
Sourcery G++ Lite

ARM uClinux

2007q1-10

Getting Started



Sourcery G++ Lite: ARM uClinux: 2007q1-10: Getting Started

CodeSourcery, Inc.

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Preface

This preface introduces *Getting Started With Sourcery G++ Lite*. It explains the structure of this guide and lists other sources of information that relate to Sourcery G++ Lite.

1 Intended Audience

This guide is written for people who will install and/or use Sourcery G++ Lite. This guide provides a step-by-step guide to installing Sourcery G++ Lite and to building simple applications. Parts of this document assume that you have some familiarity with using the command-line interface. If you are an administrator installing Sourcery G++ Lite on a UNIX-like system for all of your users to use, you should also be familiar with the package-management software (such as the Red Hat Package Manager) for your system.

2 Organization

This document is organized into the following chapters and appendices:

Chapter 1, <i>Sourcery G++ Lite Licenses</i>	This chapter provides information about the software licenses that apply to Sourcery G++ Lite. Read this chapter to understand your legal rights and obligations as a user of Sourcery G++ Lite.
Chapter 2, <i>Sourcery G++ Subscriptions</i>	This chapter provides information about Sourcery G++ Lite subscriptions. CodeSourcery customers with Sourcery G++ Lite subscriptions receive comprehensive support for Sourcery G++ Lite. Read this chapter to find out how to obtain and use a Sourcery G++ Lite subscription.
Chapter 3, <i>Sourcery G++ Lite for ARM uClinux</i>	This chapter provides information about this release of Sourcery G++ Lite including any special installation instructions, recent improvements, or other similar information. You should read this chapter before building applications with Sourcery G++ Lite.
Chapter 4, <i>Installation and Configuration</i>	This chapter describes how to download, install and configure Sourcery G++ Lite. This section describes the available installation options and explains how to set up your environment so that you can build applications.
Chapter 5, <i>Using the Sourcery G++ Lite IDE</i>	This chapter explains how to use the Sourcery G++ Lite IDE, which is based on Eclipse.
Chapter 6, <i>Using Sourcery G++ from the Command Line</i>	This chapter explains how to build applications with Sourcery G++ Lite using the command line. In the process of reading this chapter, you will build a simple application that you can use as a model for your own programs.
Appendix A, <i>GNU General Public License</i>	This appendix contains the full text of the GNU General Public License, the license that applies to certain components of Sourcery G++ Lite.

3 Typographical Conventions

The following typographical conventions are used in this guide:

`> command arg ...` A command, typed by the user, and its output. The “>” character is the command prompt.

command The name of a program, when used in a sentence, rather than in literal input or output.

`literal` Text provided to or received from a computer program.

placeholder Text that should be replaced with an appropriate value when typing a command.

Chapter 1

Sourcery G++ Lite Licenses

Sourcery G++ Lite contains software provided under a variety of licenses. Some components are "free" or "open source" software, while other components are proprietary. This chapter explains what licenses apply to your use of Sourcery G++ Lite. You should read this chapter to understand your legal rights and obligations as a user of Sourcery G++ Lite.

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Eclipse IDE	Eclipse Public License
GNU Manuals	GNU Free Documentation License
Sourcery G++ Lite Plug-in for Eclipse IDE	CodeSourcery License
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The CodeSourcery License is available in Section 1.2, "Sourcery G++™ Software License Agreement".

Important

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

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19. **Jurisdiction And Venue.** The courts of Placer County in the State of California, USA and the nearest U.S. District Court shall be the exclusive jurisdiction and venue for all legal proceedings that are not arbitrated under this Agreement.
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Chapter 2

Sourcery G++ Subscriptions

CodeSourcery provides support contracts for Sourcery G++. This chapter describes these contracts and explains how CodeSourcery customers can access their support accounts.

2.1 About Sourcery G++ Subscriptions

CodeSourcery offers Sourcery G++ subscriptions. Professional Edition subscriptions provide unlimited support, with no per-incident fees. CodeSourcery's support covers questions about installing and using Sourcery G++, the C and C++ programming languages, and all other topics relating to Sourcery G++. CodeSourcery provides updated versions of Sourcery G++ to resolve critical problems. Personal Edition subscriptions do not include support, but do include free upgrades as long as the subscription remains active.

CodeSourcery's support is provided by the same engineers who build Sourcery G++. A Sourcery G++ subscription is like having a team of compiler engineers and programming language experts available as consultants!

If you would like more information about Sourcery G++ subscriptions, including a price quote or information about evaluating Sourcery G++, please send email to <sales@codesourcery.com>.

