



Search Properties

THUMB RAM Release

Project 'CoertexM3FreeRTOS' Properties

Setting

▲ (Favorites)

Additional Output Format	None
Heap Size	128 bytes inherits
Main Stack Size	256 bytes inherits
Preprocessor Definitions	inherits
Printf Floating Point Supported	Double
Section Placement	RAM inherits
Target Processor	SAM3X8E inherits
User Include Directories	inherits

▲ Assembler

Additional Assembler Options	
Additional Assembler Options From File	None
Assembler	gcc
Run Preprocessor	Yes

▲ Build

Always Rebuild	No
Batch Build Configurations	
Build Quietly	Yes
Dependency File Name	None
Enable Unused Symbol Removal	Yes
Exclude From Build	No
Executable File Name	\$(OutDir)/\$(ProjectName)\$(EXE)
GCC Prefix	\$(GCCPREFIX:)
GCC Target	arm-none-eabi
GCC Version	None
Generate Dependency File	Yes
Include Debug Information	Yes
Inputs File	None
Intermediate Directory	\$(ProjectName) \$(Configuration)
Is C++ Project	Detect
Object File Name	\$(IntDir)/\$(InputName)\$(OBJ)
Output Directory	\$(ProjectName) \$(Configuration)
Project Can Build In Parallel	Default
Project Dependencies	
Project Directory	None modified
Project Macros	inherits
Project Type	Executable inherits

Property Groups File	\$(TargetsDir)/SAM/propertyGroups.xml inherits
Suppress Warnings	No
Toolchain Directory	\$(StudioDir)/gcc/\$(GCCTarget)/bin
Treat Warnings as Errors	No
Use External GCC	No
Use On-Chip RC Oscillator	No
▲ Code Analyzer	
Analyze After Compile	No
Analyze Command	None
Analyze Command Options C	
Analyze Command Options C++	
Clang Tidy Checks C	
Clang Tidy Checks C++	
▲ Code Generation	
ARM Architecture	v7M inherits
ARM Core Type	Cortex-M3 inherits
ARM FP ABI Type	Soft
ARM FPU Type	None inherits
Byte Order	Little
Debugging Level	None inherits
Disable Function Inlining	No
Dwarf Version	dwarf-4
Emit Assembler CFI	No
Enable Coroutines	No
Enable Exception Support	No
Enable RTTI Support	No
Enable Use Of __cxa_atexit	Yes
Enumeration Size	Minimal Container Size
FP16 Format.	IEEE
Generate Dwarf Debug Types	No
Generate Dwarf Pubnames	Yes
Generate Listing File	No
Instrument Functions	No
Keep Link Time Optimization Intermediate Files	No
Link Time Optimization	No
Link Time Optimization Additional Options	
Long Calls	No
Machine Outliner [clang]	None
Math Errno	Yes
Merge Globals [clang]	No

No COMMON	Yes
Omit Frame Pointer	Yes inherits
Optimization Level	Level 1 inherits
Relocation Model [clang]	static
Stack Sizes [clang]	No
TLS Model.	Soft
Unaligned Access Support.	Auto
Unwind Tables	No
Use Builtins	Yes
Wide Character Size	32-Bit
⌵ Compiler	
Additional C Compiler Only Options	
Additional C Compiler Only Options From File	None
Additional C/C++ Assembler Options	
Additional C/C++ Compiler Options	
Additional C/C++ Compiler Options From File	None
Additional C++ Compiler Only Options	
Additional C++ Compiler Only Options From File	None
C Language Standard	gnu99
C++ Language Standard	gnu++98
Color Diagnostics	No
Compile C Files As C++	No
Compiler	gcc
Enable All Warnings	No
Enable All Warnings C Compiler Only Command Line Options	
Enable All Warnings C++ Compiler Only Command Line Options	
Enable All Warnings Command Line Options	
Enforce ANSI Checking	No
Enforce ANSI Checking C Command Line Options	
Enforce ANSI Checking C++ Command Line Options	
Enforce ANSI Checking Command Line Options	
GNU Version [clang]	4.2.1
Keep Assembly Source	No
Keep Preprocessor Output	No
Show Caret	Yes
Supply Absolute File Path	Yes
Supply Execution Character Set	No
Supply Input Character Set	Yes
Use Compiler Driver	No
⌵ Compiler Warning	
Main (-Wmain)	None
Main Return Type (-Wmain-return-type) [clang]	None
Uninitialized Variables (-Wuninitialized)	None

