

RVDS 3.0 Introductory Tutorial



Introduction

Aim

This tutorial provides you with a basic introduction to the tools provided with the RealView Development Suite version 3.0 (RVDS). This will include the use of command line and GUI tools, to build and debug projects.

The tutorial is split into two practical sessions:

- Session 1 – Command line tools and executing images in RealView Debugger.
- Session 2 – Creating projects using the CodeWarrior IDE and debugging using RealView Debugger.

Pre-requisites

This tutorial is intended for use with a Microsoft Windows version of RVDS v3.0. You should be familiar with Microsoft DOS/Windows, and have a basic knowledge of the C programming language.

Note: Explanation of File Extensions:

.c	C source file
.h	C header file
.o	object file
.s	assembly language source file
.axf	ARM Executable file, as produced by armlink
.txt	ASCII text file

Additional information

This tutorial is not designed to provide detailed documentation of RVDS. Full documentation is provided with the product.

Further help can be accessed by pressing *F1* when running RVD, from the help menu, or by using the `--help` switch for a command line tool. The documentation is also available in PDF format. This can be found by going to *Start → Programs → ARM → RealView Development Suite 3.0 → RVDS 3.0 Documentation Suite*.

Section 1: Command Line Tools and executing images in RealView Debugger (RVD)

This section covers the command line tools required to create and examine executable images from the command line, and using RealView Debugger (RVD) to configure a connection to a simulator and execute an image.

The command line tools include:

armcc	ARM C compiler
tcc	Thumb C compiler
armlink	Object code linker
armasm	Assembler for ARM/Thumb source code
fromelf	File format conversion tool



Help is available from the command line for all of the tools covered in this session by typing the name of the tool followed by **--help**.



For more details please refer to the following documentation: *Compiler and Libraries Guide, Linker and Utilities Guide*.



For the exercises in this section, you will receive a warning from the compiler: “-g defaults to -O2 if no optimization level is specified”. You can ignore this warning, as we will not be debugging the image files in this section.

Consider the following simple C program which calls a subroutine. This file is provided as **hello.c** in **c:\rvds30_tutorial\intro\session1**

```
/* hello.c Example code */

#include <stdio.h>
#include <stdlib.h> /*for size_t*/

void subroutine(const char *message)
{
    printf(message);
}

int main(void)
{
    const char *greeting = "Hello from subroutine\n";
    printf("Hello World from main\n");
    subroutine(greeting);
    printf("And Goodbye from main\n\n");
    return 0;
}
```

Exercise 1.1 - Compiling and running the example

Compile this program with the ARM C compiler:



```
armcc -g hello.c
```

The C source code is compiled and an ARM ELF object file, **hello.o**, is created. The compiler also automatically invokes the linker to produce an executable with the default executable filename **__image.axf**.

The **-g** option adds high level debugging information to the object/executable. If **-g** is not specified then the program will still produce the same results when executed but it will not be possible to perform high level language debugging operations.

Thus this command will compile the C code, link with the default C library and produce an ARM ELF format executable called **__image.axf**.

Exercise 1.2 – Executing the example in RVD

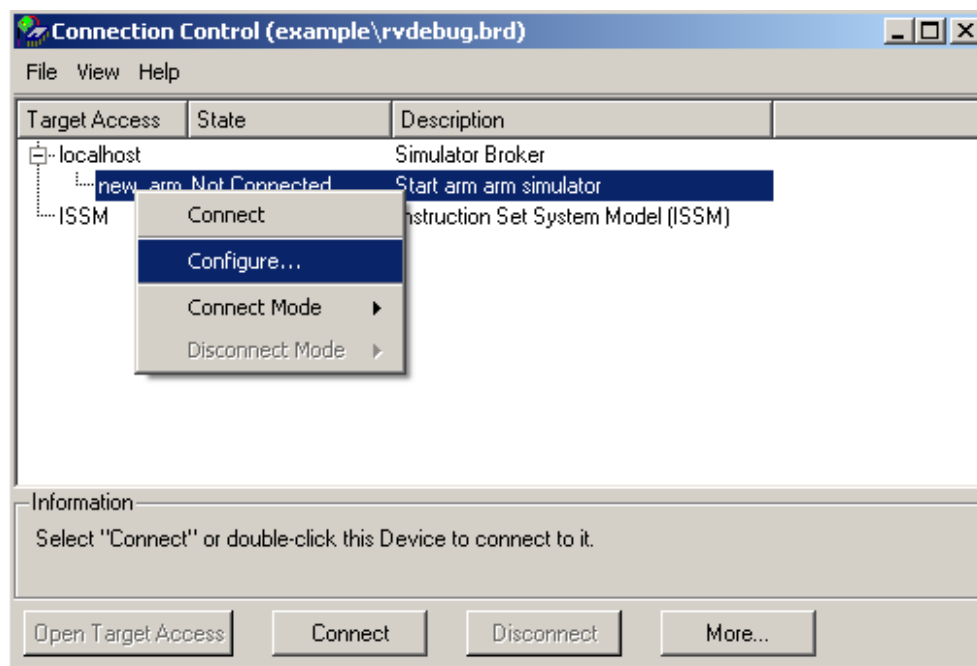
Before the image can be executed it must be loaded to an appropriate target using the debugger. This example will use the RealView Instruction Set Simulator (RVISS) as the target to execute the image using RealView Debugger (RVD).



Start RVD by clicking on the icon in the Windows Start Menu folder.
ARM → RealView Development Suite v3.0 → RealView Debugger v3.0

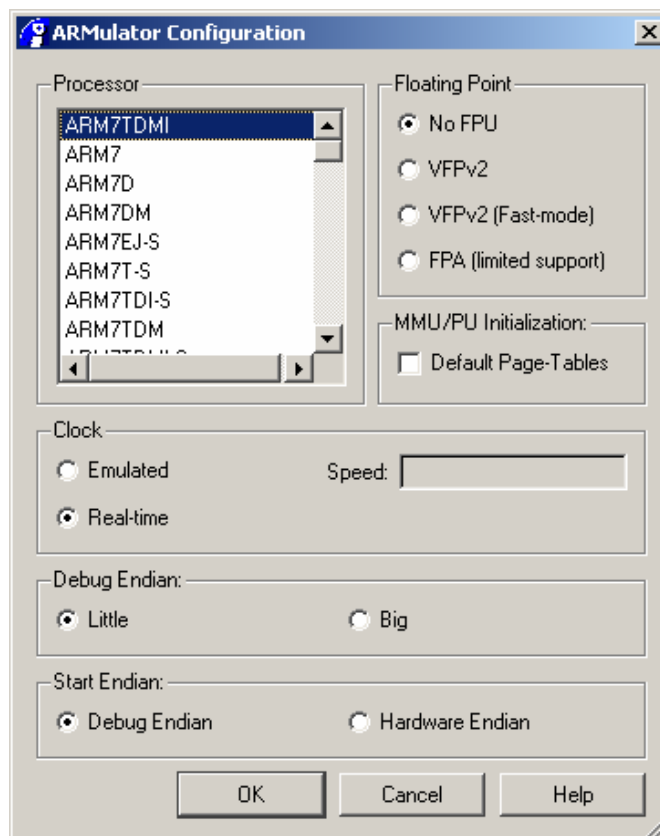


Select *Target → Connect to Target...* from the menu, or click the hyperlink to launch the *Connection Control* window.