2.2 Accessing your Sourcery G++ Subscription Account

If you have a Sourcery G++ subscription, you may access your account by visiting the Sourcery G++ Portal¹. If you have a support account, but are unable to log in, send email to <support@codesourcery.com>.

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

Chapter 3

Sourcery G++ Lite for ARM uClinux

This chapter contains information about using Sourcery G++ Lite on your target system. This chapter also contains information about changes in this release of Sourcery G++ Lite. You should read this chapter to learn how to best use Sourcery G++ Lite on your target system.

3.1 Sourcery G++ Lite Release Notes

This section documents Sourcery G++ Lite changes for each released revision.

3.1.1 Changes in Sourcery G++ Lite 2007q1-10

Disassembly of overlapping sections. A bug in the disassembler that caused code to be displayed as data (and vice-versa) in files with overlapping sections has been fixed. This mainly affects the `objdump` utility.

Installer hangs while refreshing environment. The Sourcery G++ installer for Microsoft Windows now updates the `PATH` environment variable without waiting for open applications to acknowledge the update. This change prevents open applications from blocking the installer's progress.

Improved assembler diagnostics for 8-bit offsets. The assembler now correctly diagnoses out-of-range offsets to instructions such as `LDRD` as 8-bit rather than half-word offsets.

Less disk space required for installation. Sourcery G++ Lite packages are smaller because multiple copies of files have been replaced with hard and/or symbolic links when possible. Both the size of the installer images and the amount of disk space required for an installed package have been reduced.

Thumb register corruption fix. A bug in the compiler that could cause register corruption in Thumb mode has been fixed. The compiler was formerly emitting code to restore registers on function return that was not interrupt safe.

__aeabi_lcmp. An error in the libgcc implementation of `__aeabi_lcmp` that caused incorrect results to be returned has been fixed. This is a support routine defined by the ARM EABI. GCC does not normally use this routine directly, however it may be used by third-party code.

The `\@` assembler pseudo-variable. A bug in the assembler that caused uses of the `\@` pseudo-variable to be mis-parsed as comments has been fixed.

Crash when generating vector code. A bug that sometimes caused the compiler to crash when invoked with the `-ftree-vectorize` option has been fixed.

Propagation of Thumb symbol attributes. Symbols referring to Thumb functions on ARM targets now have their Thumb attribute correctly propagated to any aliases defined with `.set` or `.symver`.

Linking of non-ELF images. A linker bug that could cause a crash when linking non-ELF objects for ARM targets has been fixed.

Invalid load instructions. A bug in the compiler which caused it to generate invalid assembly (e.g. `ldrd r0, [#0, r2]`) has been fixed.

VFPv3/NEON debug information. A bug in the compiler which caused it to generate incorrect debug information for code using VFPv3/NEON registers has been fixed. The debugger is now able to locate and display values held in these registers.

ARMv6-M system instructions. An assembler bug that caused some ARMv6-M system instructions to be incorrectly rejected has been fixed. The affected instructions are `msr`, `mrs`, `yield`, `wfi`, `wfe` and `sev`.

Assembly of Thumb-2 load/store multiple instructions. The Thumb-2 `ldm` and `stm` assembly mnemonics are now assembled to `ldr` and `str` instructions when a single register is transferred, as specified in the Thumb-2 Architecture Supplement.

Conditional Thumb-2 branch instructions. A linker bug that could cause objects involving conditional Thumb-2 branch instructions to be incorrectly rejected has been fixed.

Alignment bug fix. A bug has been fixed that formerly caused incorrect code to be generated in some situations for copying structure arguments being passed by value. The incorrect code caused alignment errors on stack accesses on some targets.

3.1.2 Changes in Sourcery G++ Lite 2007q1-3

Initial release. This is the initial release for ARM uClinux.

Chapter 4

Installation and Configuration

This chapter explains how to install Sourcery G++ Lite. You will learn how to:

1. Verify that you can install Sourcery G++ Lite on your system.
2. Download the appropriate Sourcery G++ Lite installer.
3. Install Sourcery G++ Lite.
4. Configure your environment so that you can use Sourcery G++ Lite.

4.1 Terminology

Throughout this document, the term *host system* refers to the system on which you run Sourcery G++ Lite while the term *target system* refers to the system on which the code produced by Sourcery G++ Lite runs. The target system for this version of Sourcery G++ Lite is "arm-uclinuxeabi".

If you are developing a workstation or server application to run on the same system that you are using to run Sourcery G++ Lite, then the host and target systems are the same. On the other hand, if you are developing an application for an embedded system, then the host and target systems are probably different.

