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+$qSupported:multiprocess+;swbreak+;hwbreak+;qRelocInsn+;fork-events+;vfork-events+;exec-events+;vContSupported+;QThreadEvents+;no-resumed+;memory-tagging+;ec
+$PacketSize=3fff;qXfer:memory-map:read+;qXfer:features:read+#f0
+$vCont?#49
+$#00
+$vMustReplyEmpty#3a
+$#00
+$Hg0#df
+$#00
+$qXfer:features:read:target.xml:0,1000#0c
+$m<?xml version="1.0"?><!DOCTYPE target SYSTEM "gdb-target.dtd"><target version="1.0"
> <architecture>arm</architecture> <osabi>none</osabi> <feature name="org.gnu.gdb
b.arm.m-profile"> <reg name="r0" bitsize="32"/> <reg name="r1" bitsize="32"
"/> <reg name="r2" bitsize="32"/> <reg name="r3" bitsize="32"/> <reg
name="r4" bitsize="32"/> <reg name="r5" bitsize="32"/> <reg name="r6" bits
ize="32"/> <reg name="r7" bitsize="32"/> <reg name="r8" bitsize="32"/>
<reg name="r9" bitsize="32"/> <reg name="r10" bitsize="32"/> <reg name="r1
1" bitsize="32"/> <reg name="r12" bitsize="32"/> <reg name="sp" bitsize="3
2" type="data_ptr"/> <reg name="lr" bitsize="32"/> <reg name="pc" bitsize=
"32" type="code_ptr"/> <reg name="xpsr" bitsize="32" regnum="25"/> <reg na
me="msp" bitsize="32" regnum="26" type="data_ptr" group="general" /> <reg name="
psp" bitsize="32" regnum="27" type="data_ptr" group="general" /> <reg name="cont
rol" bitsize="8" regnum="28" type="int" group="general" /> <reg name="faultmask"
bitsize="8" regnum="29" type="int" group="general" /> <reg name="basepri" bitsiz
e="8" regnum="30" type="int" group="general" /> <reg name="primask" bitsize="8"
regnum="31" type="int" group="general" /> <reg name="s0" bitsize="32" regnum="32"
type="float" group="float" /> <reg name="s1" bitsize="32" type="float" group="
float" /> <reg name="s2" bitsize="32" type="float" group="float" /> <reg n
ame="s3" bitsize="32" type="float" group="float" /> <reg name="s4" bitsize="32"
type="float" group="float" /> <reg name="s5" bitsize="32" type="float" group="fl
oat" /> <reg name="s6" bitsize="32" type="float" group="float" /> <reg nam
e="s7" bitsize="32" type="float" group="float" /> <reg name="s8" bitsize="32" ty
pe="float" group="float" /> <reg name="s9" bitsize="32" type="float" group="floo
t" /> <reg name="s10" bitsize="32" type="float" group="float" /> <reg name
="s11" bitsize="32" type="float" group="float" /> <reg name="s12" bitsize="32" t
ype="float" group="float" /> <reg name="s13" bitsize="32" type="float" group="fl
oat" /> <reg name="s14" bitsize="32" type="float" group="float" /> <reg na
me="s15" bitsize="32" type="float" group="float" /> <reg name="s16" bitsize="32"
type="float" group="float" /> <reg name="s17" bitsize="32" type="float" group="f
loat" /> <reg name="s18" bitsize="32" type="float" group="float" /> <reg n
ame="s19" bitsize="32" type="float" group="float" /> <reg name="s20" bitsize="32"
type="float" group="float" /> <reg name="s21" bitsize="32" type="float" group=
"float" /> <reg name="s22" bitsize="32" type="float" group="float" /> <reg
name="s23" bitsize="32" type="float" group="float" /> <reg name="s24" bitsize="3
2" type="float" group="float" /> <reg name="s25" bitsize="32" type="float" group
="float" /> <reg name="s26" bitsize="32" type="float" group="float" /> <re
g name="s27" bitsize="32" type="float" group="float" /> <reg name="s28" bitsize=
"32" type="float" group="float" /> <reg name="s29" bitsize="32" type="float" gro
up="float" /> <reg name="s30" bitsize="32" type="float" group="float" /> <
reg name="s31" bitsize="32" type="float" group="float" /> <reg name="fpscr" bits
ize="32" type="int" group="float" /> </feature></target>#39
+$qXfer:features:read:target.xml:dae,1000#06
+$l#6c
+$qTStatus#49
+$#00
+ $?#3f

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+$S05#b8
+$qfThreadInfo#bb
+$#00
+$qL12000000000000000000#50
+$#00
+$Hc-1#09
+$#00
+$qC#b4
+$#00
+$qAttached#8f
+$#00
+$qOffsets#4b
+$#00
+$g#67
+$c0150020a5a5a5a50000001004ed00e0a5a5a5a5a5a5a5a5a5e0150020a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5a5e07f0020fdffffff14020108#e5
+$qL12000000000000000000#50
+$#00
+$qXfer:memory-map:read::0,1000#ab
+$m<?xml version="1.0"?><!DOCTYPE memory-map PUBLIC "-//IDN gnu.org//DTD GDB Memory Map V1.0//EN" "http://sourceware.org/gdb/gdb-memory-map.dtd"><memory-map> <memory type="rom" start="0x00000000" length="0x20000"/> <memory type="ram" start="0x20000000" length="0x8000"/> <memory type="flash" start="0x08000000" length="0x20000"> <property name="blocksize">0x800</property> </memory> <memory type="ram" start="0x40000000" length="0x1fffffff"/> <memory type="ram" start="0xe0000000" length="0x1fffffff"/> <memory type="rom" start="0x1fff0000" length="0x7000"/> <memory type="rom" start="0x1ffff800" length="0x10"/></memory-map>#d0
+$qXfer:memory-map:read::27d,1000#48
+$l#6c
+$m8010214,4#2d
+$bff36f8f#9b
+$m200015c0,40#b8
+$00000000a5a5a5a50000001004ed00e0a5a5a5a5fd500080cf6000800000001a5a5a5a500000000a5a5a5a55dff0008a5a5a5a5a5a5a5a500000000b0000080#bf
+$qSymbol::#5b
+$#00
+$qL12000000000000000000#50
+$#00
+$qRcmd,5265616441504578203078302030784638#08
+$#00
+$qL12000000000000000000#50
+$#00
+$m8010214,4#2d
+$bff36f8f#9b
+$vKill;a410#33
+$OK#9a
+

```