Double click to expand the *localhost* branch, then right click “new_arm” and select *Configure...*

The *ARMulator Configuration* window appears:

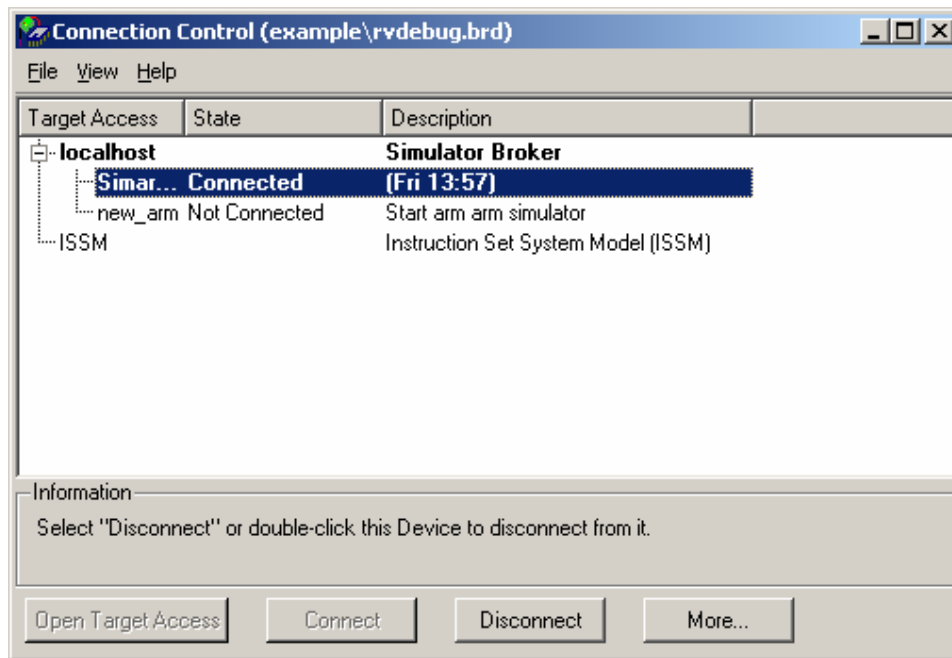




Select ARM7TDMI as shown above and click *OK* to return to the Connection Control window.



Select the *new_arm* entry in the connection control window and click *Connect*.



RealView Debugger is now connected to the ARM7TDMI RVISS target.



You can now close the Connection Control window.



Select *Target* → *Load Image* or click the hyperlink and navigate to *c:\rvds30_tutorial\intro\session1* and select *__image.axf* to load the image into the debugger.



Select *Debug* → *Run* from the menu (*F5*).

RVD displays the following in the *StdIO* tab:

```
Hello World from main
Hello from subroutine
And Goodbye from main
```



Leave the debugger open for use later in the exercise.

Exercise 1.3 - Compilation options

Different arguments can be passed to the compiler from the command line to customize the output generated. A list of the more common options, together with their effects, can be viewed by entering **armcc --help** at the command line. Some of these options are listed below:

-c	Generate object code only, does not invoke the linker
-o <filename>	Name the generated output file as 'filename'
-S	Generate an assembly language listing
-S --interleave	Generate assembly interleaved with source code

When the compiler is asked to generate a non-object output file, for example when using **-c** or **-S**, the linker is **not** invoked, and an executable image will not be created. These arguments apply to both the ARM and Thumb C compilers.



RVCT uses a **--** prefix for multi character switches like **interleave**.



Use the compiler options with **armcc** or **tcc** to generate the following output files from **hello.c**:

image.axf	An ARM executable image
source.s	An ARM assembly source
inter.s	A listing of assembly interleaved with source code
thumb.axf	A Thumb executable image
thumb.s	A Thumb assembly source



Use a suitable text editor to view the interleaved source file.

To use notepad from the command line type **notepad <filename>**.

Note the sections of assembly source that correspond to the interleaved C source code.

Exercise 1.4 - armlink

In previous exercises we have seen how the compiler can be used to automatically invoke the linker to produce an executable image. **armlink** can be invoked explicitly to create an executable image by linking object files with the required library files. This exercise will use the files, **main.c** and **sub.c** which can be linked to produce a similar executable to the one seen in the previous exercises.



Use the compiler to produce ARM object code files from each of the two source files.



Remember to use the **-c** option to prevent automatic linking.



Use **armlink main.o sub.o -o link.axf** to create a new ARM executable called **link.axf**.



armlink is capable of linking both ARM and Thumb objects. If the **-o** option is not used an executable with the default filename, **__image.axf**, will be created.



Load the executable into RVD and run - check that the output is the same as before.

The ability to link files in this way is particularly useful when link order is important, or when different C source modules have different compilation requirements. It is also useful when linking with assembler object files.

Exercise 1.5 - fromelf

ARM ELF format objects and ARM ELF executable images that are produced by the compilers, assembler and/or linker can be decoded using the **fromelf** utility, and the output examined. Shown below is an example using the **-c** option to produce decoded output, showing disassembled code areas, from the file **hello.o**:



```
fromelf -c hello.o
```

Alternatively re-direct the output to another file to enable viewing with a text editor:



```
fromelf -c hello.o > hello.txt
```

Use the **fromelf** utility to produce and view disassembled code listings from the **main.o** and **sub.o** object files.



A complete list of options available for 'fromelf' can be found from the command line using **fromelf --help**, or by consulting the on-line documentation.

Section 1 - Review

We have now seen how the command line tools can be used to compile and link and link simple projects.

armcc The compiler can be called with many different options. The **-g** option is required to enable source level debugging. The compiler can be used to generate executable images, object files and assembly listings.

tcc The Thumb compiler can be used in the same way as **armcc**.

armasm The assembler can be used to construct object files directly from assembly source code.

armlink The linker can be used to produce executable images from ARM or Thumb object files.

fromelf The ‘fromelf’ facility can be used to generate disassembled code listings from ARM or Thumb object or image files.



Help is available from the command line. Alternatively, consult the online documentation for further information.

We have seen how RVD can be used to:

- Set up and connect to an RVISS target.
- Load and execute an image.

Section 2: Creating projects using CodeWarrior and debugging using RVD

In this session we will see how the CodeWarrior Integrated Development Environment can be used with RealView Debugger (RVD) to create and develop projects.

Exercise 2.1 - Creating a header file

In this exercise, we will create a new header file using CodeWarrior.