4.2 System Requirements

4.2.1 Host Operating System Requirements

Sourcery G++ Lite supports the following host operating systems:

- Microsoft Windows NT 4, Windows 2000, Windows XP, and Windows Vista systems using IA32, AMD64, and EM64T processors.
- GNU/Linux systems using the IA32, AMD64, or EM64T processors, including Debian 3.0 (and later), Red Hat Enterprise Linux 3 (and later), SuSE Enterprise Linux 8 (and later).
- Solaris 2.8 (and later) systems using SPARC processors.

Not all combinations of host and target systems are available. Therefore, Sourcery G++ Lite for your target system may not be available on all of the above host systems.

Sourcery G++ Lite is built as a 32-bit application. Therefore, even when running on a 64-bit GNU/Linux host system, Sourcery G++ Lite requires 32-bit host libraries. If these libraries are not already installed on your system, you must install them before installing and using Sourcery G++ Lite. Consult your operating system documentation for more information about obtaining these libraries.

4.2.2 Host Hardware Requirements

In order to install and use Sourcery G++ Lite, you must have at least 128MB of available memory.

The amount of disk space required for a complete Sourcery G++ Lite installation directory depends on the host operating system and the number of target libraries included. Typically, you should plan on at least 400MB. In addition, the graphical installer requires a similar amount of scratch space during the installation process.

4.2.3 Target System Requirements

See Chapter 3, *Sourcery G++ Lite for ARM uClinux* for requirements that apply to the target system.

4.3 Downloading an Installer

If you have received Sourcery G++ Lite on a CD, or other physical media, then you do not need to download an installer. You may skip ahead to Section 4.4, "Installing Sourcery G++ Lite".

If you have a Sourcery G++ Lite subscription (or evaluation), then you can log into the Sourcery G++ Portal¹ to download your Sourcery G++ Lite toolchain(s). CodeSourcery also makes some toolchains available to the general public from the Sourcery G++ web site². These publicly available toolchains do not include all the functionality of CodeSourcery's product releases.

Once you have navigated to the appropriate web site, download the installer that corresponds to your host operating system. For Microsoft Windows systems, the Sourcery G++ Lite installer is provided as an executable, with the `.exe` extension. For GNU/Linux systems with an X Window System, Sourcery G++ Lite is provided as a graphical installer with the `.bin` extension. For Solaris, and GNU/Linux systems without an X Window System, Sourcery G++ Lite is provided as a compressed archive `.tar.bz2`. If installing on a RPM-based GNU/Linux system you may download the `.rpm` file.

On Microsoft Windows systems, save the installer to the desktop. On GNU/Linux and Solaris systems, save the download package in your home directory.

4.4 Installing Sourcery G++ Lite

The method used to install Sourcery G++ Lite depends on your host system.

4.4.1 Installing Sourcery G++ Lite on Microsoft Windows

If you have received Sourcery G++ Lite on CD, insert the CD in your computer. On most computers, the installer then starts automatically. If your computer has been configured not to automatically run CDs, open My Computer, and double click on the CD. If you downloaded Sourcery G++ Lite, double-click on the installer.

After the installer starts, follow the on-screen dialogs to install Sourcery G++ Lite. This package comes with a bundled Java Runtime Environment; you do not have to download any additional software.

4.4.2 Installing Sourcery G++ Lite on GNU/Linux systems with an X Window System

Start the graphical installer by invoking the executable shell script:

```
> /bin/sh ./path/to/package.bin
```

After the installer starts, follow the on-screen dialogs to install Sourcery G++ Lite. This package comes with a bundled Java Runtime Environment; you do not have to download any additional software.

4.4.3 Installing Sourcery G++ Lite on Solaris or GNU/Linux systems without an X Window System

You do not need to be a system administrator to install Sourcery G++ Lite on a GNU/Linux or Solaris system. You may install Sourcery G++ Lite using any user account and in any directory to which you have write access. This guide assumes that you have decided to install Sourcery G++ Lite in the `$HOME/CodeSourcery` subdirectory of your home directory and that the filename of the package

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

² http://www.codesourcery.com/gnu_toolchains/

you have downloaded is `/path/to/package.tar.bz2`. After installation the toolchain will be in `$HOME/CodeSourcery/sourceryg++-4.1` or similar.

First, uncompress the package file:

```
> bunzip2 /path/to/package.tar.bz2
```

Next, create the directory in which you wish to install the package:

```
> mkdir -p $HOME/CodeSourcery
```

Change to the installation directory:

```
> cd $HOME/CodeSourcery
```

Unpack the package:

```
> tar xf /path/to/package.tar
```

If you are installing a native toolchain, it is then necessary to run a post-install script found in the share directory:

```
> /bin/sh sourceryg++-4.1/share/postinst-*
```

The `.tar.bz2` package is not bundled with a Java Runtime Environment.