Unused Variable (-Wunused-variable)	None
Warn Missing Prototypes (-Wstrict-prototypes)	None
Warn On Narrowing Conversion (-Wnarrowing) C++ Only	None
Warn Sign Compare (-Wsign-compare)	None
Warning Level	0 (None)
⌵ Debugger	
Alternative LDR Disassembly	No
Command Arguments	\$(ProjectName)\$(EXE)
CPU Register File	\$(StudioDir)/targets/cpu_registers.xml
Debug Additional Configurations	
Debug Additional Projects	
Debug Project Name	\$(ProjectName)_\$(Configuration)
Debug Symbols File[0]	None
Debug Symbols File[1]	None
Debug Symbols File[2]	None
Debug Symbols File[3]	None
Debug Symbols Load Address[0]	None
Debug Symbols Load Address[1]	None
Debug Symbols Load Address[2]	None
Debug Symbols Load Address[3]	None
Debug Terminal Log File	None
Default debugIO implementation	None
Display DCC data	No
Entry Point Symbol	None
Flash Software Breakpoints	Disabled
Has Hypervisor Mode	Yes
Has Monitor Mode	Yes
Has Vector Catch	Yes
Ignore .debug_aranges Section	No
Ignore .debug_frame Section	No
Initial Breakpoint	main
Initial Breakpoint Is Set	Always
Leave Target Running	Yes
Load Additional Projects	
Memory Upload Page Size	1,024
RAM Software Breakpoints	Dynamic
Register Definition File	None
Register Definition File Type	Default
Reserved Member Name	reserved
Restrict Memory Access	Yes
RTT Control Block Address	_SEGGER_RTT
RTT Enable	Yes
Start From Entry Point Symbol	Yes

Starting Stack Pointer Value	None
Startup Completion Point	None
Target Device	\$(Target:)
Thread Maximum	25
Threads Script File	None
Type Interpretation File	None
Working Directory	\$(ProjectDir)
⌵ External Build	
Assemble Command	None
C Compile Command	None
C++ Compile Command	None
C++ Link Command	None
Link Command	None
Objects File	None
⌵ File	
File Encoding	Default
Full Project Directory	C:/Users/paulo/Documents/CrossWorks Projects/CoertexM3FreeRTOS
⌵ JTAG Chain	
JTAG Data Bits After	0 bits
JTAG Data Bits Before	0 bits
JTAG Instruction Bits After	0 bits
JTAG Instruction Bits Before	0 bits
⌵ Libraries	
CMSIS 4 CMSIS-DSP Library	No
CMSIS 5 CMSIS-Core(A) Library	No
CMSIS 5 CMSIS-Core(M) Library	Yes inherits
CMSIS 5 CMSIS-DSP Library	Cortex-M3 Little Endian inherits
CrossWorks Tasking Library	No
⌵ Library	
Debug I/O Implementation	Default
Exclude Default Library Helper Functions	No
Include Standard Libraries	Yes
Library ARM Architecture	v7M inherits
Library Optimization	Fast
Standard Libraries Directory	\$(StudioLibDir:\$(StudioDir)/lib)
⌵ Linker	
Additional Input Files	

Additional Linker Options	
Additional Linker Options From File	None
Additional Linker Script Generator Options	
Additional Output File Gap Fill Value	None
Additional System Libraries	
Allow Multiple Symbol Definition	No
Check For Memory Section Overflow	Yes
Check For Memory Segment Overflow	Yes
Default Fill Pattern	None
Emit Relocations	Yes
Entry Point	reset_handler
Gap Fill Value	0x00
Generate Linker Map File	Yes
Keep Indirect Files	Yes
Keep Linker Script File	Yes
Keep Symbols	
Link Dependent Projects	Yes
Linker Map File Name	None
Linker Search Path	
Linker Symbol Definitions	
Memory Map File	\$(TargetsDir)/SAM/SAM3X8E_MemoryMap.xml inherits
Memory Map Macros	
Memory Segments	None
No Enum Size Warning	No
No Wide Char Size Warning	No
Section Placement File	\$(TargetsDir)/SAM/ram_placement.xml inherits
Section Placement Macros	
Strip Debug Information	No
Strip Symbols	No
Suppress Warning on Executable Stack	No
Suppress Warning on Mismatch	No
Suppress Warning on RWX Segments	No
Symbols File	None
Treat Linker Warnings as Errors	No
Use Manual Linker Script	No
⌵ Loader	
Additional Load File Address[0]	None
Additional Load File Address[1]	None
Additional Load File Address[2]	None
Additional Load File Address[3]	None
Additional Load File Type[0]	Detect
Additional Load File Type[1]	Detect
Additional Load File Type[2]	Detect