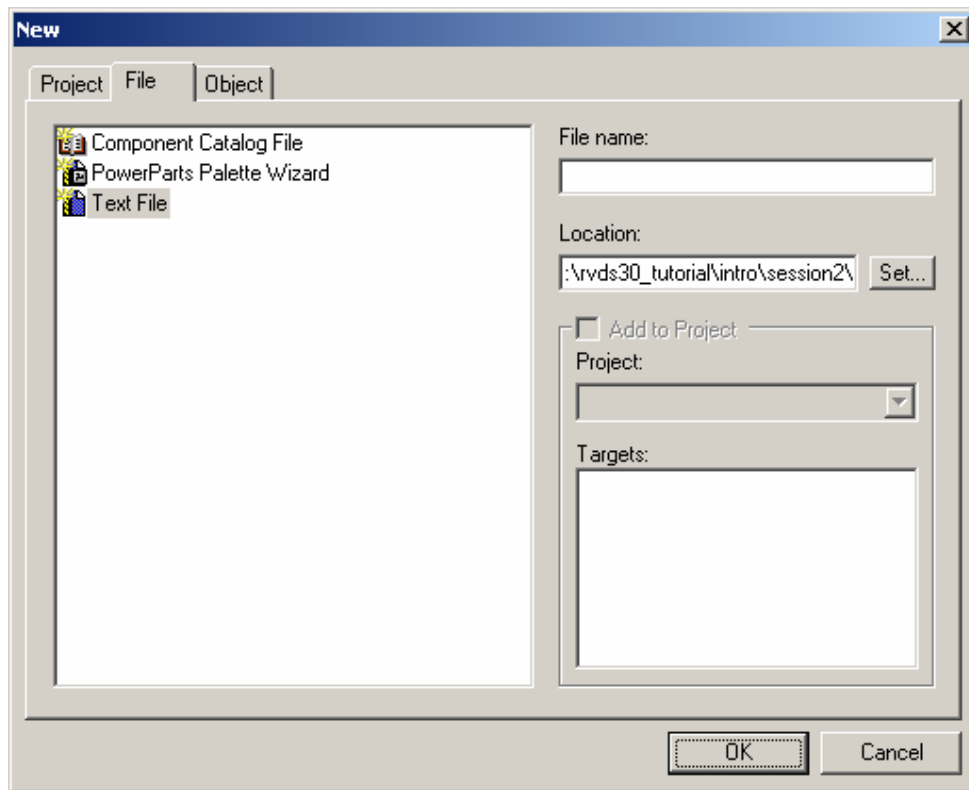
Start CodeWarrior by clicking on the icon in the Windows Start Menu folder: *ARM* → *RealView Development Suite v3.0* → *CodeWarrior for RVDS v3.0*



Close any open project(s) by clicking the close button in their project windows.



Select *File* → *New* from the menu. Select the *File* tab as shown below, and click on *Text File* in the selection list. Click *OK*.





Enter the following C struct definition:

```
/* Struct definition */  
  
struct Date_Format  
{  
    int day;  
    int month;  
    int year;  
};
```



Select *File* → *Save As* from the menu.



Navigate the directory structure to:
c:\rvds30_tutorial\intro\session2
and save as filename **date_format.h**

You have now created a very simple header file. This will be used later by the example program: **month.c**.



Leave the editor window open for use later in the exercise.

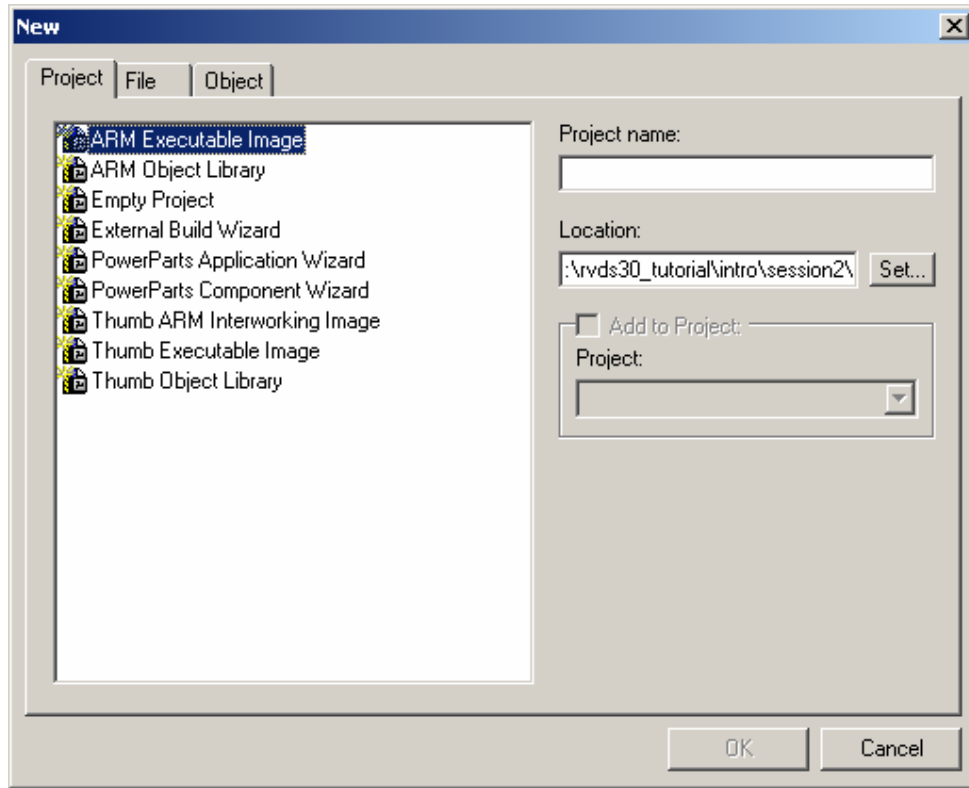
Exercise 2.2 - Creating a new project

We will now create a new project and add our files `month.c` and `datatype.h` to it



Select *File* → *New...* from the menu.

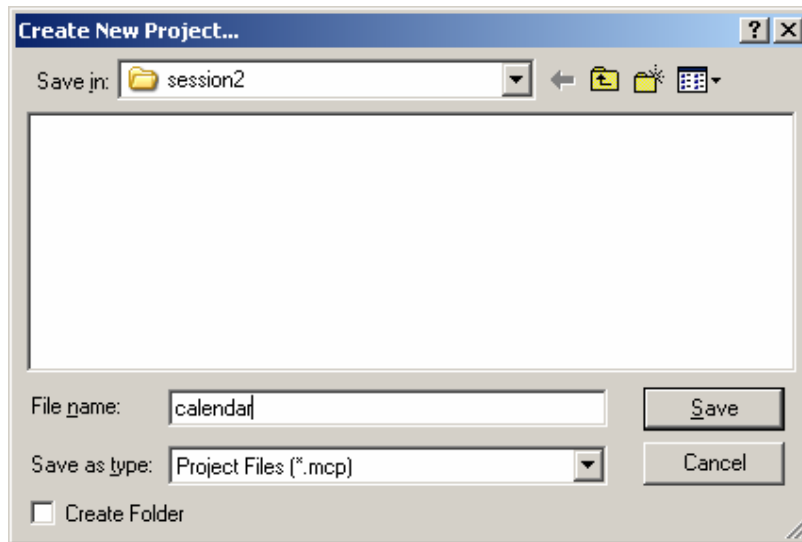
The *New* dialog appears again:



Ensure that the *Project* tab is selected, and that *ARM Executable Image* is highlighted in the stationary selection list.

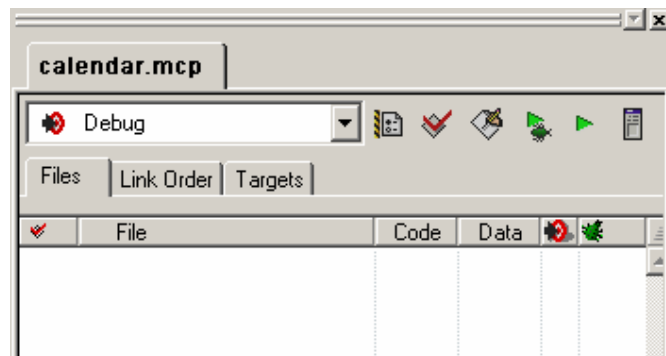


Use the *Set* button next to the *Location* text box to navigate to the project directory: `c:\rvds30_tutorial\intro\session2\`.