4.4.4 Installing Sourcery G++ Lite on RPM-based GNU/Linux systems

On a RPM-based system you should use RPM to install the provided package. Execute the following command as root (administrator):

```
> rpm -ivh /path/to/package.rpm
```

The `.rpm` package is not bundled with a Java Runtime Environment.

4.4.5 Installing the Java Runtime Environment

Some versions of Sourcery G++ Lite include the Eclipse Integrated Development Environment. Because Eclipse is an optional component, the installer allows you to choose whether or not to install it. Eclipse is a Java application and requires the Java Runtime Environment (JRE). The Java Runtime Environment is available at no charge from Sun Microsystems Java website³. You may download either the Java Runtime Environment (JRE) or the Java Development Kit (JDK). (The JDK includes the JRE.)

4.5 Uninstalling Sourcery G++ Lite

The method used to uninstall Sourcery G++ Lite depends on your host system. If you have modified any files in the installation it is recommended that you back up these changes. The uninstall procedure may remove the files you have altered.

³ <http://java.sun.com/j2se/>

4.5.1 Uninstalling Sourcery G++ Lite on Microsoft Windows

Select Start, then Control Panel. Select Add or Remove Programs. Scroll down and click on Sourcery G++ for ARM uClinux. Select Change/Remove and follow the on-screen dialogs to uninstall Sourcery G++ Lite.

4.5.2 Uninstalling Sourcery G++ Lite on Microsoft Windows Vista

Select Start, then Settings and finally Control Panel. Select the Uninstall a program task. Scroll down and double click on Sourcery G++ for ARM uClinux. Follow the on-screen dialogs to uninstall Sourcery G++ Lite.

4.5.3 Uninstalling Sourcery G++ Lite on GNU/Linux using the graphical uninstaller

If you installed on GNU/Linux using the graphical installer, then you must use the graphical uninstaller to remove Sourcery G++ Lite. The `arm-uclinuxeabi` directory located in the install directory will be removed entirely by the uninstaller. Please back up any changes you have made to this directory, such as modified linker scripts.

Start the graphical uninstaller by invoking the executable shell script:

```
> /bin/sh ./path/to/install/\
    Sourcery_G++/\
    Uninstall_Sourcery_GXX_for_ARM_uClinux
```

After the uninstaller starts, follow the on-screen dialogs to uninstall Sourcery G++ Lite.

4.5.4 Uninstalling Sourcery G++ Lite on RPM-based GNU/Linux systems

On a RPM-based system you should use RPM to uninstall the installed package. Execute the following command as root (administrator):

```
> rpm -e sourceryg++-arm-uclinuxeabi
```

4.5.5 Uninstalling Sourcery G++ Lite on GNU/Linux

If you did not use the graphical installer or RPM, uninstall Sourcery G++ Lite by manually deleting the installation directory created in the install procedure.

4.6 Setting up the Environment

As with the installation process itself, the steps required to set up your environment depend on your host operating system. The name of the Sourcery G++ Lite commands all begin with **arm-uclinuxeabi** so that you can install Sourcery G++ Lite for multiple target systems in the same directory.

4.6.1 Setting up the Environment on Microsoft Windows

On a non-Vista Microsoft Windows system, the installer automatically adds Sourcery G++ Lite to your PATH. You can test that your PATH is set up correctly by using the following command:

```
> arm-uclinuxeabi-g++ -v
```

and verifying that the last line of the output contains: Sourcery G++ 2007q1-10.

On a Microsoft Windows Vista system, the installer does not automatically add Sourcery G++ Lite to your PATH. The Sourcery G++ IDE does not need this step to function correctly. This step is only required if you wish to use the tools from the command line on a Microsoft Windows Vista system. To set up your PATH on Microsoft Windows Vista, use the following command in a `cmd.exe` shell:

```
setx "%PATH%;C:\Program Files\Sourcery G++\bin"
```

where `C:\Program Files\Sourcery G++` should be changed to the path of your Sourcery G++ Lite installation. You can verify that the command worked by starting a second `cmd.exe` shell and running:

```
arm-uclinuxeabi-g++ -v
```

Verify that the last line of the output contains: Sourcery G++ 2007q1-10.

4.6.1.1 Working with Cygwin

Sourcery G++ Lite does not require Cygwin or any other UNIX emulation environment. You can use Sourcery G++ Lite directly from the Eclipse IDE or from the Windows command shell. You can also use Sourcery G++ Lite from within the Cygwin environment, if you prefer.

The Cygwin emulation environment translates Windows path names into UNIX path names. For example, the Cygwin path `/home/user/hello.c` corresponds to the Windows path `c:\cygwin\home\user\hello.c`. Because Sourcery G++ Lite is not a Cygwin application, it does not, by default, recognize Cygwin paths.

