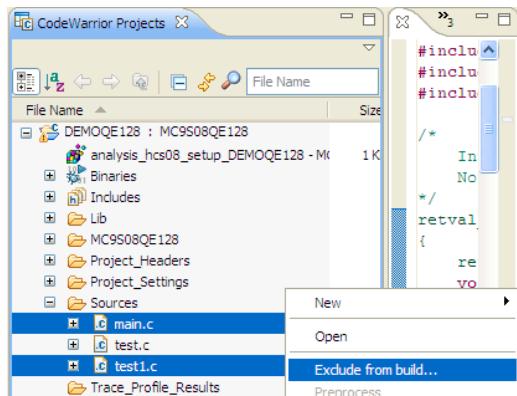
## Is it possible to exclude a single or multiple files from the project while building it?

Yes, you can exclude single or multiple files from build:

1. Select the file in the **CodeWarrior Projects** view. To select multiple files, press and hold the **Ctrl** key.
2. Right-click and select **Exclude from build** ([Figure 7.6](#)).

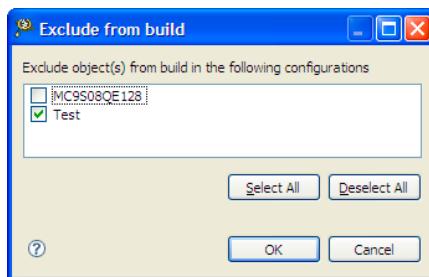
The **Exclude from build** dialog box appears.

**Figure 7.6 Exclude from build**



3. Select the build configuration from which you want to exclude the selected file ([Figure 7.7](#)).

**Figure 7.7 Exclude from build Dialog Box**



4. Click **OK**.

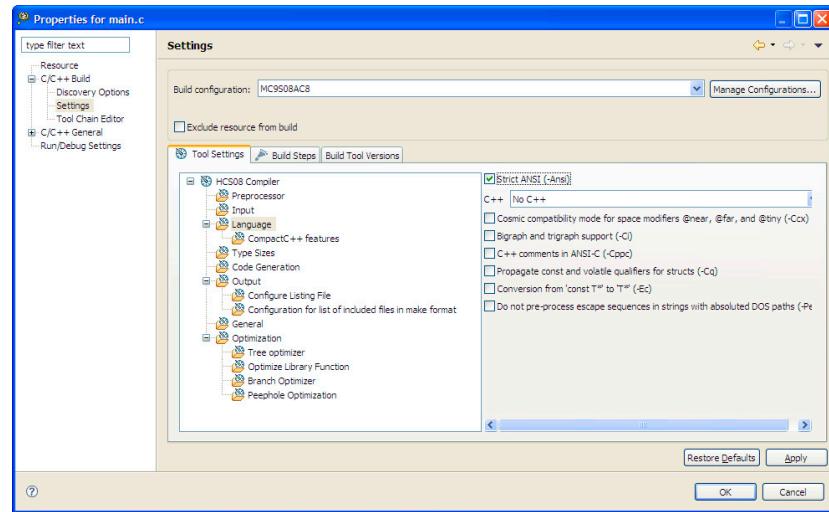
---

## Is it possible to configure build settings for a particular source code file?

Yes, to set file specific build options:

1. Right-click the file in the **CodeWarrior Projects** view and select **Properties**.  
The **Properties** dialog box for the selected file appears.
2. Specify the required settings. For example, you can select a specific compiler option for compiling the file.

**Figure 7.8 Properties Dialog Box for Selected File**



3. Click **OK**.

---

## Is it possible to store output of the build configuration of my project in a separate directory?

Yes, you can specify output directory for the build configuration.

1. Select the project with which the build configuration is associated in the **CodeWarrior Projects** view.
2. From the IDE menu bar, select **Project > Properties**.

The **Properties** dialog box appears.

3. Select **C/C++ Build**.

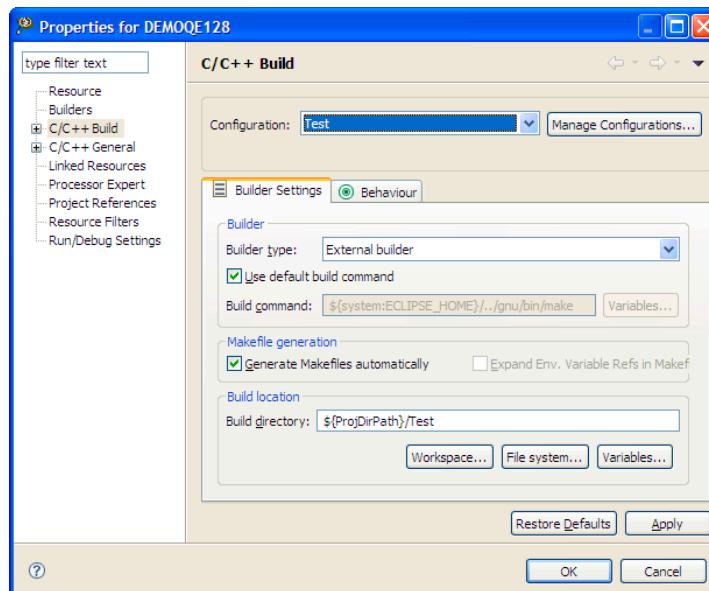
The **C/C++ Build** page appears in the right panel of the **Properties** dialog box.

4. Select the build configuration from the **Configuration** drop-down list.
5. Specify the required build directory in the **Build directory** text box.

## Debugger

### Build Configuration

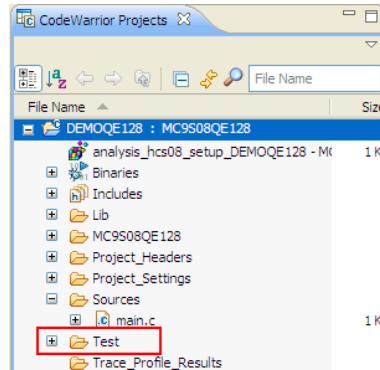
Figure 7.9 Specify Build Output Directory



6. Click **OK**.
7. Right-click the project and select **Build Configurations > Build > Select**.  
The **Build configurations** dialog box appears.
8. Select the build configuration to build and click **OK**.

The project build begins and the output is stored in the specified directory.

Figure 7.10 Build Output Stored in Specified Directory



## How can I disable the option of having the CodeWarrior IDE build my project before launching it?

To disable build before launch:

1. From the IDE menu bar, select **Window > Preferences**.  
The **Preferences** dialog box appears.
2. Expand the tree control to select **Run/Debug > Launching**.  
The **Launching** page appears in the right pane.
3. Uncheck the **Build (if required) before launching** checkbox.
4. Click **Apply**.
5. Click **OK**.

---

## How can I export the launch configurations settings and then import them back into the project?

You can export and import the launch configuration settings using the Export and Import wizards.

To export a launch configuration:

1. From the CodeWarrior menu bar, select **File > Export**.  
The **Export** dialog box appears.
2. Expand **Run/Debug** tree control and select **Launch Configurations**.  
The **Export Launch Configurations** wizard appears.
3. Select the launch configuration you want to export.
4. In the **Location** field, specify the location where you want to export the launch configuration.
5. Click **Finish**.

The selected launch configuration exports as .launch file.

Similarly, you can import the launch configuration (.launch file) using **File > Import** in the CodeWarrior IDE menu bar.

Alternatively, you can copy the \*.launch files present in the `Project_Settings\Debugger` folder of a project and place it in the project where you want to export it.

## How do I ensure that the launch configurations are a part of the project when it is exported?

To make a launch configurations be part of the project, follow steps below:

1. From the IDE menu bar, select **Run > Debug Configurations**.  
The **Debug** window appears.
2. Under **CodeWarrior Download**, select **Launch Configurations**.
3. Select the **Common** tab.  
The **Common** settings pane appears.
4. Under **Save as**, select the shared file radio button. Leave the default folder name as is.
5. Click **Apply**.

Now the launch configuration is physically located in the project folder, so it will be a part of the project when zipped.

## Flash Programmer

In this topic:

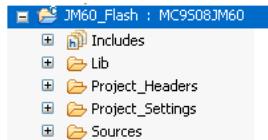
- [How can I flash or download a binary file to the target?](#)
- [How can I create the flash programmer, hardware diagnostics, or import/export fill memory tasks in the CodeWarrior IDE?](#)
- **NEW** [I want to download my application directly into a RAM target. How do I do it?](#)
- **NEW** [I need to flash a large size application \(more than 64 KB\) , and I also need to perform target tasks, such as secure/unsecure the device and additional verify or erase. How do I do it?](#)
- **NEW** [Is there a way to quickly flash multiple boards with different S-Records?](#)
- **NEW** [Is it possible to debug the target multiple times with the same binary application, without flashing the device?](#)
- **NEW** [I need to enable logging for flash programming. How do I do it?](#)

## How can I flash or download a binary file to the target?

You can flash or download a binary file to the target using flash programmer. To flash a binary file, for example a `s19` file, first you need to create a project for the target to which you want to flash the file. For example, to flash a `s19` file to the S08JM60 target using the P&E cable:

1. Create a project for the S08JM60 target using P&E as the target connection.

**Figure 7.11 S08JM60 Project**



2. Click the  icon next to the **Flash Programmer** icon on the CodeWarrior IDE toolbar  
A drop-down menu appears.
3. Select **Flash File to Target**.
4. Specify the run configuration and flash configuration in the dialog box that appears.
5. Specify the binary file that you want to flash to the target in the **File** text box.
6. Click the **Erase** button to erase the device.
7. Click the **Program with Erase** button to erase and flash the selected `s19` file to the target.
8. Click **Close** to close the dialog box.

---

## How can I create the flash programmer, hardware diagnostics, or import/export fill memory tasks in the CodeWarrior IDE?

CodeWarrior IDE provides a framework, **Target Task** view, to create tasks to:

- flash, erase, verify a device,
- perform hardware diagnostic, or
- read, write, or export memory.

To open the **Target Task** view:

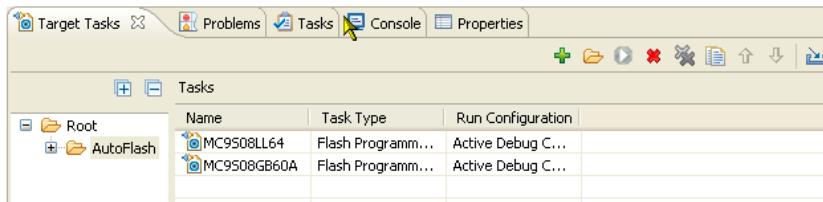
1. Select **Window > Show View > Other**.

The **Show View** dialog box appears.

2. Type “Target Tasks“ view as the filter text to narrow down the list of the views in the dialog box.
3. Select **Debug > Target Tasks** and click **OK**.

The **Target Tasks** view opens in the Workbench window.

**Figure 7.12 Target Tasks View**



Typically, the target tasks are used in combination with the debugger, as shown in [Figure 7.12](#). However, you can also run a target task outside a debugging session, such as to batch program devices.

---

**NEW** **I want to download my application directly into a RAM target. How do I do it?**

---

**CAUTION** This method is not applicable to the ColdFire V2-V4 targets.

---

---

**NOTE** To download the application to RAM, you need to set up the linker configuration file.

---

You can let debugger program the flash as a part of the debug action. This method of flashing is especially useful for small size (less than 64 KB) applications.

All P&E connections (Multilink, Cyclone, OSJTAG, and OSBDM) in Microcontrollers can handle flash programming. For this, the P&E cable itself will perform the flash programming directly. The process followed is:

1. The debugger downloads the application to the P&E connection cable.
2. The P&E connection cable directly programs the target.

If you have your target in RAM, this feature of P&E connections lets debugger write the application bytes to the P&E connection, which are written directly to the target. This is because debugger can directly modify the RAM content.

To flash an application to the RAM target:

1. Select **Run > Debug Configurations**.

The **Debug Configurations** dialog box appears.