Clear the *Create folder* check box and enter **calendar** as the name in the *Create New Project* dialog as above. Click *Save*. Click *OK* to close the *New* dialog and create the project.

The project window appears for the calendar project that you have just created:



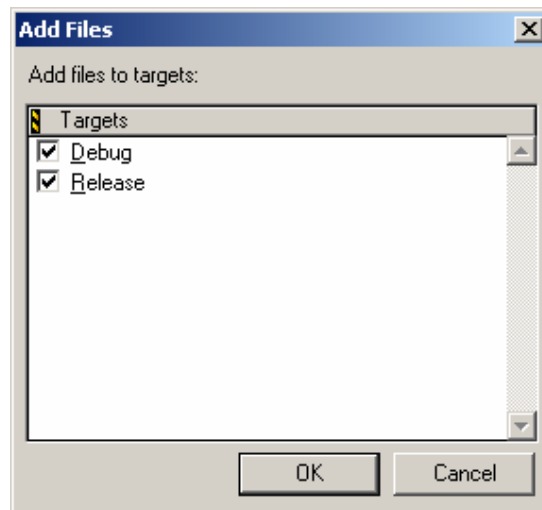
Click in a blank area of the project window to ensure that it has focus, then select *Project* → *Add Files...* from the main menu.

The *Select files to add...* dialog appears.



Navigate to the directory:
`c:\rvds30_tutorial\intro\session2\`
 Double click on the file `month.c`

The *Add Files* dialog appears showing the targets to which the files can be added:



Click *OK* to add the file to both of the targets in the project.

We should also add the header file that we created earlier to the project. This is so that any changes to the header file will cause the associated modules to be rebuilt.



Click the title bar of the *date_format.h* window so that it has the focus. Now select *Project* → *Add date_format.h to Project...* from the menu.

The *Add Files* dialog reappears.

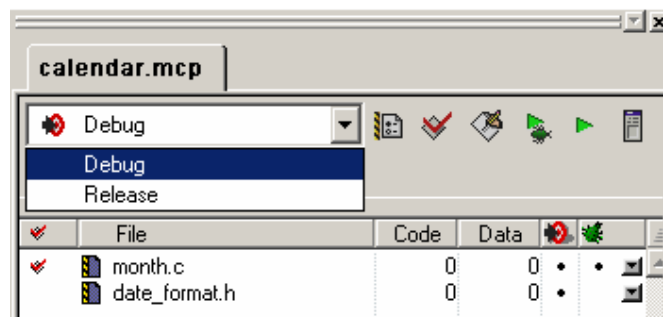


Click *OK* to add the header file to the project.

Finally, we must check that the correct build target is selected.



Ensure that the *Debug* target is the active target in the project window, as shown below.





The two default targets available refer to the level of debug information contained in the resultant image.

Debug
Release

Contains full debug table information and very limited optimization.
Enables full optimization, resulting in a worse debug view.

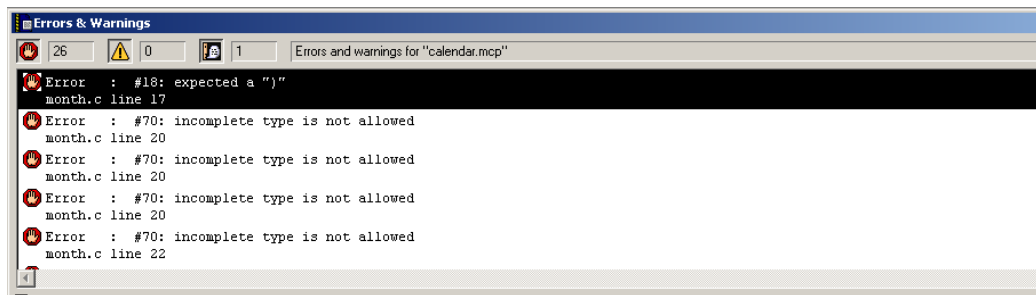
It is the *Debug* build target that we shall use for the remainder of this tutorial.

Exercise 2.3 - Building the project (Debug target)



Select *Project* → *Make* from the menu, or press *F7*.

The *Errors & Warnings* window appears with the several messages generated as a result of the attempted build:



The code pane of the window opens the relevant source file and an arrow highlights the line of code associated with the first error message. There is something wrong with the code; a close bracket is missing. The line should read:



```
printf("\ne.g. 1972 02 17\n\n")_;
```



Correct the error by adding the missing bracket and then save the updated source file.



Rebuild the project (*F7*).

The *Errors & Warnings* window again shows the errors associated with the failed build. The first error message is:

```
Error : #70: incomplete type is not allowed
month.c line 20
```

Once again, the code pane of the *Errors & Warnings* window displays the relevant source file and an arrow highlights the line of code associated with the first error message. You will find that there is nothing wrong with the code on this line!

Towards the top of the file, the preprocessor directives contain a reference to the macro **INCLUDE_DATE_FORMAT**, which has not been defined in any of the source files. Normally a command line parameter would have to be supplied to the C compiler, **armcc**, to specify:

-D INCLUDE_DATE_FORMAT

We must edit the command line arguments for this project's settings:



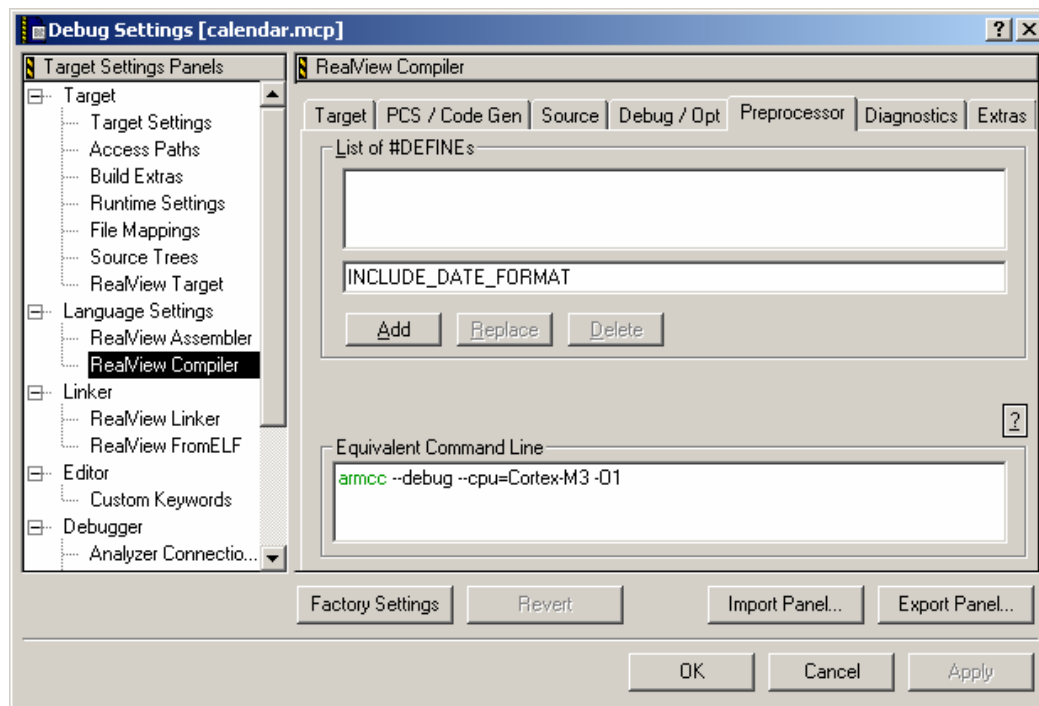
Open the *Debug Settings* window by selecting *Edit* → *Debug settings* or pressing *Alt + F7*. Here we can use the *Target Settings Panels* pane on the left to access the compiler settings.