Additional Load File Type[3]	Detect
Additional Load File[0]	None
Additional Load File[1]	None
Additional Load File[2]	None
Additional Load File[3]	None
Load ELF Address Limit	None
Load ELF Offset	None
Load ELF Sections	No
Load File	None
Load File Address	None
Load File Type	Detect
No Load Sections	
Package	
Package Dependencies	SAM modified
Preprocessor	
Ignore Includes	No
Include Files	
Include Files Assembler Only	
Include Files C Compiler Only	
Include Files C++ Compiler Only	
Preprocessor Definitions Assembler Only	
Preprocessor Definitions C Compiler Only	
Preprocessor Definitions C++ Compiler Only	
Preprocessor Undefinitions	
Preprocessor Undefinitions Assembler Only	
Preprocessor Undefinitions C Compiler Only	
Preprocessor Undefinitions C++ Compiler Only	
System Include Directories	
Undefine All Preprocessor Definitions	No
User Include Directories Assembler Only	
User Include Directories C Compiler Only	inherits
User Include Directories C++ Compiler Only	
Printf/Scanf	
Printf Integer Support	long long
Printf Width/Precision Supported	Yes
Scanf Classes Supported	Yes
Scanf Floating Point Supported	Yes
Scanf Integer Support	long long
Wide Characters Supported	No
Runtime Memory Area	
Process Stack Size	0 bytes inherits

▸ Section

Code Section Name	.text
Constant Section Name	.rodata
Data Section Name	.data
ISR Section Name	.text
Vector Section Name	.vectors
Zeroed Section Name	.bss

▸ Simulator

Memory Simulation File	\$(TargetsDir)/SAM/SAMSimulatorMemory\$(HostDLL) inherits
Memory Simulation Parameter	SAM3X;0x80000;0x0;0x10000;0x8000;0;0;0;0 inherits
Memory Simulation Parameter Macros	
Stop On Branch .	No
Stop On Memory Error	Do Not Stop
Trace Buffer Size	1,048,576 entries

▸ Source Code

Additional Code Completion Compiler Options	
Inhibit Source Indexing	No

▸ Target Control

ARM Debug Interface	ADIV5 inherits
Check Load Sections Fit Target Description	Yes
Connect With Reset	No
Coprocessor Instruction Execution Address	None
Debug Handler File Path	None
Debug Handler Load Address	None
Do Not Use bkpt Instruction	No
Identify Target	Yes
Monitor Mode Debug	No
Monitor Mode Memory	No
Processor Stop Timeout	500 ms
Restrict Memory Accesses	No
Stop CPU Using DBGCRQ	No
Target Interface Clock Speed	Best Possible
Target Interface Type	Default
Use Debug Handler	Default

▸ Target Loader

Applicable Loader Configurations	
Can Erase All	Yes
Can Erase Range	Yes
Can Lock All	Yes

Can Lock Range	Yes
Can Only Download After Erase	Yes
Can Only Verify With Download	No
Can Peek	Yes
Can UnLock All	Yes
Can UnLock Range	Yes
Erase All	Default
Erase All Timeout	60,000 ms
First Loader Program Section	None
Last Loader Program Section	None
Loader Configurations	
Loader File Path	None
Loader Parameter	None
Loader RAM Size	None
Loader RAM Start	None
Loader Timeout	10,000 ms
Loader Type	Detect
Reset After Download	Yes
▸ Target Script	
Attach Script	None
Connect Script	None
Debug Begin Script	None
Debug End Script	None
Debug Interface Reset Script	None
Disconnect Script	None
Get Part Name Script	GetPartName() inherits
Load Begin Script	None
Load End Script	None
Loader Reset Script	None
Match Part Name Script	MatchPartName("\${Target}") inherits
Reset Script	SAM3XA_Reset() inherits
Run Script	None
Stop Script	None
TAP Reset Script	None
Target Extras Script	None
Target Script File	None
▸ Target Trace	
ETM Global Timestamping Enable	No
ETM TraceID	1
ITM Stimulus Port To Display	0
ITM Stimulus Ports Enable	0xffffffff

ITM Stimulus Ports Privilege	0x00000000
ITM Timestamping	Local
ITM TracelD	Disabled
ITM/DWT Data Trace PC	Yes
ITM/DWT PC Sampling	16384
ITM/DWT Trace Exceptions	Yes
MTB RAM Address	Use MTB_BASE value
MTB RAM Size	1024 bytes
SWO Baud Rate	2,000,000 Hz
Trace Clock Speed	50,000,000 Hz
Trace Initialize Script	None
Trace Interface Type	None
Trace Port Size	4-bit
⌵ User Build Step	
Link Patch Command	None
Link Patch Working Directory	\$(ProjectDir)
Post-Build Command	None
Post-Build Command Control	Run When Build Has Occurred
Post-Build Command Working Directory	\$(ProjectDir)
Post-Compile Command	None
Post-Compile Working Directory	\$(ProjectDir)
Post-Link Command	None
Post-Link Output File	None
Post-Link Working Directory	\$(ProjectDir)
Pre-Build Command	None
Pre-Build Command Control	Run When Build Required
Pre-Build Command Working Directory	\$(ProjectDir)
Pre-Compile Command	None
Pre-Compile Command Output File Path	None
Pre-Compile Working Directory	\$(ProjectDir)
Pre-Link Command	None
Pre-Link Working Directory	\$(ProjectDir)
(No Property)	