If you are using Sourcery G++ Lite from Cygwin, you should set the `CYGPATH` environment variable. If this environment variable is set, Sourcery G++ Lite automatically translates Cygwin path names into Windows path names. To set this environment variable, type the following command in a Cygwin shell:

```
> export CYGPATH=cygpath
```

To resolve Cygwin path names, Sourcery G++ Lite relies on the **cygpath** utility provided with Cygwin. You must provide Sourcery G++ Lite with the full path to `cygpath` if **cygpath** is not in your PATH. For example:

```
> export CYGPATH=c:/cygwin/bin/cygpath
```

directs Sourcery G++ Lite to use `c:/cygwin/bin/cygpath` as the path conversion utility. The value of `CYGPATH` must be an ordinary Windows path, not a Cygwin path.

4.6.2 Setting up the Environment on GNU/Linux or Solaris

If you installed Sourcery G++ Lite using the `.bin` graphical installer then you may skip this step. The graphical installer does this setup for you.

Before using Sourcery G++ Lite you should add Sourcery G++ Lite to your PATH. The command you must use varies with the particular command shell that you are using. If you are using the C Shell (**csh** or **tcsh**), use the command:

```
> setenv PATH $HOME/CodeSourcery/sourceryg++-4.1/bin:$PATH
```

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

```
> export PATH=$HOME/CodeSourcery/sourceryg++-4.1/bin:$PATH
```

If you are not sure which shell you are using, try both commands. In both cases, if you have installed Sourcery G++ Lite in an alternate location, you must replace the directory above with `bin` subdirectory of the directory in which you installed Sourcery G++ Lite.

You may also wish to set the `MANPATH` environment variable so that you can access the Sourcery G++ Lite manual pages, which provide additional information about using Sourcery G++ Lite. To set the `MANPATH` environment variable, follow the same steps shown above, replacing `PATH` with `MANPATH`, and `bin` with `share/doc/sourceryg++-2007q1-10-arm-uclinuxeabi/man`.

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

```
> arm-uclinuxeabi-g++
```

and verifying that you receive the message:

```
arm-uclinuxeabi-g++: no input files
```

Chapter 5

Using the Sourcery G++ Lite IDE

This chapter explains how to use the Sourcery G++ Lite IDE to build a C or C++ application. This chapter assumes you have installed Sourcery G++ Lite as described in Chapter 4, *Installation and Configuration*. If you prefer to use the command line to build your applications, you may refer to Chapter 6, *Using Sourcery G++ from the Command Line* instead.

The IDE is not included in Sourcery G++ Lite. If you are using Sourcery G++ Lite, you may skip this chapter.

5.1 Overview

This chapter explains how to create, modify, and debug a program using the Sourcery G++ Lite IDE. After working through the example program in this chapter, you can use the same techniques to create your own programs.

This chapter is divided into two sections. The first explains how to create and build a program; the second section explains how to debug and run a program once it has been built.

Learning More About Eclipse

The Sourcery G++ Lite IDE is based on Eclipse. While this chapter explains how to accomplish basic tasks using the Sourcery G++ Lite IDE, it is not a comprehensive reference manual. If you want to learn more about Eclipse visit the Eclipse web site¹.

5.2 Building Applications

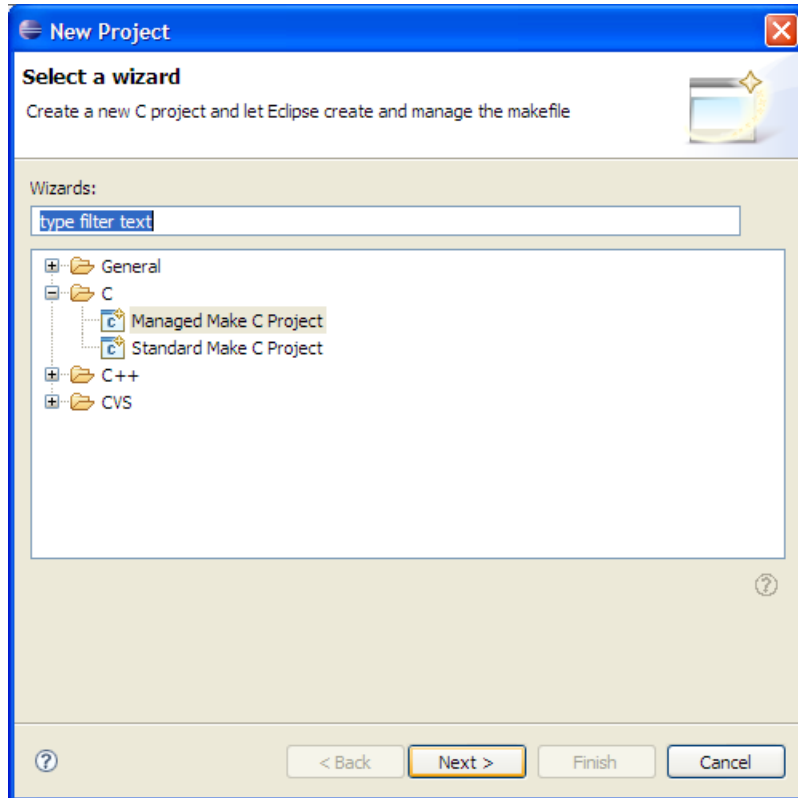
In the Sourcery G++ Lite IDE, every program is a *project*. The project contains all of the source files required to build the program. So, the first step is to create a project.