Note that as we are editing the Debug target, the window title and menu option will show *Debug Settings*.



Select the *RealView Compiler* item in the *Language Settings* branch of the tree. Click on the *Preprocessor* tab.



Click in the text box under the empty list of macro definitions. Enter **INCLUDE_DATE_FORMAT** and click the *Add* button.

We also need to change the optimization level to **-O1**. This is so that variables are stored in registers automatically, while still retaining a reasonable debug view.



Select the *Debug/Opt* tab. In the list of optimization levels, select level 1 (restricted optimization, good debug view). Click *OK* to close the *Target Settings* dialog and save the changes.



Select *Project*→*Make* from the menu, or press *F7*.



If a project is already up-to-date then nothing will be done by the IDE when it is requested to build a project. If you wish to do a forced rebuild of all the source files then select *Project* → *Remove Object Code...* to delete the relevant object files.

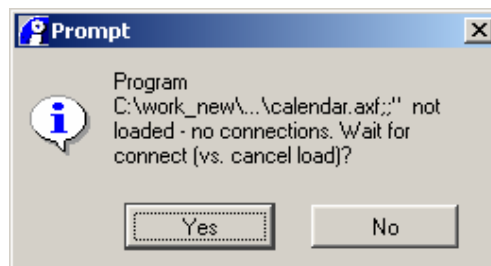
Exercise 2.4 - Executing the example



In CodeWarrior, select *Project* → *Debug* from the menu. RVD is started.



If there is no connection to a target already set up, the dialog box below will appear and RVD will prompt you to wait for a connection to be made. Click *Yes*.



Connect to the ARM7TDMI RVISS target.

If you were prompted to earlier wait for a connection, the image is loaded and the *Code* pane shows the source code for the project image. If not, the *Code* pane now prompts you to load the recently built image to the target. In this case, you need to click on the link to load the image to the target:



Click on the *Load* link to load the image.

The *Code* pane now shows that the image is loaded and the red box indicates the current execution position. You can use the *Dsm* and *Src* tabs to toggle between high level source view and disassembly view.

```

struct Date_Format date;                                /* Variable declaration */

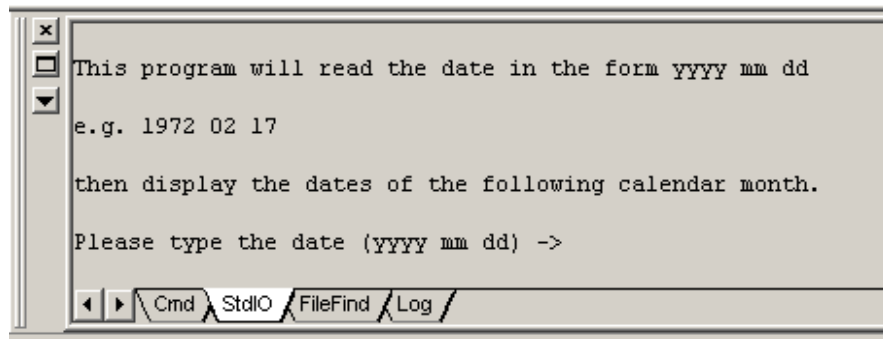
int main()
{
    int dflag, mflag;
    printf("\n\nThis program will read the date in the form yyyy mm dd\n");
    printf("\ne.g. 1972 02 17\n\n");
    printf("then display the dates of the following calendar month.");
    printf("\n\nPlease type the date (yyyy mm dd) -> ");
    scanf ("%d%d%d", &date.year, &date.month, &date.day);
    printf("\n\nThe month following %4d %2d %2d is:\n\n",
           date.year, date.month, date.day);
    dflag = date.day;
    mflag = date.month;
    nextday();
}

```



Select *Debug* → *Run* from the menu (*F5*).

Execution begins. The *Output* pane at the bottom of the window shows the *StdIO* tab which performs console I/O operations for the current image. The program is now awaiting user input:



Enter today's date in the format described, e.g. **2006 01 11**

The program will display the dates for the following calendar month and then terminate.



Note that there is no source code available for the system exit routines and RVD displays **No source for context SYS_S_sys_exit**



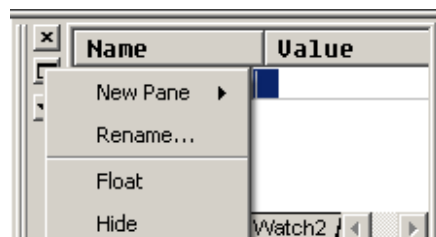
The disassembled project code can be viewed by selecting the *Dsm* tab in the *Code* pane.



All windows can be resized by clicking and dragging at the edges.



Docked panes can be changed to floating windows by clicking on the *Pane Content* button and selecting *Float* from the menu:



Exercise 2.5 - Debugging the example



Select *Target* → *Reload Image to Target* from the menu.

RVD will load the image ready for debugging. Again the current execution position is shown at **main**.



Select *Debug* → *Run* from the menu (*F5*).



You will once again be prompted to enter a date.
This time enter **2006 11 30**. The program will terminate after it has output the set of dates for the following month.



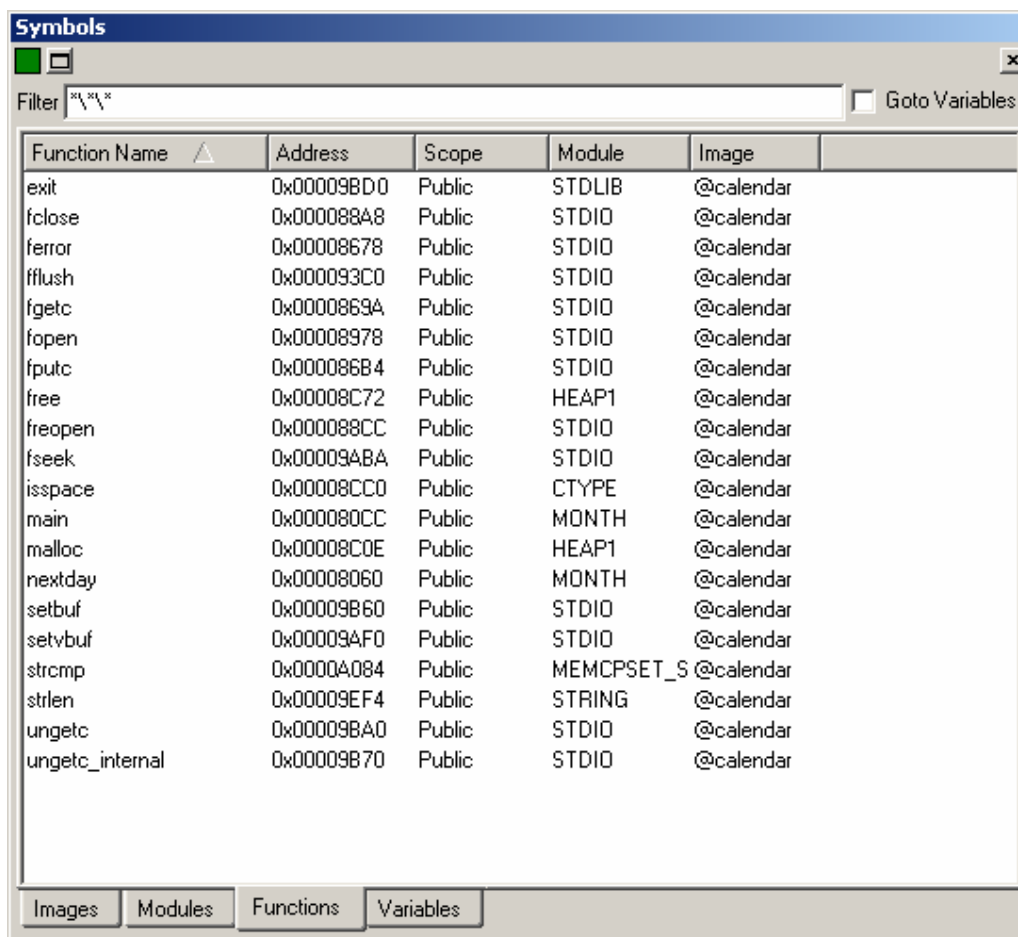
Use the scroll bar at the edge of the *Output Pane* to view the dates at the end of November. You will find that there is an extra day!