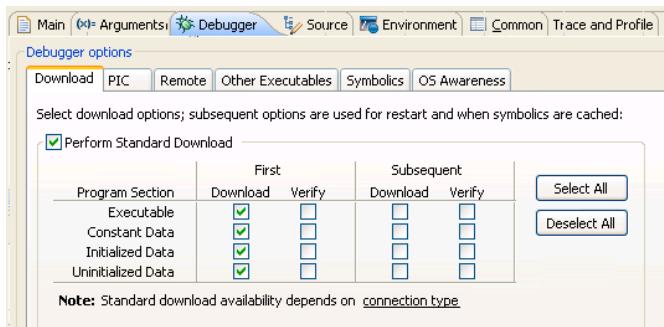
2. Select **Debugger > Download**.

The **Download** page appears in the **Debug Configuration** dialog box.

3. Check the **Perform Standard Download** checkbox.

As the P&E flash programming is performing the verify as well, you do not need to check the **Verify** checkboxes in the **Perform Standard Download** section.

**Figure 7.13 Download Page Configurations**



4. Click **Debug**.

So, just by debugging your project, you can flash your RAM targets.

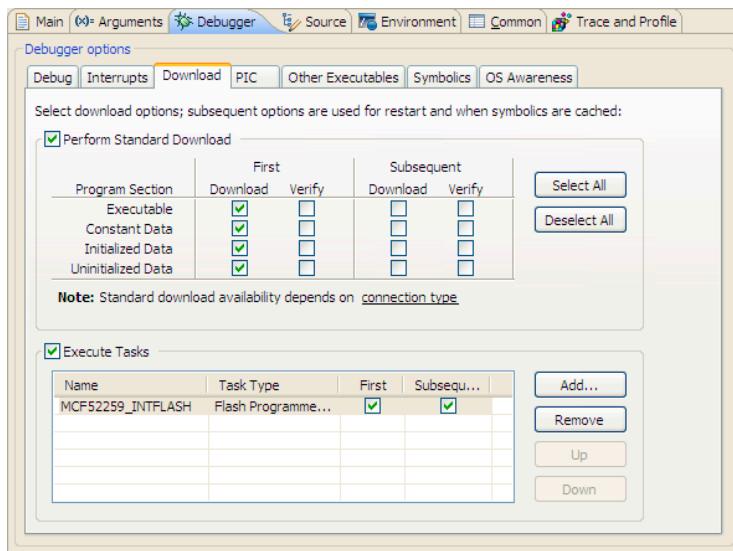
---

**NEW** **I need to flash a large size application (more than 64 KB) , and I also need to perform target tasks, such as secure/unsecure the device and additional verify or erase. How do I do it?**

You can have the debugger flash the target using a target task. The flash programming target tasks are small application applets, which are downloaded to the target by the debugger. The debugger gets the application binary from the host and programs the flash.

For all non-P&E connections and for the P&E connection for the ColdFire V2 and PowerPC, a flash programming task is setup in the **Run > Debug Configurations > Debugger > Download** tab.

**Figure 7.14 Flash Programming Target Task Associated with Debugger**

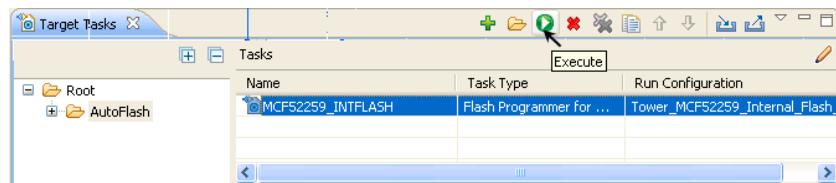


This means that the debugger is using the attached target task to be executed as part of the download.

However, you can also perform flash programming as a standalone task, without combining it with the debug task.

1. Select **Flash Programmer > Open Flash Programmer** on the CodeWarrior IDE tool bar.
2. To create a new target task, either import a flash configuration file or duplicate an existing flash task.
3. Right-click the new target task and select **Change Run Configuration**.
4. Change the run configuration from **Active Debug Context** to a defined launch configuration.
5. Click the **Execute** button to execute the target task.

**Figure 7.15 Target Tasks View**



When the **MCF52259\_FlashIt** task created in the steps above is executed, the **Console** view shows the following results.

**Figure 7.16 Console View**

```

Console Tasks Remote Systems Problems Executables Memory
Flash Programmer Console
Program Command Succeeded
Downloading 0x00000018 bytes to be programmed at 0x000000400
Programming ....
Program Command Succeeded
Downloading 0x00000199C bytes to be programmed at 0x000000420
Programming ....
Program Command Succeeded
cmdwin::fl::verify
Beginning Operation ...
-----
Verifying file C:\Users\Erich Styger\Data\HTA\GW\wsp_Intro\Tow
Initializing remote connection ...
Performing target initialization ...
Auto-detection is successful.
File is of type Elf Format.

Reading 0x00000300 bytes starting from address 0x000000000
Reading 0x00000018 bytes starting from address 0x000000400
Reading 0x00000199C bytes starting from address 0x000000420
Verify Command Succeeded

```

You can use this information to diagnose issues with the task execution, if there are any.

You can also access the previously executed target task directly from the **Flash Programmer** button on the CodeWarrior IDE toolbar.

**Figure 7.17 Flash Programmer Button**



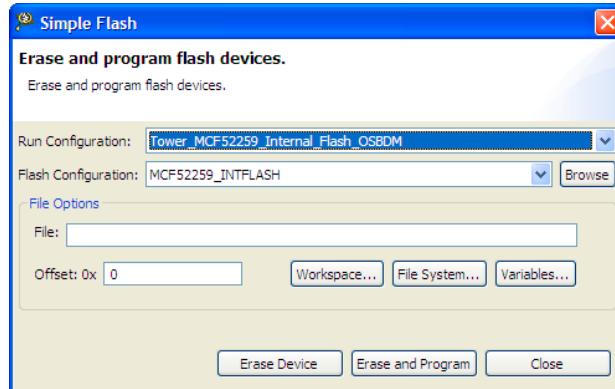
**NEW** **Is there a way to quickly flash multiple boards with different S-Records?**

You can flash the target without the target task.

1. From the CodeWarrior IDE toolbar, select **Flash Programmer > Flash File to Target**.

The **Flash File to Target** dialog box appears.

**Figure 7.18 Flash File to Target**



2. Specify the run configuration that defines the connection, the flash configuration, and the file you want to flash.
3. Click the required button, **Erase Device** or **Erase and Program**.

The diagnostic information is logged to the **Console View**. This helps you view the flash results in detail when flashing large applications.

**NEW** **Is it possible to debug the target multiple times with the same binary application, without flashing the device?**

Yes, you can debug the target multiple times with the same application.

1. Flash the target once with either using a target task (standalone) or using **Flash Programmer > Flash File to Target**.

**NOTE** For information about flashing using target task and flash file to target, refer [I need to flash a large size application \(more than 64 KB\), and I also need to perform target tasks, such as secure/unsecure the device and additional verify or erase. How do I do it? and Is there a way to quickly flash multiple boards with different S-Records?](#)

2. Select **Run > Debug Configurations**.

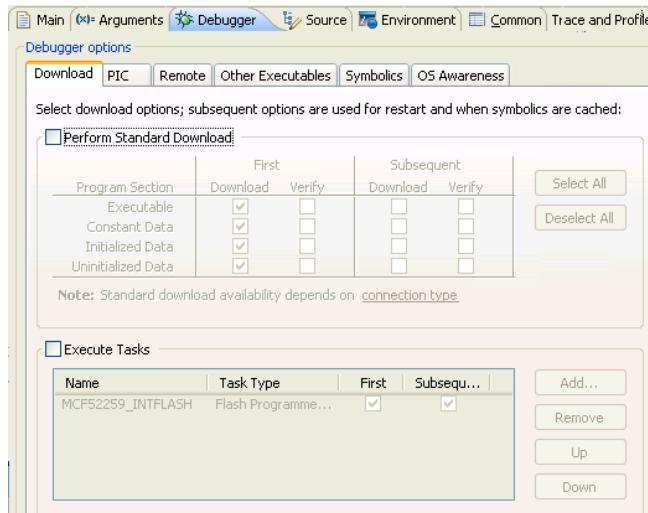
The **Debug Configurations** dialog box appears.

3. Select **Debugger > Download**.

The **Download** page appears in the **Debug Configuration** dialog box.

4. Clear the **Perform Standard Download** and **Execute Tasks** checkboxes.

**Figure 7.19 Download Page — Debug Configurations Dialog Box**



Now as the debugger does not need to flash a potentially large application, you can start debugging within a few seconds, and you can do this multiple times.

5. To flash the target, click the **Flash Programmer** button followed by the **Debug** button on the CodeWarrior IDE toolbar.

**Figure 7.20 Flash Programmer Button**



**Figure 7.21 Debug Button**



---

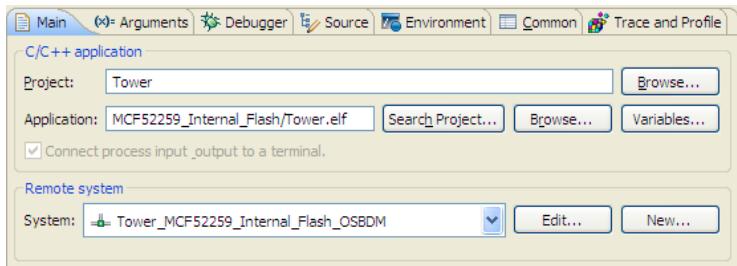
**NEW I need to enable logging for flash programming. How do I do it?**

Various issues may occur while flash programming, such as the target is not stable, you might have problems with the target power, or the part might be secured.

To gather more information about such issues, you can enable logging.

1. From the CodeWarrior IDE menu bar, select **Run > Debug Configurations**.  
The **Debug Configurations** dialog box appears.
2. Click the **Edit** button in the **Remote system** section.

**Figure 7.22 Remote System**

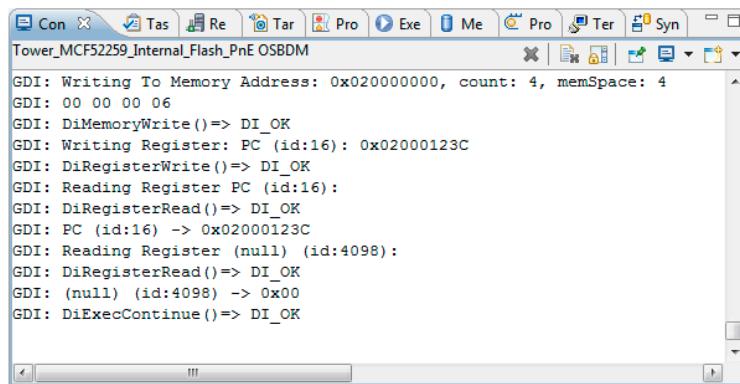


The **Properties for <project\_name>** dialog box appears.

3. Check the **Enable Logging** checkbox in the **Connection** page.
4. Click **OK**.
5. Click **Debug**.

The log results appear in the **Console** view.

Figure 7.23 Console View



# Miscellaneous

In this topic, miscellaneous FAQs related to the debugger are listed.