There are two kinds of projects: “Managed Make” and “Standard Make” projects. In general, if you intend to do all of your development from within the IDE, you should use a Managed Make project. In this mode, the IDE automatically handles building your project for you. However, if you are working with code that has previously been built with **make**, you may wish to use a Standard Make project instead. The following several sections explain how to create and work with a Managed Make project. If you wish to use a Standard Make project instead, skip ahead to section Section 5.2.5, “Using Standard Make Mode”.

5.2.1 Setting Up

Create a new project by selecting **File** → **New** → **Project**. Expand the **C** label and select **Managed Make C Project**. (If you want to build a C++ application, expand the **C++** label instead.) Click the **Next** button.

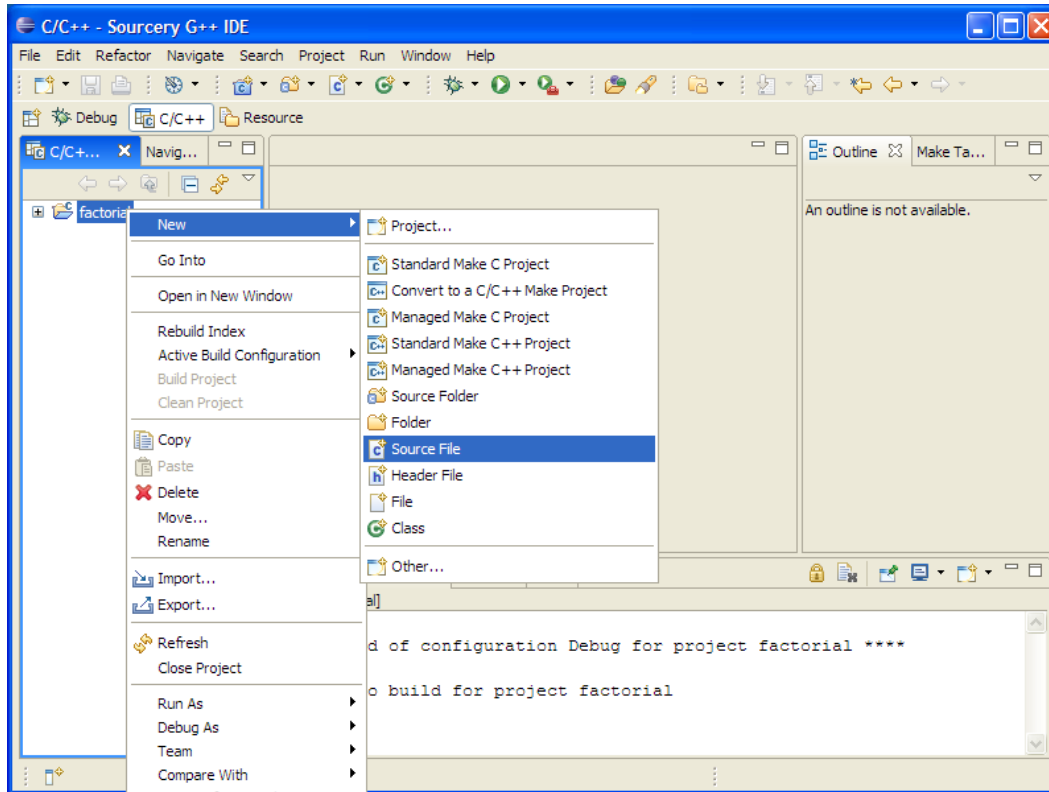
¹ <http://www.eclipse.org>



Expand the C folder and select the Managed Make C Project to create a new program.

Give the project the name `factorial` and click the Next button. From the Project Type menu select Executable (Sourcery G++ Lite for ARM uClinux) and click Finish. If you are asked whether or not to open a new perspective, click the Yes button.