Reload the image into the debugger.



Select *View* → *Symbols* from the menu to open a *Symbols* pane.
Select the *Functions* tab.

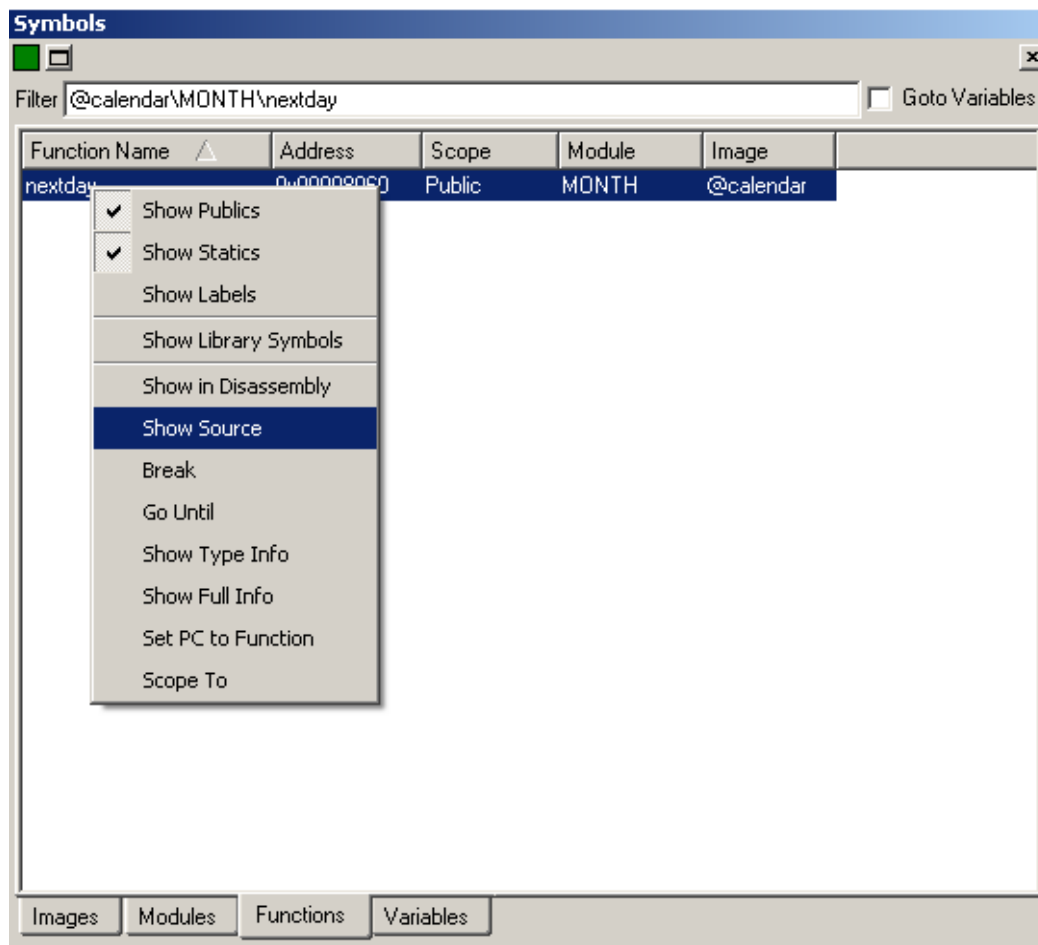


Enter the string `@calendar\MONTH\nextday` in the *Filter* textbox and press *Enter*.



The basic filter strings are of the form:

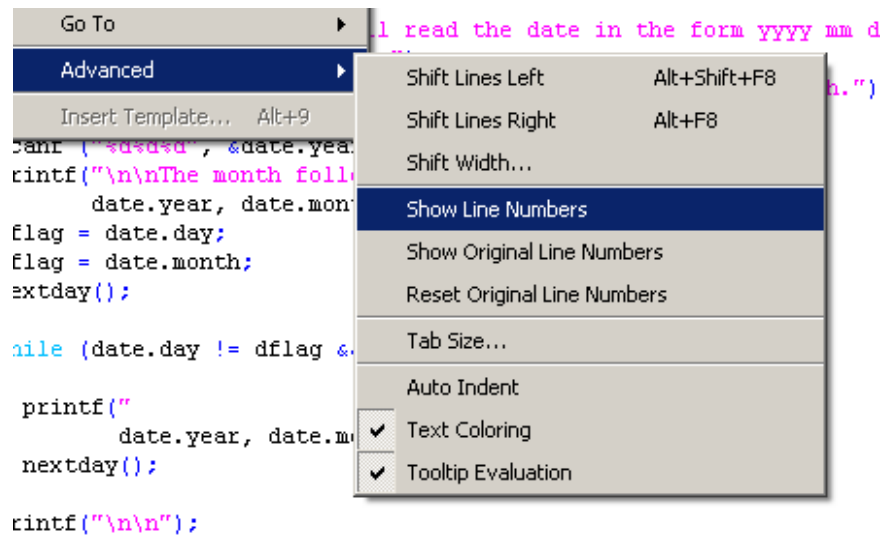
`@image_name\module_name\function_name`, and you can also use wildcards. For example, to list all of the functions in the month module, you can specify: `@calendar\MONTH*`. Full details of additional filters that can be used can be found in the RVD User Guide.



Highlight the **nextday** entry, right-click it and select *Show Source* from the context menu to locate this function in the source file. Then close the *Symbols* pane.



Select *Edit* → *Advanced* → *Show Line Numbers* from the menu to display line number information in the source code:



Set a breakpoint on the **switch** statement on line 40 by double-clicking to the left of the line number.

The line will receive a red breakpoint marker.

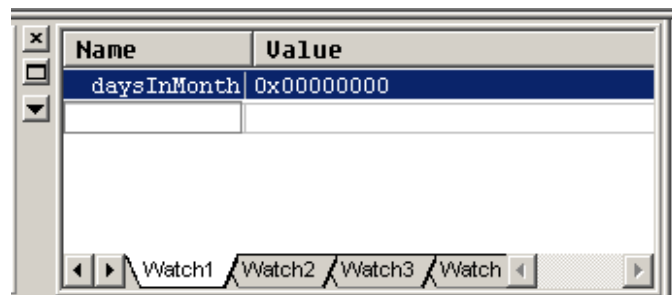


Resume execution and enter the date **2006 11 30** again. The program will stop at the breakpoint.