- [How can I view only certain registers?](#)
- [How can I view addresses in memory?](#)
- [How do I open up multiple memory locations in the memory view?](#)
- [How can I view variables that I have set in my project?](#)
- [How can I change the values of variables?](#)
- [How do I view global variables that have been accessed in my project?](#)
- [Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well?](#)
- [Is it possible to specify a different name for the binary file \(.abs\)?](#)
- [Can I debug the code from the generated assembly file step-by-step?](#)
- [If I have a debugger session running on my application, how can I halt the application?](#)
- [Why do I get the following error message when I attempt to debug my project?](#)
- [Can I change the format of the Memory view?](#)
- [Why does the DE.exe appear in the Windows Task Manager even after terminating and closing the debugger perspective?](#)
- [Is there a way to display the variables always in the Hexadecimal format?](#)
- [Can I change the endianness that is displayed in the Memory view?](#)
- [In the Memory view, is it possible to go back to the address that the rendering was created for?](#)
- [Is there a way to view disassembly at any location?](#)
- [Is it possible to display the expressions always in the Hexadecimal format instead of the default decimal format?](#)
- [What does the Reset on Connect option do?](#)
- [Can I change the Program Counter \(pc\) value while in the debugger without having to restart the debugger?](#)
- [How do I specify the program entry point?](#)
- [How can I run a debug session repeatedly?](#)
- [Can I direct console output to a file instead of the console window?](#)
- [How do I resolve the following error message that I get when I use Ctrl-Click to open variable declaration?](#)

- [How can I configure and launch an external tool or debugger?](#)
- [How can I monitor a variable in the debugger while a target is running?](#)
- **NEW** [How can I inspect global variables in the variables view?](#)
- **NEW** [How do I resolve the error encountered on the Kwikstik board?](#)
- **NEW** [At the moment serial data is output in the console in the debugger, which is slow with J-Link. Is there any way to view the output of the debugger in the HyperTerminal?](#)
- **NEW** [Is it possible to flash a target MCU from the command-line?](#)
- **NEW** [Is there an easy way to suppress the target re-programming when there has been no change since the previous session?](#)

---

## How can I view only certain registers?

To view only certain registers, follow these steps:

1. Select **Window > Show View > Registers** from the IDE menu bar while in the debugger perspective.

The **Registers** view appears docked to the upper right hand side of debugger perspective.

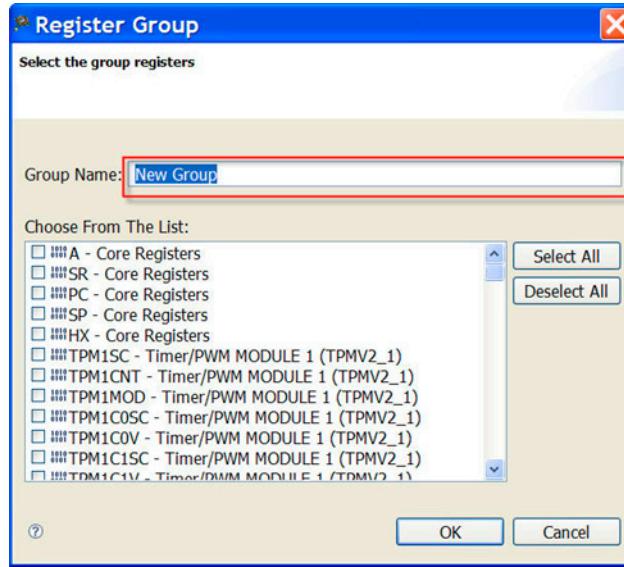
2. Right-click anywhere in the **Registers** tab.

A context menu appears.

3. Select Add Register Group in the context menu.

The **Register Group** window appears ([Figure 7.24](#)).

**Figure 7.24 Register Group Window**



4. Type the name of new register group in the **Group Name** textbox.
5. Select the checkbox next to registers that you want to be a part of this group.
6. Click **OK**.

The **Register Group** window closes.

---

## How can I view addresses in memory?

To view addresses in memory, follow these steps:

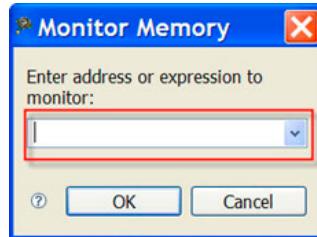
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.25](#)).

Figure 7.25 Monitor Memory Window



3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

The **Monitor Memory** window closes. The memory location appears in the memory window. The memory contents can be viewed by selecting memory on the left hand side (Figure 7.26).

Figure 7.26 Memory View

Address	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0x000018F0	00	00	9A	C7	18	00	20	FB	00	00	00	00	00	00	00	00
0x000018F1	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F3	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F4	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F5	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F7	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F8	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F9	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FA	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FB	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FC	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FD	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FE	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F1	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F3	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F4	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F5	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F7	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F8	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018F9	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FA	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FB	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FC	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FD	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FE	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0x000018FF	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

## How do I open up multiple memory locations in the memory view?

To open multiple memory locations in the memory view, follow these steps:

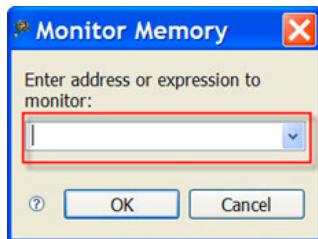
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears (Figure 7.27).

**Figure 7.27 Monitor Memory Window**



3. Type memory address in the **Enter address or expression to monitor** textbox.
  4. Click **OK**.

The new address appears in the memory window.

5. Click  sign icon.
  6. The **Monitor Memory** window appears.
  7. Type another memory address in the **Enter address or expression to monitor** textbox.
  8. Click **OK**.

The new address appears in the memory window. The contents can be viewed by selecting memory on the left hand side ([Figure 7.28](#)).

**Figure 7.28 Memory View with Multiple Addresses**

## **How can I view variables that I have set in my project?**

To view variables from the debug perspective toolbar, select **Window > Show View > Variables**. The Variable window appears docked on the upper right hand side of debug perspective.

## How can I change the values of variables?

To change the value of variables, follow the steps below in the debug perspective:

1. From the toolbar, select **Window > Show View > Variables**. The **Variables** window appears docked on the upper right hand side of debugger perspective.
2. Right-click on the variable.  
A context menu appears.
3. From context menu, select **Change Value**.  
The **Set Value** window appears.
4. In the **Enter a new value for variables** textbox, type a new variable value.
5. Click **OK**.  
The **Set Value** window closes. The variable value changes in the **Variables** window.  
The variable being changed is highlighted in yellow.

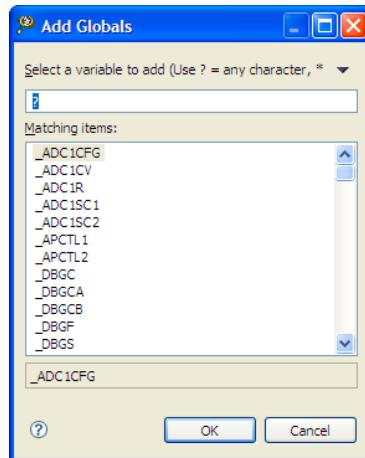
---

## How do I view global variables that have been accessed in my project?

To view global variables that have been accessed in your project, follow these steps:

1. Select **Window > Show View > Variables** from the IDE menu bar while in the debugger perspective.  
The **Variables** view appears docked to the upper right hand side of debugger perspective.
2. Right-click a variable.  
A context menu appears.
3. Select **Add Global Variables** in the context menu.  
The **Add Globals** dialog box appears ([Figure 7.24](#)).

Figure 7.29 Add Globals Dialog Box



4. Select the global variables that you want to view.
5. Click **OK**.

The **Add Globals** dialog box closes. The selected variables appear in the **Variables** view with the symbol that identifies them as global variable.

**NOTE** The selected global variables will persist throughout the session and subsequent sessions, until they are removed.

## **Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well?**

Yes. To use the Command Line Debugger follow steps given below in debug perspective:

1. From the IDE menu bar, select **Window > Show View > Debugger Shell**.
2. Click **OK**.

The Debugger Shell window appears docked on the lower right-hand corner of debug perspective.

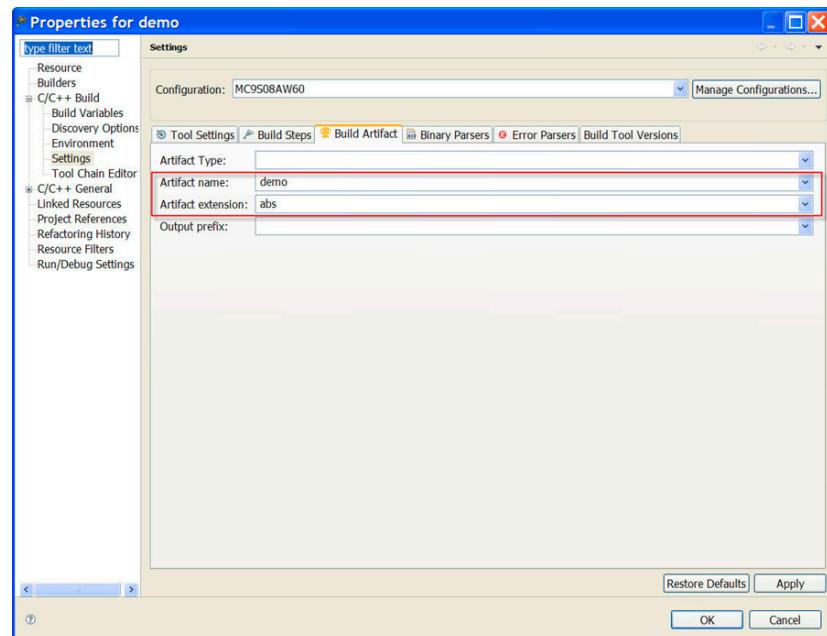
---

## **Is it possible to specify a different name for the binary file (.abs)?**

Yes this can be done by following steps below:

1. In the CodeWarrior Projects window, right-click the project name.  
A context menu appears.
2. From the context menu, select **Properties**.  
The **Properties** window appears.
3. Select **C/C++ Build > Settings**.  
The **Settings** options appear on the right side of properties window.
4. Select **Build Artifact** tab.
5. Type the name of the executable that you want generated in the **Artifact name** textbox.
6. The **Artifact extension** textbox contains the extension of the executable that will be generated. The default extension for binary files is .abs. If another extension is desired, change the extension in the **Artifact extension** textbox ([Figure 7.30](#)).

Figure 7.30 Properties Window



7. Click **Apply**.

8. Click **OK**.

The **Properties** window disappears. When the project is rebuilt a new binary with the new extension is generated.

## Can I debug the code from the generated assembly file step-by-step?

Yes this can be done. From the debugger perspective toolbar, select **Window > Show View > Disassembly**. The **Disassembly** window appears displaying the assembly code generated from the C code. Breakpoints can be set by double-clicking on assembly line.

---

## If I have a debugger session running on my application, how can I halt the application?

In the **Debug** perspective, click on the .abs being executed. From toolbar, select **Suspend** from the toolbar which halts the application temporarily. To run the application, select **Resume** from toolbar.

---

## Why do I get the following error message when I attempt to debug my project?

Program does not exist

This error occurs because the project you are trying to debug has not been built yet. To build the project, right-click the project name and select the **Build Project** option.

---

## Can I change the format of the Memory view?

Yes. In order to change the format of the memory window do the following steps:

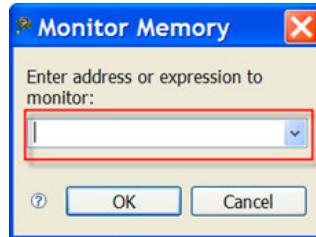
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.31](#)).

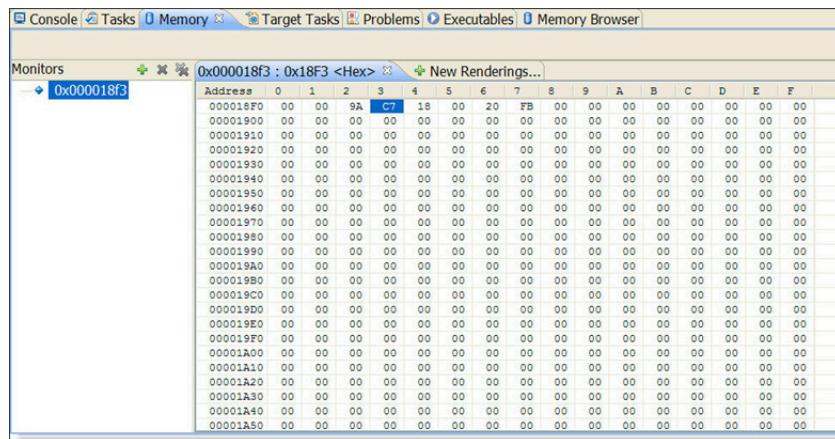
Figure 7.31 Monitor Memory Window



3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

The **Monitor Memory** window closes. The memory location appears in the memory window. The memory contents can be viewed by selecting memory on the left hand side (Figure 7.32).