At this point, the project exists, but there is no associated source code. So, the next step is to create the main program. Right-click on the `factorial` project, and select New → Source File. Give the new file the name `main.c` and click the Finish button.



Right-click on the project name to add a new source file.

5.2.2 Writing Source Code

Whenever you create or save a file, the Sourcery G++ Lite IDE attempts to rebuild the program. Because the program is empty at this point, the compilation does not succeed, and you may notice some messages in the Console tab indicating errors. Those errors will go away when the program is completed.

The Sourcery G++ Lite IDE now displays an editing window for you to use to create the program. Type (or cut-and-paste) the following program into the editor:

```
#include <stdio.h>

int factorial(int n) {
    if (n == 0)
        return 1;
    return n * factorial (n - 1);
}

int main () {
    int i;
    int n;
    for (i = 0; i < 10; ++i) {
        n = factorial (i);
        printf ("factorial(%d) = %d\n", i, n);
    }
    return 0;
}
```

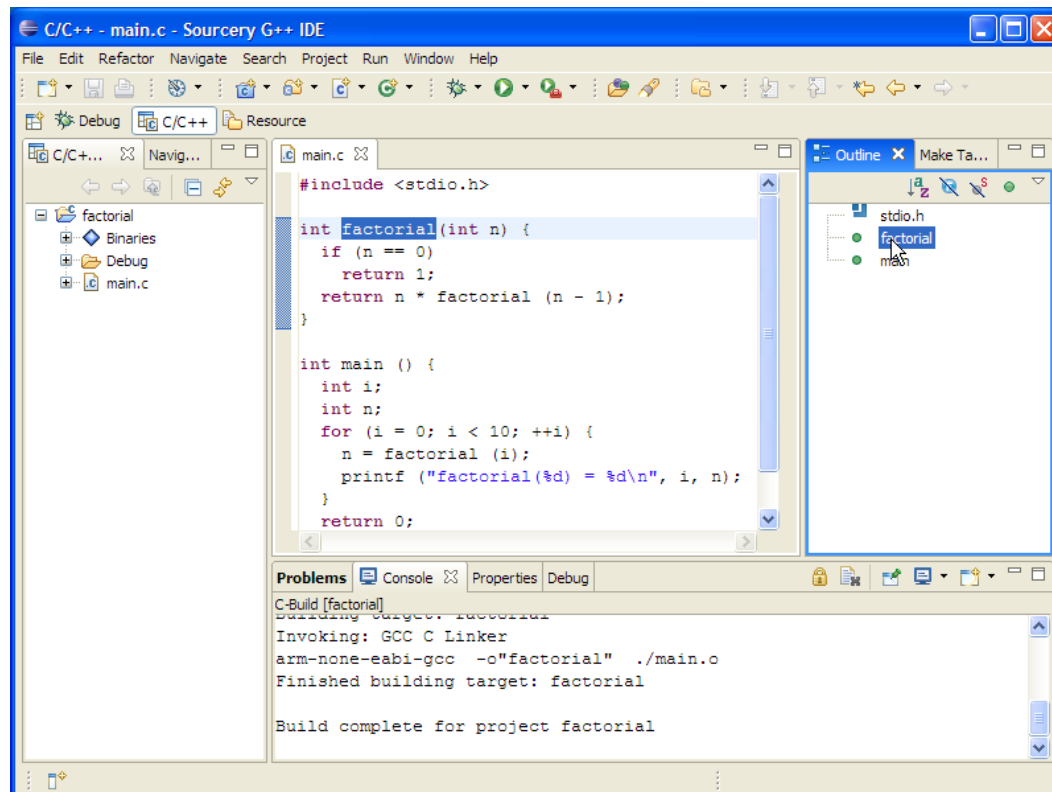

When you are done, save the file with **File** → **Save** (**Ctrl-S**).

When you save the file, the Sourcery G++ Lite IDE rebuilds the project. The output of the commands run by the IDE is displayed in the **Console** tab. You should see the following output at the bottom of the console:

```
Build complete for project factorial
```

5.2.3 Using Cross-Reference Information

Whenever it rebuilds your project, the Sourcery G++ Lite IDE also computes cross-reference information. You can see some of this information in the **Outline** pane. In particular, each of the two functions in the program (**factorial** and **main**) are shown in the **Outline** pane. When you click on name of a function or variable in the **Outline** pane, the IDE repositions the cursor to show you that entity.





Click a function name in the **Outline** to jump to it in the editor.