Right click on the variable name **daysInMonth** on line 38 and select *Watch* from the context menu.

A new entry appears in the *Watch* pane showing **daysInMonth**. Its value has not been determined yet and it is currently set to 0:



Right click on the word **date** in the variable name **date.month** on line 40 and select *Watch* from the context menu.

The display in the *Watch* pane is updated. The **date** struct is now visible.



Click on the cross to the left of **date** to view the struct's fields.

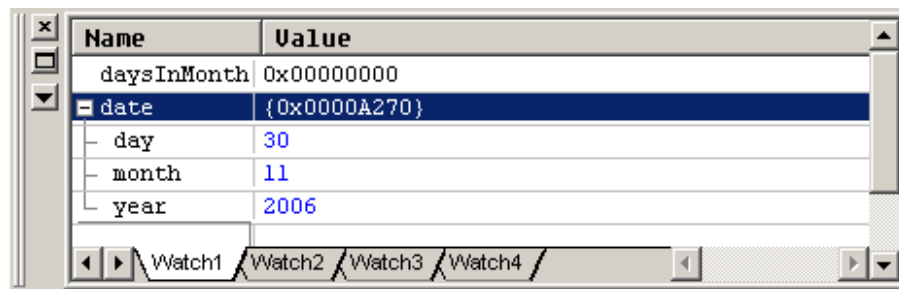


Right click on the **date** field and select *Format...* from the context menu to change the display format of the variables.



Select *Signed Decimal* from the *List Selection* dialog and click *OK*.

The *Watch* pane is updated again:



Select *Debug* → *Step Over (next)* (F10) to perform the next step in the program.



You will note that the case statements have been skipped and that the **default** path will be taken.

As the **default** path assumes the month has 31 days. This is not correct for November. There is a fragment of code, **case 11:**, missing from line 51. To rectify this permanently we would have to edit the source file. For the purposes of this example we will modify the variable **daysInMonth** to produce the desired result.



Double-click on the breakpoint set on line 40 to remove it.



Set a new breakpoint on line 58 after the block of code containing the **switch** statement.



Resume program execution, the debugger will stop at the new breakpoint.



Right click on the **daysInMonth** variable in the *Watch* pane and change the format of this variable to *Signed Decimal*.

You will see that the value of **daysInMonth** is **31**, but we require it to be **30**.



Click on the value to edit it and change the value to **30**, then press enter.



Remove the breakpoint on line **58**.



Restart the program and finish executing the example.

Note that the output generated by the program is now correct.

Exercise 2.6 – Viewing registers and memory



Reload the image into the debugger.

RVD will load the image ready for debugging. Again the current execution position is shown at **main**.



Set a breakpoint on the **printf** statement on line **29** by double clicking in the region to the left of the statement.



Select *Debug* → *Run* from the menu (*F5*).

You will once again be prompted to enter a date.



This time enter **2006 12 25**.

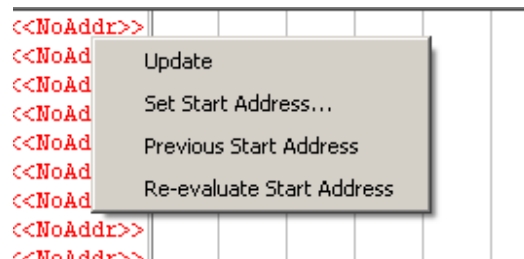
The program will stop at the breakpoint on the printf statement.



Select *View* → *Memory* to open a new *Memory* pane.



Right click inside the address column of the *Memory* pane and select *Set Start Address...* from the context menu:

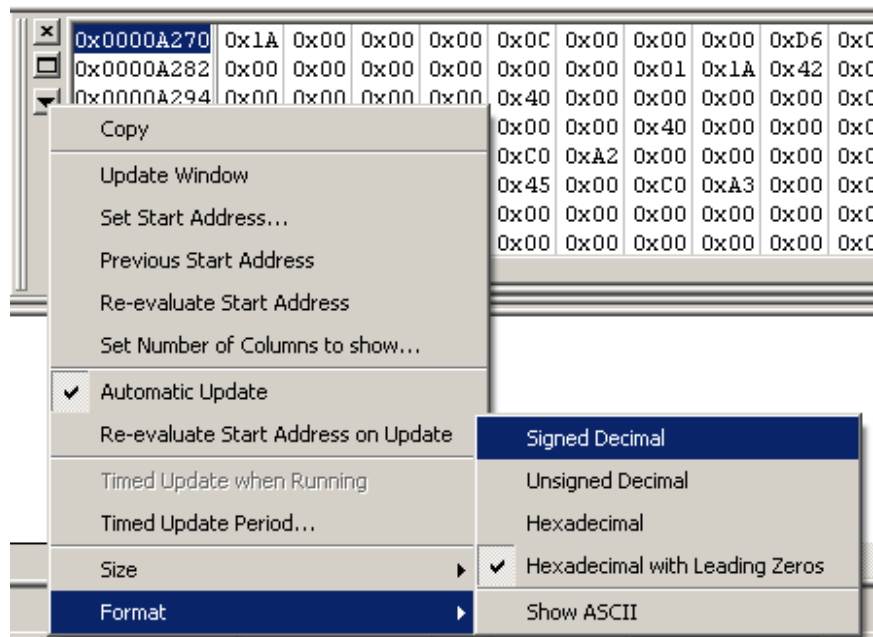


Type **date** at the *Prompt* dialog and press enter.

The *Memory* pane is updated and now shows memory beginning at the address of the **date** struct.



Click on the *Memory Pane Menu* and select *Signed Decimal* as the memory display format:



Click on the *Memory Pane Menu* again and select *Words (32 bits)* as the memory display width.



Note how the three successive words in memory correspond to the three fields in the date struct (**26/12/2006**):

0x0000A270	26	12	2006
0x0000A290	1	0	64
0x0000A2B0	0	0	0
0x0000A2D0	41920	2	207



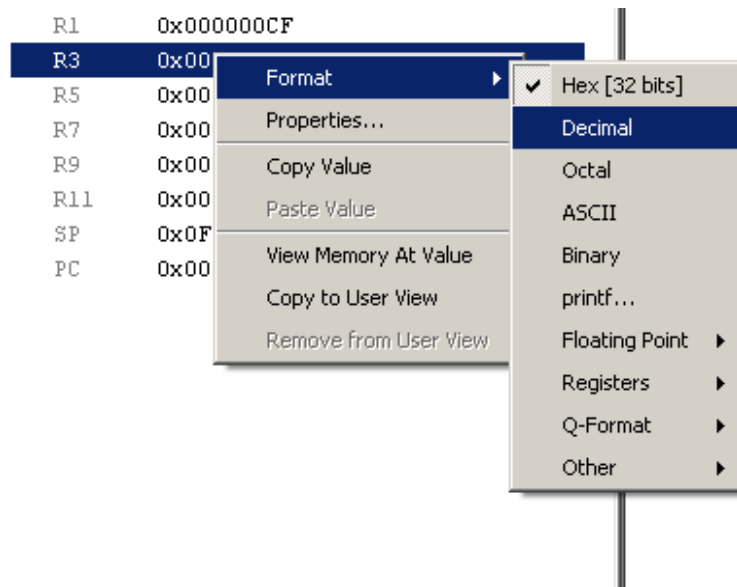
Restart the program, execution will stop at the breakpoint again.