Figure 7.32 Memory View



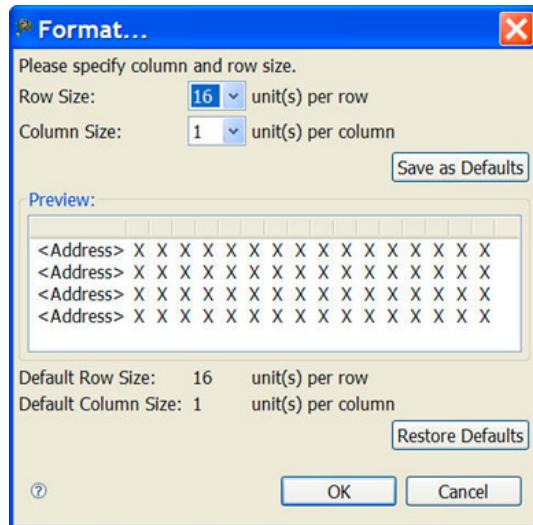
5. Right-click anywhere in the **Memory** view

A context menu appears.

6. From context menu, select **Format**.

The **Format** window appears (Figure 7.33).

**Figure 7.33 Format Dialog Box**

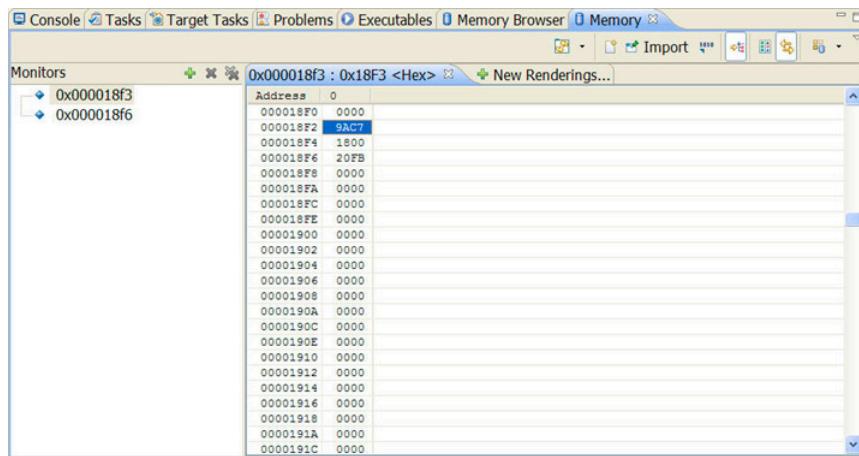


**Row Size** indicates how the addresses will increase. **Column Size** displays the number of bytes in that address space. For this example, the address will increase by 16 bytes and each row will display 4 bytes in each column. The **Preview** window changes and displays address every 2 bytes by 2 bytes per column.

7. Click **OK**.

The **Format** window closes. The memory view changes and displays the addresses using new format ([Figure 7.34](#)).

Figure 7.34 Updated Memory View



## Why does the DE.exe appear in the Windows Task Manager even after terminating and closing the debugger perspective?

The Debugger Engine (DE) is loaded when it is first needed in one of the following situations:

1. Debugger is launched
2. Debugger Shell is opened

The DE.exe is terminated only when CodeWarrior is terminated.

## Is there a way to display the variables always in the Hexadecimal format?

Yes. There is a way to display the variables always in Hexadecimal instead of the default decimal format. In order to accomplish this, follow steps below.

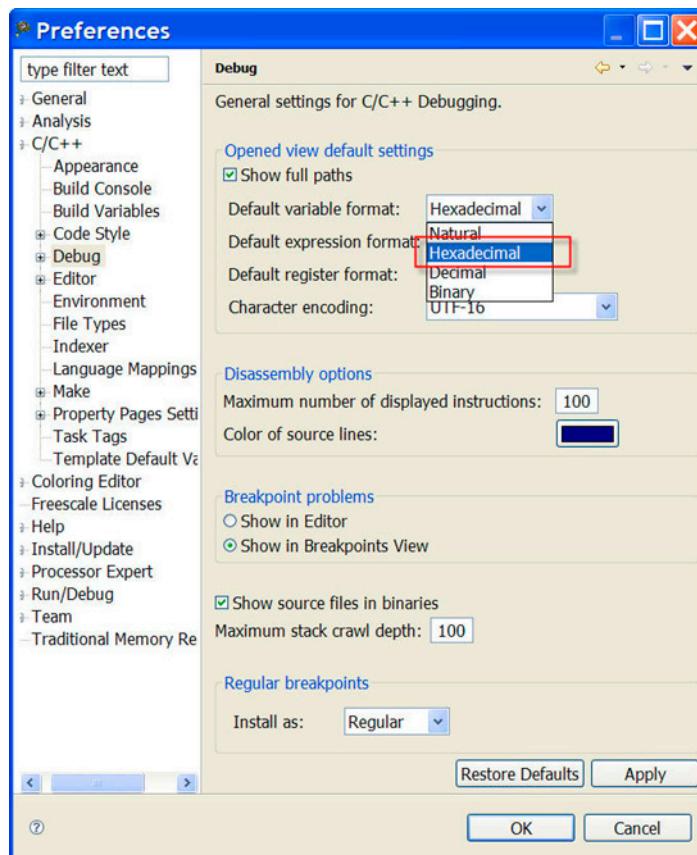
1. Select **Window > Preferences** from C/C++ perspective toolbar.  
The **Preferences** window appears.
2. Select **C/C++ > Debug**.  
The **Debug** settings appear.

## Debugger

### Miscellaneous

3. Change **Default variable format** to **Hexadecimal**. By default, it is set to **Natural** (Figure 7.35).

Figure 7.35 Preferences Window—Debug Page



4. Click **Apply**.
5. Click **OK**.
6. Restart CodeWarrior Development Studio.

When **Variables** view appears in the debug perspective, the variables appear in the Hexadecimal format.

**NOTE** This setting is a global setting.

## Can I change the endianness that is displayed in the Memory view?

Yes. To change the endianness that is displayed in the memory view, follow these steps:

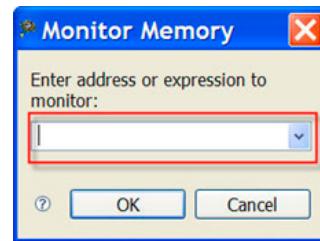
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.36](#)).

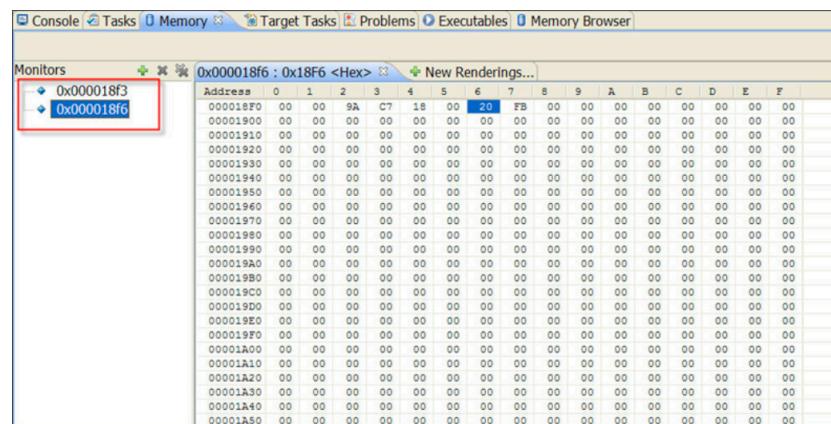
**Figure 7.36** Monitor Memory Window



3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

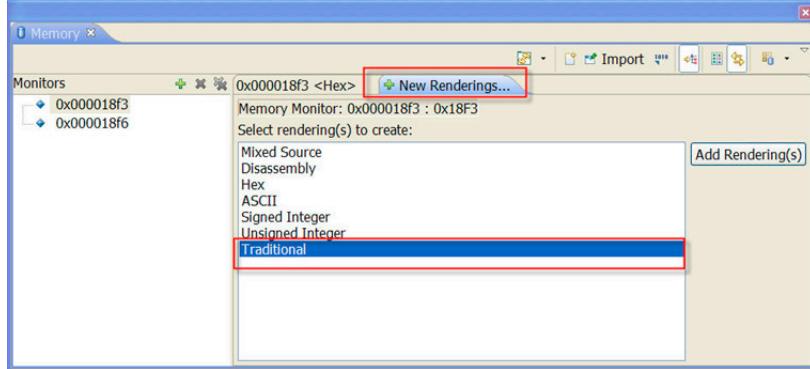
The new address appears in the memory window. The contents can be viewed by selecting memory on the left hand side ([Figure 7.37](#)).

**Figure 7.37** Memory View with Multiple Addresses



5. From the **Memory** Toolbar, select  The **New Renderings** window appears.
6. Select **Traditional** ([Figure 7.38](#)).

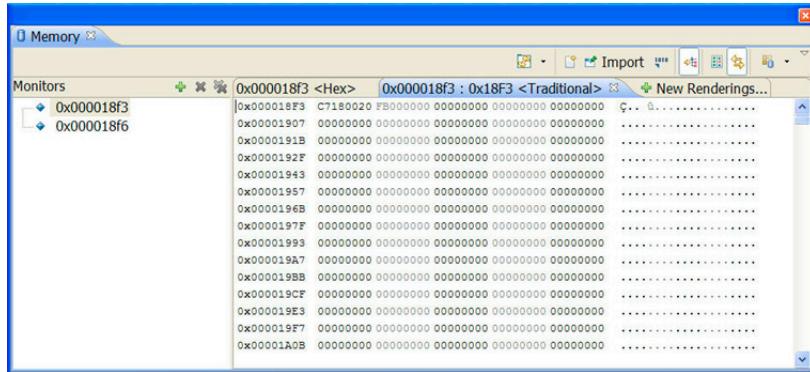
**Figure 7.38** Memory View—New Renderings



7. Click **Add Renderings**.
8. Click **OK**.

The **Traditional** view appears in Memory view ([Figure 7.39](#)).

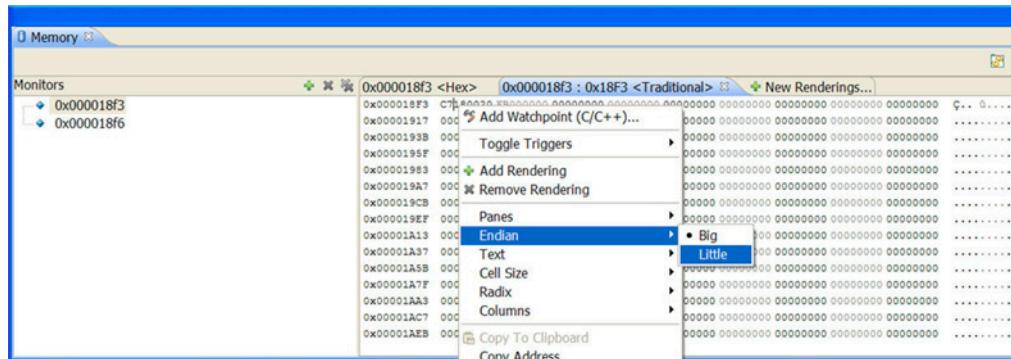
**Figure 7.39** Memory View—Traditional Tab



9. Right-click anywhere in the **Traditional** tab.
- A context menu appears.
10. From the context menu, select **Endian > Little**. By default it is **Big**.

The memory view displays little endianness ([Figure 7.40](#)).

Figure 7.40 Memory View—Little Endian Addresses



**NOTE** To change the endianness back to **Big**, right-click anywhere in the **Traditional** tab, and select **Endian > Big** from the context menu.

## In the Memory view, is it possible to go back to the address that the rendering was created for?

Yes. In order to get back to the address that the rendering was created for, follow steps below:

1. Right-click anywhere in the **Memory** view.  
A context window appears.
2. From context menu, select **Reset to Base Address**.

The view changes to display the base address that the rendering was initially created for.

## Is there a way to view disassembly at any location?

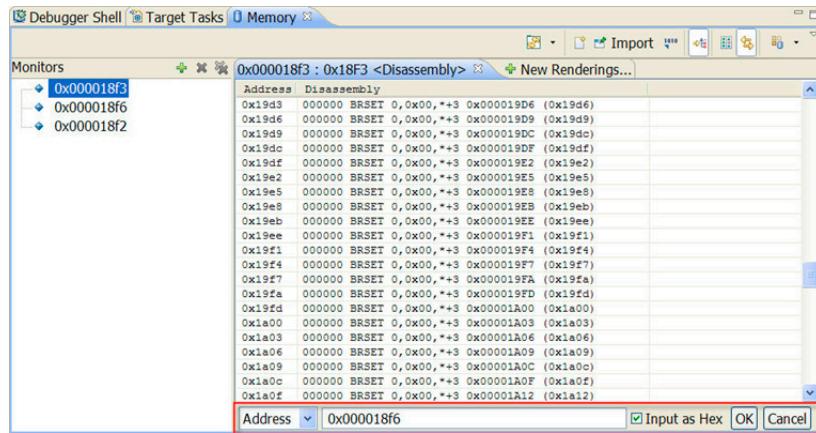
Yes it is possible to view disassembly at any location. To do so, follow steps below:

1. Right-click anywhere in the **Memory** view.  
A context window appears.
2. From context menu, select **Go To Address**.  
The **Go To Address** textbox appears.

3. Enter the address in the Address textbox. If the **Input as Hex** checkbox is selected, then the address can be entered as either a hexadecimal or a decimal address.
4. Click **OK**.

The assembly instructions located at the specified address appears in the **Memory** view ([Figure 7.41](#)).

**Figure 7.41** Memory View—Assembly Instructions



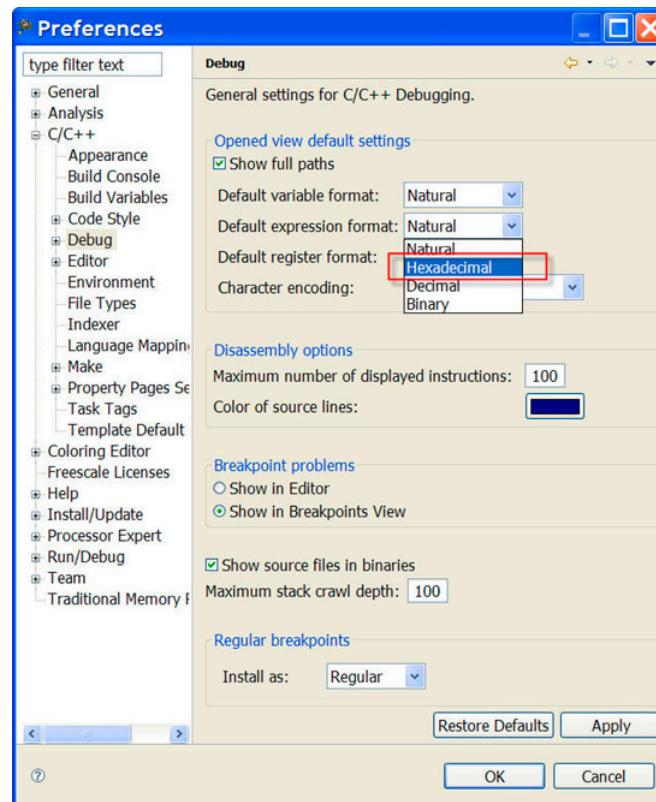
---

## Is it possible to display the expressions always in the Hexadecimal format instead of the default decimal format?

Yes. It is possible to display the expressions always in Hexadecimal format instead of the default decimal format. In order to accomplish this follow steps below:

1. Select **Window > Preferences** from C/C++ perspective toolbar.  
The **Preferences** window appears.
2. Select **C/C++ > Debug**.  
The **Debug** settings appear.
3. Change **Default expression format** to **Hexadecimal**. By default, it is set to **Natural** ([Figure 7.42](#)).

Figure 7.42 Preferences Window—Debug Page



4. Click **Apply**.
5. Click **OK**.
6. Restart CodeWarrior Development Studio.

When **Variables** view appears in the debug perspective, the variables appear in the Hexadecimal format.

**NOTE** This setting is a global setting.

## What does the Reset on Connect option do?

The **Reset on Connect** option resets all the cores.

## Can I change the Program Counter (pc) value while in the debugger without having to restart the debugger?

Yes. In order to change the Program Counter (pc) without restarting the debugger, follow steps below in the debug perspective:

1. Start a debug session.

In the editor view, right-click on the source line where you want the pc to move to.

2. A context menu appears.
3. From context menu, select **Move To Line**.

The pc moves to line. The debugger moves the program counter to the location you specified. The editor view shows the new location.

---

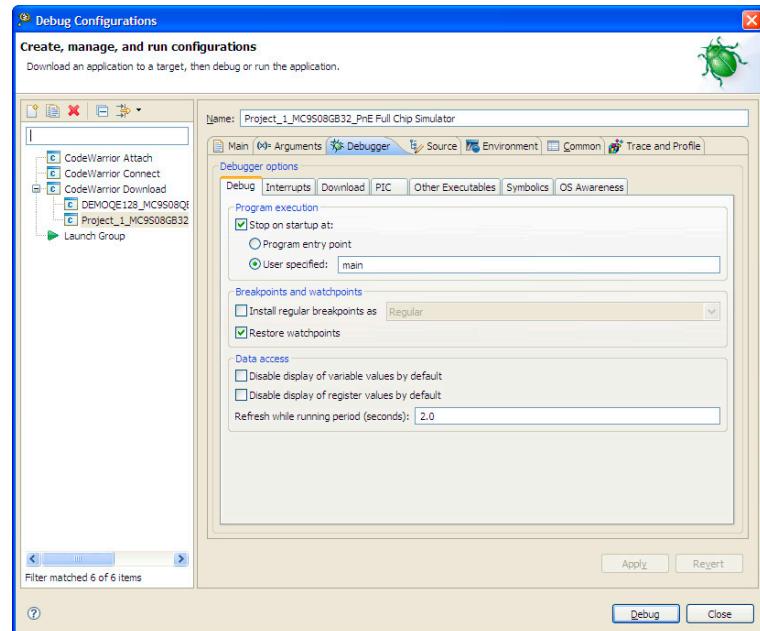
## How do I specify the program entry point?

To specify the program entry point, follow steps below in C/C++ perspective:

1. In the CodeWarrior projects window, right-click on project name.  
A context menu appears.
2. From context menu, right-click on project name, select **Debug As > Debug Configurations**.  
The **Debug** window appears.
3. Under **CodeWarrior Download**, select project name.
4. Select **Debugger** tab.

The **Debugger** page appears ([Figure 7.43](#)).

Figure 7.43 Debug Configurations—Debugger Page



5. Click **Apply**.
6. Click **Debug**.

## How can I run a debug session repeatedly?

There are several of ways to run a debug session repeatedly. Below is a list of possible ways to run a debug session repeatedly:

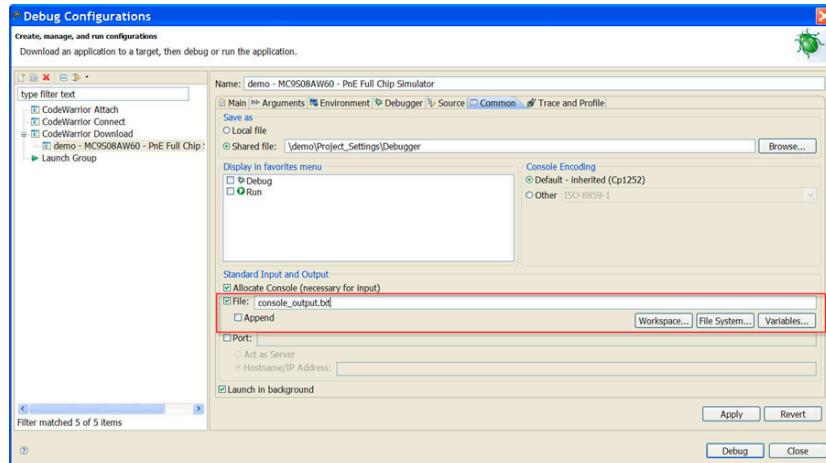
1. Select the **Debug** button to invoke the last debug session.  
-or-
2. Right-click the stack window and select **Relaunch** from context menu.  
-or-
3. If still in debug mode, click **Terminate and Relaunch**.

## Can I direct console output to a file instead of the console window?

Yes, you can direct the console output to a file instead of the console window. To accomplish this, follow steps given below:

1. In the CodeWarrior projects window, right-click on project name.  
A context menu appears.
2. From context menu, right-click on project name, select **Debug As > Debug Configurations**.  
The **Debug** window appears.
3. Under **CodeWarrior Download**, select project name.
4. Select **Common** tab.  
The **Common** page appears ([Figure 7.44](#)).
5. Select **File** and specify the file to which the console output is directed.

**Figure 7.44** Debug Configurations—Common Page



6. Click **Apply**.
7. Click **Debug**.

---

## How do I resolve the following error message that I get when I use

## Ctrl-Click to open variable declaration?

Could not find symbol xx in index.

To resolve this error message, follow the steps below:

1. In the CodeWarrior project window, right-click on project name.  
A context menu appears.
2. From context menu, select **Properties**.  
The **Properties** window appears.
3. Select **C/C++ General > Indexer**.  
The **Indexer Settings** appear.
4. Check the **Enable project specific settings** checkbox.
5. From the **Select Indexer** drop-down list, select **Full C/C++ Indexer (complete parse)**.
6. Click **Apply**.
7. Click **OK**.

---

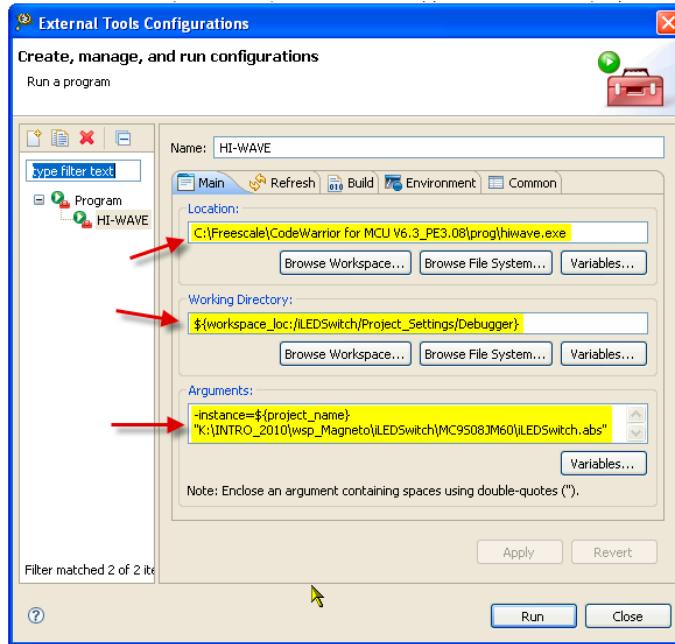
## How can I configure and launch an external tool or debugger?

To configure an external tool, follow the steps below:

1. Select **Run > External Tools > External Tools Configurations**.  
The **External Tools Configurations** wizard appears.
2. Click the **New Launch Configuration** button in the left pane.
3. Specify the location for the external tool you want to configure.
4. Specify the working directory and arguments.

[Figure 7.45](#) shows the configuration settings for the 8/16 bit external debugger that is present in classic CodeWarrior for Microcontrollers.

**Figure 7.45 External Tools Configurations Wizard**

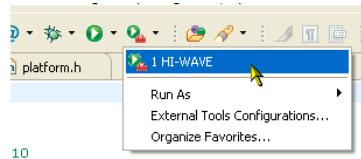


`-instance` option ensures that an already existing/running debugger with the same instance can be used for debugging another project or file.