Open a register pane by selecting *View → Registers* from the menu.



Right click on register **r3** and select *Format* → *Decimal* to change the register display format.



At this point in the program **r3** holds the value stored in the **day** field of the **date** variable in the *Memory* window (The value of **day** is now **27** as the **nextday** function has been called.):



Use the *Go* button to execute the while loop until **r3** has the value **2**.



Double click on the **date.day** value (**2**) in the *Watch* pane to edit it. Change it to **22** and press Enter.

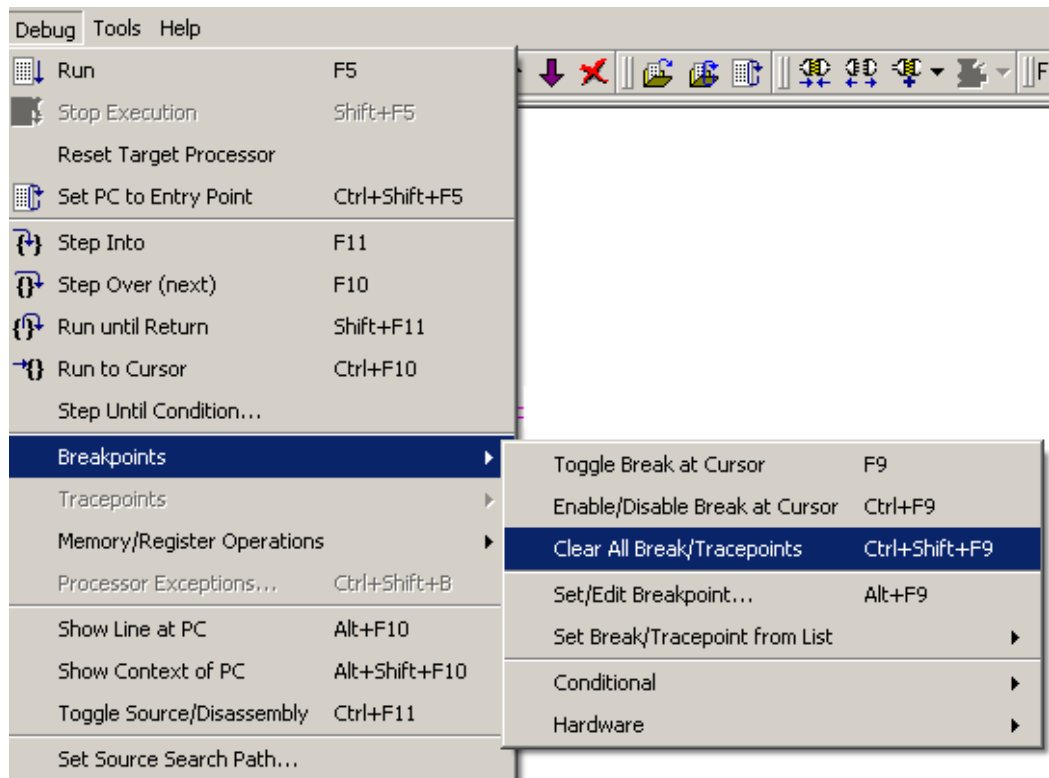


Use the *Go* button to pass through the while loop until the program ends.

Note how the value entered in variable watch pane affects the value in the register **r3**, the corresponding entry in the memory window and the program output.



Remove all current breakpoints from the image by selecting *Debug* → *Breakpoints* → *Clear All Break/Tracepoints* from the menu:



Exercise 2.7 – Using the command line



Reload the image into the debugger.

RVD will load the image ready for debugging. Again the current execution position is shown at **main**.



Click on the *Cmd* tab of the *Output* pane to view the command line interface, and click in the grey command line bar to give it the focus:



Re-size any other windows as necessary to ensure the command line interface is in clear view.

Set a breakpoint on line **40** of the source file by using the **break** command then start program execution using **go**:



```
Stop> break #40
Stop> go
```



Enter the date **2006 11 30** in the *Console* window when prompted.

Execution will stop at the breakpoint. Now check the values of the program variables:



You will need to click on the *Cmd* tab of the *Output* pane to switch focus.



```
Stop> print daysInMonth
```



Note that as it is a C variable the name is case sensitive. The value of **daysInMonth** is zero as it is a *static* variable and has not yet been initialized.



```
Stop> print date
```


Remove the breakpoint on line **40** using the **clear** command (The **clear** command will clear all breakpoints. If you need to clear a specific breakpoint, you can find the reference for the breakpoint using the **break** command. This will print a list of current breakpoints. For example to clear the first breakpoint listed type: **clear 1**).



```
Stop> clear
```

Set another breakpoint immediately after the **switch** statement then resume program execution:



```
Stop> break #58
Stop> go
```

Check the value of the **daysInMonth** variable:



```
Stop> print daysInMonth
```



It is possible to use the cursor keys, **↑** and **↓**, to recall recent commands.

Correct the value from **31** to **30** using the **ce** command:



```
Stop> ce daysInMonth=30
```



ce is an abbreviation of the **CExpression** command. This can be used on its own to view the value of an expression, or with a modifier, such as **=** in this case, to change the value of an expression.

Use the **go** command to pass through the while loop until the output displays the date **2006 12 3**



```
Stop> go
```



You will need to toggle between the *StdIO* and *Cmd* tabs of the *Output* pane.

Use the **dump** command to view the **date** variable in memory.



```
Stop> dump /w &date
```



The **/w** argument specifies how to display the area of memory, in this case as words. **&date** specifies the address of the **date** variable.

Note how the successive words in memory correspond to the fields in the **date** struct.

Use the **step** command to execute the next two instructions:



```
Stop> step  
Stop> step
```

Use the **dump** command to view the **date** variable in memory again.



```
Stop> dump /w &date
```

Note how the value of **date.day** has been incremented.

Remove the breakpoint on line **58** and resume program execution



```
Stop> clear  
Stop> go
```

The program terminates normally.

Exercise 2.8 – Using include files in RVD

In this exercise we will see how multiple commands can be combined in an *include command file* to control execution within the debugger.

Consider the file `month.inc` found in `c:\rvds30_tutorial\intro\session2`:

```
break #40
go
print daysInMonth
print date.day
print date.month
print date.year
clear
break #58
go
print daysInMonth
ce daysInMonth=30
go
go
go
dump /w &date
step
step
dump /w &date
clear
go
```

The file consists of a simple selection of commands which will perform the same task that was performed in the previous exercise.



Reload the image into the debugger.



Invoke the include file by selecting *Tools → Include Commands from File* from the menu.



Use the *Select File* dialog to locate and open the file
`c:\rvds30_tutorial\intro\session2\month.inc`



Enter the date **2006 11 30** in the *Console* window when prompted.

When the program has terminated use the *Cmd* tab to view the values of the variables displayed by the script file.



Check the output is correct then quit the debugger to finish the exercise.

Section 2 - Review

We have seen how the CodeWarrior IDE can be used to:

- Create source files and projects
- Invoke the compiler and linker to generate executable images
- Automatically open files for editing from a project, or a compilation warning or error message
- Invoke the compiler and linker to generate executable images
- Automatically open files for editing from a project, or a compilation warning or error message

We have seen how RVD can be used to:

- Control and modify execution of code
- View and modify locals, globals and memory
- View and modify the contents of registers
- Accept commands via the CLI or from a script file to automate debugging



A complete range of debugging facilities is available within RVD. Consult the online documentation for complete information.