Also, you can specify multiple variable using the **Variables** button. For example you can use a variable to debug a selected file, or have IDE to prompt for a file.

5. In the additional tabs, such as **Refresh** and **Build**, you can configure if resources need to be refreshed, or if a build should be performed first.
6. After configuring the external tool, you can launch the tool from the CodeWarrior IDE toolbar.

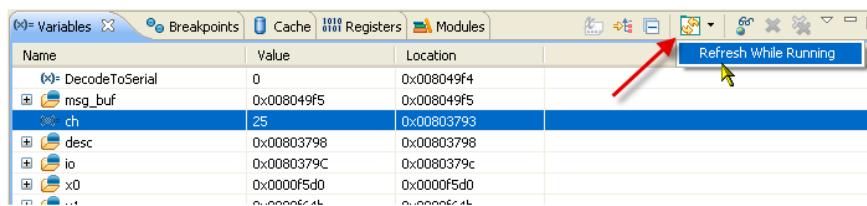
**Figure 7.46 Launch External Tool**



## How can I monitor a variable in the debugger while a target is running?

Using the Live View or Refresh While Running feature of the eclipse based CodeWarrior debugger, you can see how a variable is changing while the target is running.

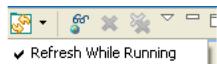
**Figure 7.47 Refresh While Running**



**NOTE** For Background Debug Mode (BDM) targets, such as RS08, S08, and ColdFire, the CPU registers cannot be monitored. However, you can use the Refresh While Running feature for anything that is memory mapped.

When you select the feature, a checkmark appears indicating the feature is enabled:

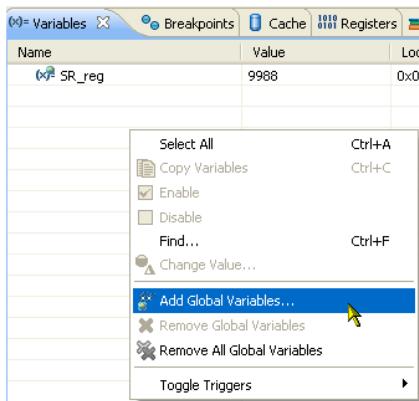
**Figure 7.48 Enable Refresh While Running Feature**



In order for variables to be refreshed, they need to be Global. Global variables are variables with external scope in C. The module variables or static global variables are not considered as global in the eclipse-based CodeWarrior IDE.

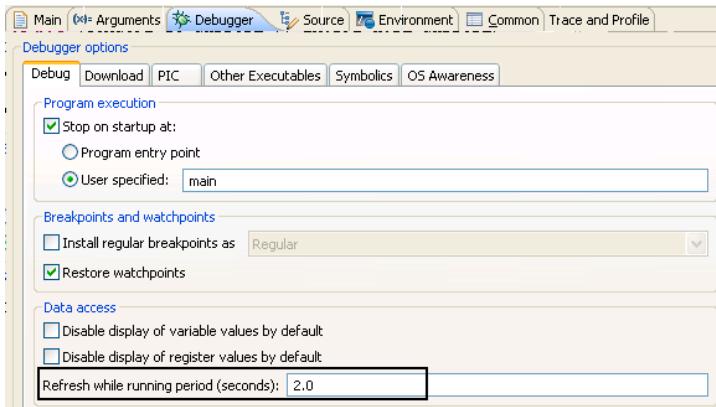
In the **Variables** view, add the global variables you want to use as the 'live view' variables, as shown in [Figure 7.53](#).

**Figure 7.49 Add Global Variables**



You can configure the refresh rate in the **Run > Debug Configurations > Debugger** page.

**Figure 7.50 Configure Refresh Rate**

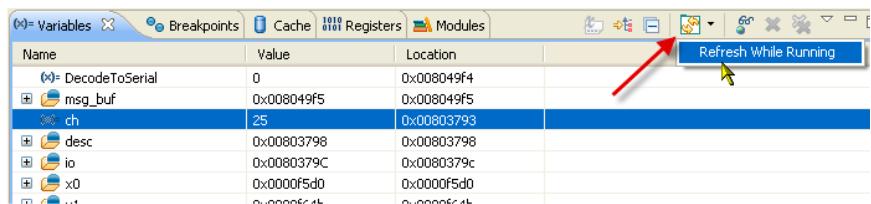


---

## How can I monitor a variable in the debugger while a target is running?

Using the Live View or Refresh While Running feature of the eclipse based CodeWarrior debugger, you can see how a variable is changing while the target is running.

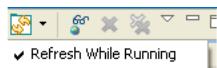
Figure 7.51 Refresh While Running



**NOTE** For Background Debug Mode (BDM) targets, such as RS08, S08, and ColdFire, the CPU registers cannot be monitored. However, you can use the Refresh While Running feature for anything that is memory mapped.

When you select the feature, a checkmark appears indicating the feature is enabled:

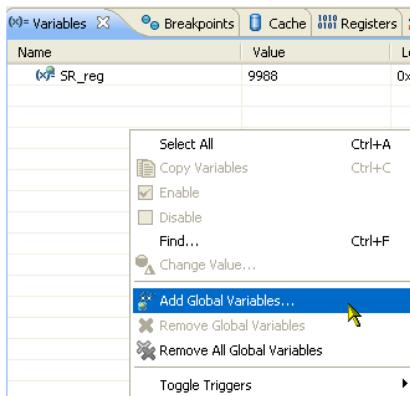
Figure 7.52 Enable Refresh While Running Feature



In order for variables to be refreshed, they need to be Global. Global variables are variables with external scope in C. The module variables or static global variables are not considered as global in the eclipse-based CodeWarrior IDE.

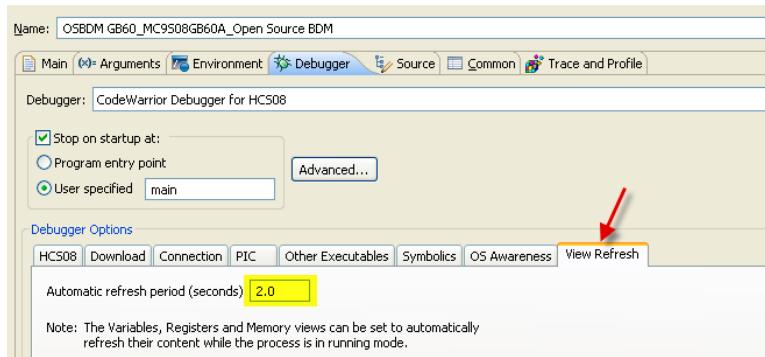
In the **Variables** view, add the global variables you want to use as the 'live view' variables, as shown in [Figure 7.53](#).

Figure 7.53 Add Global Variables

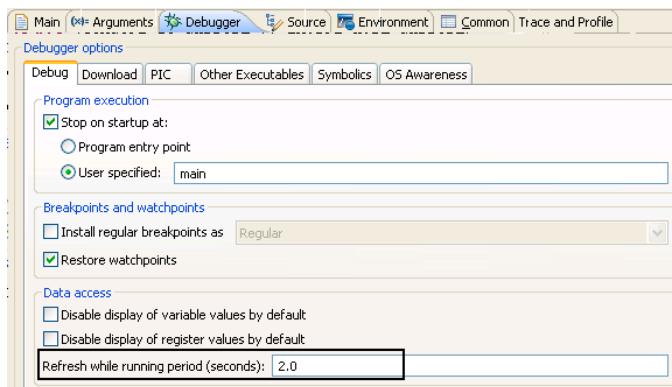


You can configure the refresh rate in the **Run > Debug Configurations** dialog box.

**Figure 7.54 Configure Refresh Rate (Microcontrollers V10.0)**



**Figure 7.55 Configure Refresh Rate (Microcontrollers V10.1 and V10.2)**



---

## **NEW How can I inspect global variables in the variables view?**

In Microcontrollers V10.1 and onwards, you can add and view global variables.

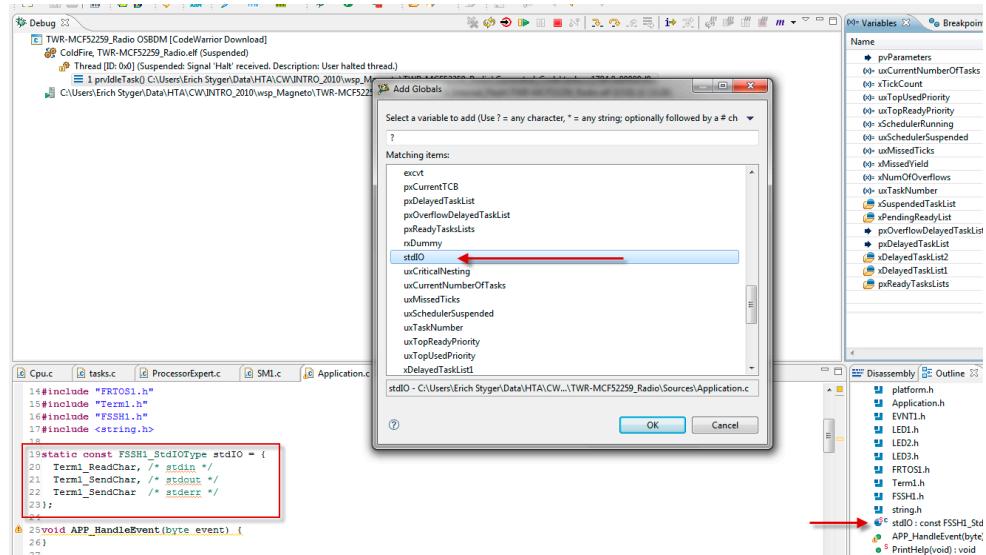
You can add or view global variables using the **Add Globals** dialog box. To open the **Add Globals** dialog box:

1. Right click the **Variables** view in the Debug perspective.
  2. From the context menu, select **Add Global Variables**.
- The **Add Globals** dialog box appears.
3. Select the variable you want to add as global variable.

4. Click **OK**.

[Figure 7.56](#) shows an example.

### Figure 7.56 Static Global Variables

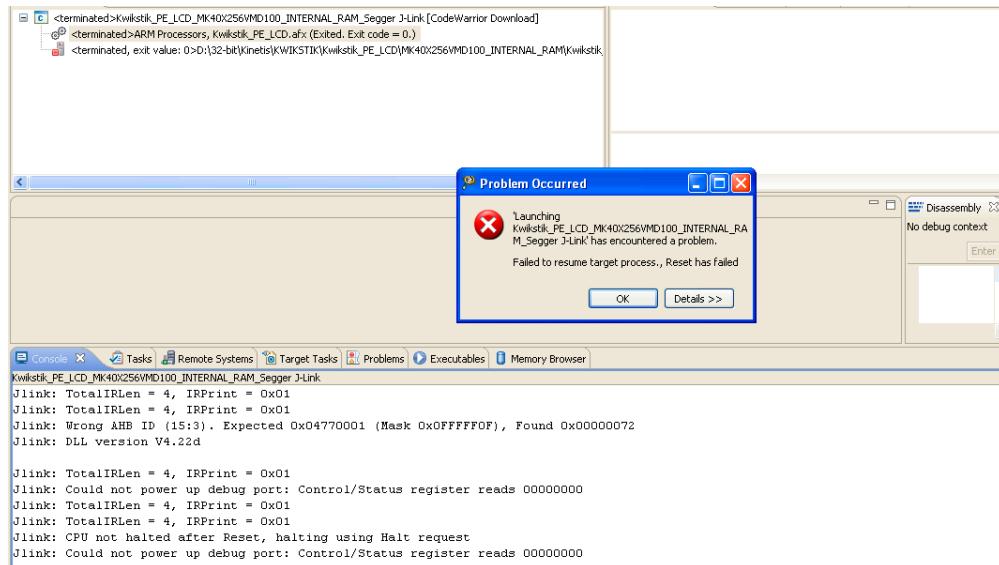


## Debugger

### Miscellaneous

#### **NEW How do I resolve the error encountered on the Kwikstik board?**

**Figure 7.57 Launching Error on the Kwikstik Board**



In such case, the chip may be secured or the code in flash might put it in a low power mode and not permit a debug connection. Since you only have the possibility to use the embedded Segger J-Link probe, you have to recover the part by opening the `JLink.exe` application which comes with the Segger package installation and type the, `unlock kinetis` command.

The latest Segger J-Link package can be found here:

<http://www.segger.com/cms/link-software.html>

There are several ways how a chip can get secured, including bugs in the silicon, or that you download the wrong image to the target, ending up writing/flashing the security areas of the chip. In such cases the P&E connections, the P&E firmware is able to handle unsecure directly, means you are not required to use an external utility as in the case for J-Link.

#### **NEW At the moment serial data is output in the console in the debug-**

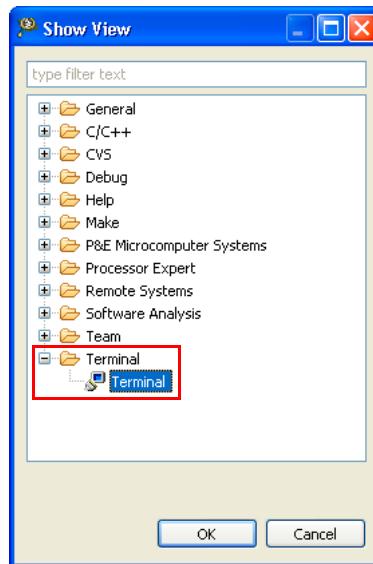
## ger, which is slow with J-Link. Is there any way to view the output of the debugger in the HyperTerminal?

You can view the output in HyperTerminal by using the **Terminal** view. To open the **Terminal** view, follow the steps listed below:

1. Select **Window > Show View > Other** from the IDE menu bar.

The **Show View** dialog box appears ([Figure 7.58](#)).

**Figure 7.58 Show View Dialog Box**



2. Expand the **Terminal** tree control and select **Terminal**.
3. Click **OK**.

The **Terminal** view appears in the view stack at the bottom of the IDE window.

---

## **NEW** Is it possible to flash a target MCU from the command-line?

It is possible to flash the target using a `.tcl` file. When you pass it to `cwide.exe`, the CodeWarrior opens and execute the commands. If the last command closes the CodeWarrior, the interface becomes transparent.

This can be done with the following parameters:

`-data {workspace}` defines the workspace used

`-vmargs -Dcw.script={script}` defines the script that must be run

It is important to note that, when we use `-vmargs` argument to `cwide.exe` it overrides the parameters defined in `cwide.ini`. Hence, you must pass all parameters to the command-line.

---

## **NEW** Is there an easy way to suppress the target re-programming when there has been no change since the previous session?

Follow the steps listed below:

1. Select **Run > Debug Configuration** from the IDE menu bar.
2. Expand the **CodeWarrior Download** tree-control and select the desired launch configuration.
3. Click the **Debugger** tab in the right panel.
4. Click the **Download** tab and clear the **Perform Standard Download** checkbox.

---

**NOTE** Do not forget to check the **Perform Standard Download** checkbox again when things change in your project. At the moment, there is no automatic way of detecting whether the code on the target is different from the one you are trying to debug, so you will have to do this manually each time.

---

# Debugger Shell

---

In this chapter, you find Frequently Asked Questions (FAQs) related to the Debugger Shell.

- [FAQs — Debugger Shell](#)

## FAQs — Debugger Shell

In this topic:

- [How can I find the default value of memory width? How can I change the value if I want to?](#)
- [Can I change the Program Counter \(pc\) value?](#)
- [Does the config page off option still available in the Eclipse-based CodeWarrior IDE?](#)
- [Is there a way to accelerate the execution speed and turn off the printing when I use a lot of mem commands in the debugger shell?](#)
- **NEW** [Is there any printf command in Debugger shell or command line?](#)

---

### How can I find the default value of memory width? How can I change the value if I want to?

To find the default value for memory width, follow steps below in debug perspective:

1. From Debug Perspective toolbar, select **Window > Show View > Debugger Shell**.  
The **Debugger Shell** window appears docked to the lower right hand side of debug perspective.
2. In debugger shell, type `config`.

The current configurations settings appear. If you want to change the memory width, type `config MemWidth <value>`. To make sure settings were set, type `config`. The current configuration settings appear.

## Can I change the Program Counter (pc) value?

Yes. The pc value can be changed through the debugger shell. In order to change the pc value through the debugger shell follow steps below in debug perspective:

1. From the debug perspective, select **Window > Show View > Debugger Shell**.

The **Debugger Shell** window appears docked to the lower right hand side of debug perspective.

2. In debugger shell, type `reg pc`.

The present value of pc is displayed.

3. In debugger shell, type `reg pc=0x10000000`.

This command changes pc value to `0x10000000`.

4. In debugger shell, type `reg pc`.

The current value of pc is displayed; which in this case should be `PC=0x10000000`.

---

## Does the config page off option still available in the Eclipse-based CodeWarrior IDE?

No. This option is not implemented. If a tcl script needs to be run and you want to advance the debugger shell display, select **Enabling Page** icon from the toolbar. By selecting this option, the debugger shell automatically advances the display without having to press the space bar.

---

## Is there a way to accelerate the execution speed and turn off the printing when I use a lot of mem commands in the debugger shell?

Yes. In order to turn of the printing add the `-np` to the `mem` command in your script file. It should look like the following:

```
mem -np
```

---

## **NEW** Is there any printf command in Debugger shell or command

## line?

For logging the variable to a file in decimal format, follow the steps listed below:

1. Start a log session in the **Debugger Shell**, for this use the `log` command by specifying the "help log" in the **Debugger Shell**. For example,

```
log s c:\logfile.log
```

2. Use the `display` command to log the results to that file. For logging in decimal format, use the command

```
display counter %d
```

3. After you finished logging the variable value, use the `log off` command to close the session log file.

You can also add a Debugger Shell Action to a breakpoint. For this follow the steps listed below:

1. Right-click the desired breakpoint and select **Breakpoint Properties** from the context-menu.

The **Properties for** dialog box appears.

2. Select **Actions** from the list in the left panel.

3. Click the **New** button in the right panel.

The **New Breakpoint Action** dialog box appears.

4. Select the **Debugger Shell Actions** from the **Action type** drop-down list.

## Debugger Shell

*FAQs — Debugger Shell*

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# Profiling and Analysis Tool

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In this chapter, you find Frequently Asked Questions (FAQs) related to the CodeWarrior profiling tool for the HCS08, ColdFire V1, and Kinetis targets.

- [FAQs — Profiling](#)

## FAQs — Profiling

In this topic:

- [What do we mean by trigger A, trigger B, and trigger C?](#)
- [What are start and stop triggers/tracepoints?](#)
- [How do I set triggers A, B and C?](#)
- [How do I enable trace and profiling?](#)
- [How do I view the triggers/tracepoints that I have set?](#)
- [How do I enable and disable triggers?](#)
- [What is the difference between the Toggle Trace Trigger A/B and Enable/Disable Tracepoint options?](#)
- [Which option do I select if I want to add a trigger?](#)
- [Which option do I select if I want to skip a trigger still keeping it in my trigger list?](#)
- [What if I want to delete a trigger?](#)
- [How do I collect data?](#)
- [How do I view trace, critical code, timeline, performance, and call tree data?](#)
- [What is Timeline?](#)
- [What is Performance data?](#)
- [What is Call Tree data?](#)
- [What does Critical Code data display?](#)
- [What is the use of Selection Mode in TraceTimelineEditor?](#)
- [How do I export critical code and performance data in a CSV file?](#)
- [How can I save my trace results for later use?](#)
- [When do we use the Halt the Target when Trace Buffer gets Full option?](#)

## Profiling and Analysis Tool

### FAQs — Profiling

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- [When do we use the Break on Trigger Hit and Break on FIFO Full options?](#)
- [When do I use the "Keep Last Buffer Before Trigger" option?](#)
- [What are memory access triggers?](#)
- [How to set a trigger from the Disassembly view?](#)
- [What is LOOP1 Mode?](#)
- [What is Profile-Only mode?](#)
- [What is the difference between Automatic and Continuous mode?](#)
- [What is the purpose of Resume and Suspend buttons in the Profile Results view?](#)
- [How do I add a new address tracepoint while debugging a project?](#)
- [Are there any limitations to use the debugger and the profiling tool \(with tracepoints\) simultaneously?](#)
- [How are ColdFire V2 - V4 targets different from ColdFire V1 target?](#)
- [NEW Is trace feature supported on OSJTAG?](#)
- [NEW Which derivatives of the MPC56xx target support tracing?](#)

Following are the FAQs related to Kinetis target only:

- [What are Hardware and Software tracepoints?](#)
- [How do I set Hardware/Software tracepoints?](#)
- [What is Embedded Trace Macrocell \(ETM\)?](#)
- [What is Instrumentation Trace Macrocell \(ITM\)?](#)
- [What is Embedded Trace Buffer \(ETB\)?](#)
- [What is J-Trace? How do I collect data using J-Trace?](#)
- [How can I enable software tracepoints automatically on Kinetis target?](#)

---

## What do we mean by trigger A, trigger B, and trigger C?

In the HCS08 target, A and B are two address comparators referred as triggers that make one big trigger. The trace collection starts or ends depending on the *From* or *Until* trigger selected along with a combination of actions involving A and B.

In the ColdFire V1 target, the triggers, A, B, and C are used to start and stop the trace collection. The triggers, A and B are set on a function address and trigger C is set on a variable address.

## What are start and stop triggers/tracepoints?

A start trigger/tracepoint starts the trace collection from the address where it is set. A stop trigger/tracepoint stops the trace collection at the address where it is set. You can set trigger A as start trigger and trigger B as stop trigger and vice-versa. A trigger is set on the HCS08 or ColdFire V1 target, and a tracepoint is set on the Kinetis target.

---

## How do I set triggers A, B and C?

To set triggers A or B in a source or assembly file:

1. Right-click on the marker bar of source file.

A context menu appears.

2. Select **Trace Triggers > Toggle Trace Trigger A** or **Toggle Trace Trigger B** (as required) at the line where you want the trigger.

To set trigger C (trigger C is set on a variable address):

1. Right-click on the **Name** column of the **Variables** view against the variable on which you want to set trigger C.

2. Select **Toggle Triggers > Set CFv1 Trace Trigger C** option from the context menu.

The **Set Trigger Properties** dialog box appears.

3. Select the **Read/Write** option from the **Access** drop-down list.

4. Click **OK**.

---

**NOTE** Before setting triggers, make sure that you have enabled trace and profiling.

---

## How do I enable trace and profiling?

To enable trace and profiling:

1. Open the **Debug Configurations** dialog box.
2. Select your project in the tree structure on the left-hand side.
3. Select the **Trace and Profile** tab.
4. Check the **Enable Trace and Profile** checkbox.

## How do I view the triggers/tracepoints that I have set?

To view triggers:

1. Select **Window -> Show View -> Other -> Software Analysis -> Analysispoints** from the IDE menu bar.

The **Analysispoints** view appears displaying the trigger that is set, the address on which it is set and the memory information.

---

## How do I enable and disable triggers?

To enable/disable triggers, follow one of the three methods given below:

1. Right-click on the marker bar where triggers are already set and in enabled/disabled state, select the **Enable/Disable Tracepoint** option from the context menu.  
-or-
1. Right-click on the selected attribute in the **Analysispoints** view, and select **Disable/Enable** option. The unchecked attribute indicates the disabled trigger.  
-or-
1. Click the **Ignore all** option in the **Analysispoints** view (displayed on the top-right) to disable all the triggers.
2. Click **Ignore All** again to enable the triggers.

## What is the difference between the Toggle Trace Trigger A/B and Enable/Disable Tracepoint options?

The **Toggle Trace Trigger A/B** option adds or removes triggers. The **Enable/Disable Tracepoint** option makes triggers either active or inactive.

---

## Which option do I select if I want to add a trigger?

To add a trigger, select **Trace Triggers > Toggle Trace Trigger A/B** from the context menu that appears after you right-click on the marker bar of the source editor.

---

## Which option do I select if I want to skip a trigger still keeping it in my trigger list?

If you want to skip a trigger but still want to have it in your trigger list then select the **Trace Triggers > Disable Tracepoint** option.

---

## What if I want to delete a trigger?

If you want to delete a trigger from the source code, select the **Trace Triggers > Toggle Trace Trigger A/B** option from the context menu that appears when you right-click on the marker bar.

---

## How do I collect data?

To collect trace data:

1. Enable trace and profiling in the **Debug Configurations** dialog box.
  2. Debug your application.
  3. Click **Resume** to resume execution and begin measurement.
  4. Let the application run for several seconds.
  5. Click **Suspend**.
- 

## How do I view trace, critical code, timeline, performance, and call tree data?

To view collected data:

1. From the IDE menu bar, select **Profiler > Kinetis Trace and Profile Results**.  
The **Profile Results** view appears.
  2. Expand the project name.  
The data source is listed under the project name along with the hyperlinks to the **Trace**, **Timeline**, **Critical Code**, **Performance**, and **Call Tree** results.
  3. Double-click on the hyperlinks to open the corresponding viewer, and view the results.
-

## What is Timeline?

Timeline represents the graphical data that appears in the **TraceTimelineEditor** viewer when trace is collected. The timeline data displays the functions that are executed in the application and the number of cycles each function takes when the application is run. Timeline appears as a hyperlink in the **Profile Results** view.

---

## What does Critical Code data display?

The critical code data displays the summarized data of a function in a tabular form, such as name of the function that is executed, start address of the function, number of lines executed in the function, and number of clock cycles taken by the function.

The critical code data is displayed in the **Critical Code** viewer that is divided into two parts. The upper part displays the summary of the functions, and the lower part displays the statistical details of all the instructions executed in a function.

---

## What is Performance data?

The performance data includes the metric and invocation information for each function that executes in the application. The performance data during measurement enables you to compare the relative efficiencies of various portions of your target program. Both exclusive and inclusive timing measurements are provided in the performance data.

The parent-child calling relationships between your program's functions are also provided. Each function pair consists of a caller and a callee with data provided for each.

---

## What is Call Tree data?

The Call Tree data shows the general application flow in a hierarchical tree in which statistics are displayed for each function.

---

## What is the use of Selection Mode in TraceTimelineEditor?

The **Selection Mode** is used to set the cursor for reference in the function bars to let you compute the difference between the clock cycles taken by an instruction.

To mark a point in the bar:

1. Click **Selection Mode** in the **TraceTimelineEditor**.
2. Click on the bar where you want to mark the point.

A yellow vertical line appears displaying the number of cycles at that point.

3. Right-click on another point in the bar.

A red vertical line appears displaying the number of cycles at that point along with the difference of cycles between two marked points.

---

## How do I export critical code and performance data in a CSV file?

To export critical code and performance data:



1. Click in the Critical Code/Performance viewer.
  2. Select the **Export the statistics above** option to export the details of the top view or the **Export the statistics below** option to export the details of the bottom view respectively.
- The **Save** dialog box appears.
3. Specify the name of the file in which you want to export the trace or critical code data.

---

## How can I save my trace results for later use?

To save the trace results, right-click on the **data source**, in the **Profile Results** view and select **Save Current Results**.

---

## When do we use the Halt the Target when Trace Buffer gets Full op-

#### **tion?**

The **Halt the Target when Trace Buffer gets Full** option acts as a breakpoint for stopping the application. You can use this option when you want to stop the application automatically when trace buffer gets full.

---

#### **When do we use the Break on Trigger Hit and Break on FIFO Full options?**

The **Break on Trigger Hit** option suspends the application automatically when the trigger condition is met.

The **Break on FIFO Full** option suspends the application automatically when buffer gets full.

---

#### **When do I use the "Keep Last Buffer Before Trigger" option?**

You can use the **Keep Last Buffer Before Trigger** option to overwrite the trace buffer during trace collection before the trigger is hit. When trigger is hit, trace starts collecting, gets appended to the existing buffer, and only the last part of the buffer is displayed in the **Trace Data** viewer.

---

#### **What are memory access triggers?**

The memory access triggers allow memory access to both variables and instructions. A memory access trigger if set on an instruction fires when the instruction is fetched from the memory. A memory access trigger if set on a variable fires when the variable is fetched from the memory or when the variable is written back to the memory.

---

#### **How to set a trigger from the Disassembly view?**

To set a trigger from the **Disassembly** view:

1. Open the **Debug Configurations** dialog box and enable trace and profiling.
  2. Specify the trigger conditions as required.
  3. Save the settings and debug your project.
-

4. After the application halts, open the **Disassembly** view and scroll to the address line of the function or instruction where you want to set the trigger.
  5. Right-click on the marker bar corresponding to that address line and select **Trace Triggers > Toggle Trace Trigger A/B**.
  6. Resume your application to collect trace.
- 

## What is **LOOP1** Mode?

The **LOOP1** Mode writes a register to allow the hardware to use the C comparator and not store duplicate addresses in trace. In **LOOP1** capture mode, the addresses for instructions executed repeatedly, for example, loops with no change of flow instructions and recursive calls, are stored and showed in trace only once.

---

## What is **Profile-Only** mode?

The **Profile-Only** mode does not collect the trace data; it only profiles the data. Trace is empty in this mode; you can only see the profiling information in the **Critical Code Data** viewer.

---

## What is the difference between **Automatic** and **Continuous** mode?

In the **Automatic** mode, the entries in the buffer start overwriting without interruption when the data reaches at the end of the buffer. If there is more trace data than the size of the buffer, the old entries are overwritten.

The **Continuous** mode collects the trace data continuously. The trace buffer is read, processed, and emptied periodically, so that the **Trace Data** viewer can collect all the trace records generated by the application.

---

## What is the purpose of **Resume** and **Suspend** buttons in the **Profile Results** view?

You can control the generation of trace from the **Profile Results** view using the **Resume/Suspend** toggle button. The same button is used to start or stop the trace. This toggle button appears on launching the debug session of an application. The default status of

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## Profiling and Analysis Tool

### FAQs — Profiling

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trace collection is ON. Therefore, when the application is debugged, the **Suspend** toggle button appears next to the data source. When clicked, the button toggles to  .

The toggle button disappears when you click **Resume** in the **Debug** view or terminate the debug session. After clicking **Suspend** in the **Debug** view, it is visible again with the last selected status.

---

## How do I add a new address tracepoint while debugging a project?

You can use the **Analysispoints** view to add a tracepoint on the address of an instruction while the debug session is running. To add an address tracepoint:

1. Open the **Analysispoints** view.
2. Click the **Add new tracepoint** icon  to display the **Add new tracepoint** dialog box.
3. Select the project, type, and action of the tracepoint from the respective text boxes.
4. Enter the address where you want to set the tracepoint in the **Address** text box.
5. Click **OK**.

The tracepoint is set and appears in the Analysispoints view.

---

## Are there any limitations to use the debugger and the profiling tool (with tracepoints) simultaneously?

Yes, both debugger and profiling need hardware resources to work. This might lead to shortage of hardware resources and the debugger might not work fully when profiling is enabled. Therefore, it is recommended not to use debugger breakpoints and watchpoints while using the profiling tool.

However, you can work upon this limitation by following the rules given below:

- If you are profiling without tracepoints, you can use all debugger features, that is four breakpoints and one watchpoint.
- If you are profiling with tracepoints, only two breakpoints can be set; and no watchpoint.
- If you are profiling in **Expert** mode, no debugger breakpoints and watchpoint can be used.

## How are ColdFire V2 - V4 targets different from ColdFire V1 target?

The ColdFire V2 - V4 targets collect the profiling information by using the profiling system. These targets do not have the hardware capability to collect trace. The ColdFire V1 target perform tracing and profiling using the target hardware. The profiling system consists of three main components:

- The statically-linked code library of compiled code containing the profiler
- An Application Programming Interface (API) to control the profiler
- The Simple Profiler Viewer to view and analyze the profile results

---

### **NEW** Is trace feature supported on OSJTAG?

It is recommended to not use OSJTAG for trace capability, as it slows down your system. You should use Mutilink Universal instead.

---

### **NEW** Which derivatives of the MPC56xx target support tracing?

The MPC5668G and MPC5668E derivatives of the MPC56xx target have two e200 cores, e200z6 (Core 0) and e200z0 (Core 1) in which only e200z6 core provides tracing capability.

---

## What are Hardware and Software tracepoints?

The Kinetis target supports hardware and software tracepoints for trace collection. Hardware tracepoints use hardware resources to start and stop trace. Hardware tracepoints allow only four comparators to be set for trace collection because they use DWT comparators to start or stop the trace collection. Software tracepoints on the other hand do not use hardware resources and generate interrupts from software to start and stop trace. They allow you to install infinite number of comparators for trace collection and are more intrusive.

### How do I set Hardware/Software tracepoints?

To set a start hardware/software tracepoint:

1. Right-click on the marker bar of the source file at the line where you want the tracepoint.  
A context menu appears.
2. Select **Toggle Trace Start Point > Software/Hardware Trace Point**.

To set a stop hardware/software tracepoint:

1. Right-click on the marker bar of the source file at the line where you want the tracepoint.  
A context menu appears.
2. Select **Toggle Trace Stop Point > Software/Hardware Trace Point**.

---

### What is Embedded Trace Macrocell (ETM)?

An ETM is a debug component that enables reconstruction of program execution and helps in minimizing area and reducing gate count. The main features of ETM are trace generation and triggering and filtering.

---

### What is Instrumentation Trace Macrocell (ITM)?

ITM provides a memory-mapped register interface to allow applications to write logging/event words to the optional external Trace Port Interface Unit (TPIU). ITM supports synchronization and generation of timestamp information packets.

---

### What is Embedded Trace Buffer (ETB)?

ETB stores data that ETM produces. ETB provides on-chip storage of trace data using a configurable sized RAM. This reduces the clock rate and removes the requirement of high-speed for collecting trace data.

## What is J-Trace? How do I collect data using J-Trace?

J-Trace is a connection used for collecting data on the Kinetis target. The J-Trace probe has an internal memory buffer of 4MB where it can store trace data. It supports two modes of trace collection, TPIU (or Rawtrace) and Serial Wire Output (SWO), depending on the configuration of the processor. TPIU can output complex trace, that is both ETM and ITM. SWO is a lightweight standard and can only output ITM trace. The benefits of using J-Trace probe is the bigger memory size and the better collection speed. The drawback is that you cannot collect continuous trace, only the last 4MB of trace is stored.

To collect trace using the J-Trace probe:

1. Create a Kinetis project with **Segger J-Link** connection selected in the **Connections** screen.
2. Build the project.
3. Open the **Debug Configurations** dialog box.
4. Select your project in the tree structure on the left.
5. In the **Main** tab, click **Edit**. The **Properties** dialog box appears.
6. In the **Connection** tab, select **SWD** from the **Debug port** interface drop-down list.
7. Click **OK**.
8. Select the **Trace and Profile** tab and enable tracing and profiling.
9. Select the **JTrace** option and then select the **SWO** option.

---

**NOTE** If you choose **TPIU** in the **Trace and Profile** tab for **JTrace**, you can select either **JTAG** or **SWD** (Serial Wire Debug) as debug port interface.

---

10. Click **Apply**.
11. Debug the application and collect trace.

---

## How can I enable software tracepoints automatically on Kinetis target?

To enable software tracepoints automatically, you can use the **Software Tracepoints Support** dialog box, which appears when you add first start software tracepoint on a project in the source code. You can also invoke the dialog box by selecting the project in **CodeWarrior Projects** view, right-click on it, and select the **Profiler > Add software tracepoint support** option. For details, refer the *Profiling and Analysis Tools User Guide*.



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