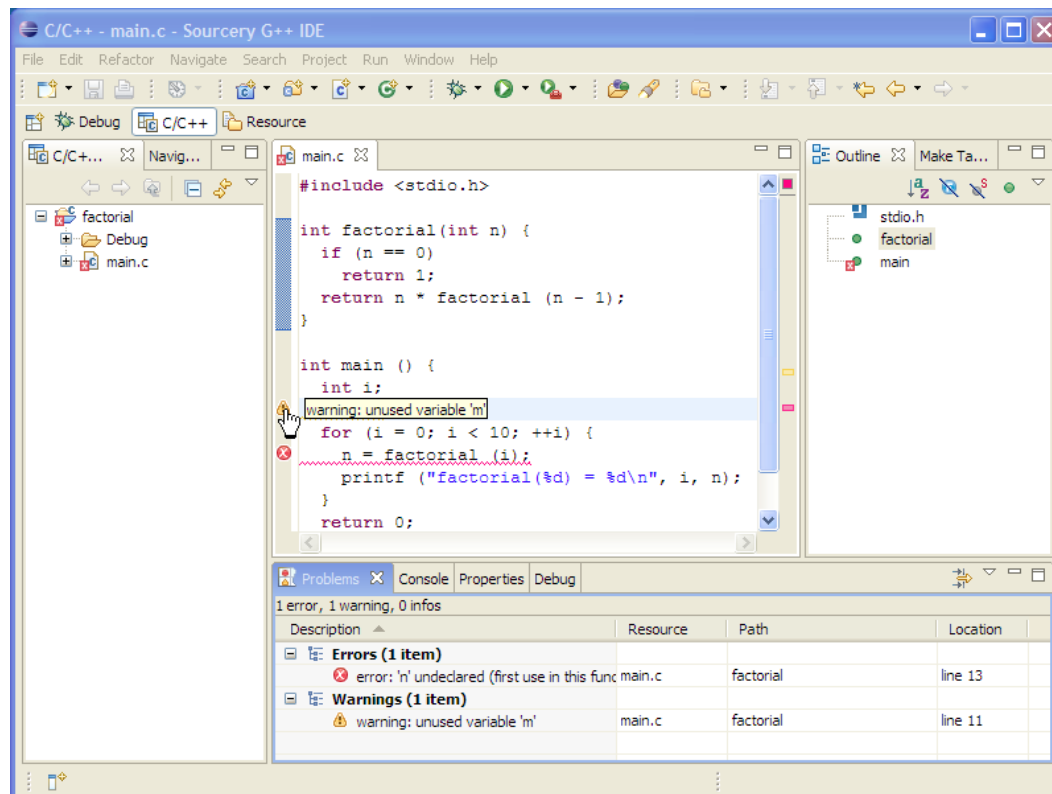
You can also use the cross-reference information to jump from the place where a function is called to the definition of the function. For example, find the line in **main** which calls **factorial** and place the cursor over the name **factorial**. Then, right-click and select **Open Declaration** (**F3**) to jump to the point at which **factorial** is declared. The cross-reference functionality works even if the function call is in a different file from the declaration of the function.

5.2.4 Dealing with Errors

If you pasted the sample application into the IDE, the program probably compiled correctly the first time. But, of course, that rarely happens when writing a large program from scratch. To see how the Sourcery G++ Lite IDE deals with errors, you can intentionally introduce an error.

Change the declaration of `n` in `main` to declare `m`, instead of `n`, and save the file. This change makes the program invalid because there are references to `n` in the function, but no declaration. In addition, the new variable `m` is not serving any useful purpose (since there are no references to it). Sourcery G++ Lite informs you of both issues by flagging the problematic lines of source code.

The IDE places a circular red symbol  next to lines that cause errors and a triangular yellow symbol  on lines that cause warnings. There are several ways to get more detailed information about the problems. One way is to click on the Problems pane at the bottom of the IDE. This pane shows the error and/or warning messages issued by the compiler. Also, when you place the cursor over the error indicators, the IDE displays the error message.



Place the cursor over a warning or error indicator to see the cause of the problem.

Before proceeding, you must correct the error by changing `m` back to `n`.

5.2.5 Using Standard Make Mode

This section explains how to use the advanced Standard Make mode, instead of the simpler Managed Make mode described above. If you are just getting started with Sourcery G++ Lite, you should skip this section and proceed directly to Section 5.3, “Debugging Applications”.

Caution

Using Standard Make Mode requires that you manually maintain information about how your program is built. If you use this mode, you need to be familiar with the **make** utility.


If you want to import an existing project for use with the Sourcery G++ Lite IDE, and that project uses **make**, or some similar command-line tool to manage the build process, you should use a Standard Make project, instead of a Managed Make project. In Standard Make mode, the IDE invokes **make** (or an alternative program that you specify) to build your program. If you add new files to your project, you have to manually update the `Makefile` for your project.

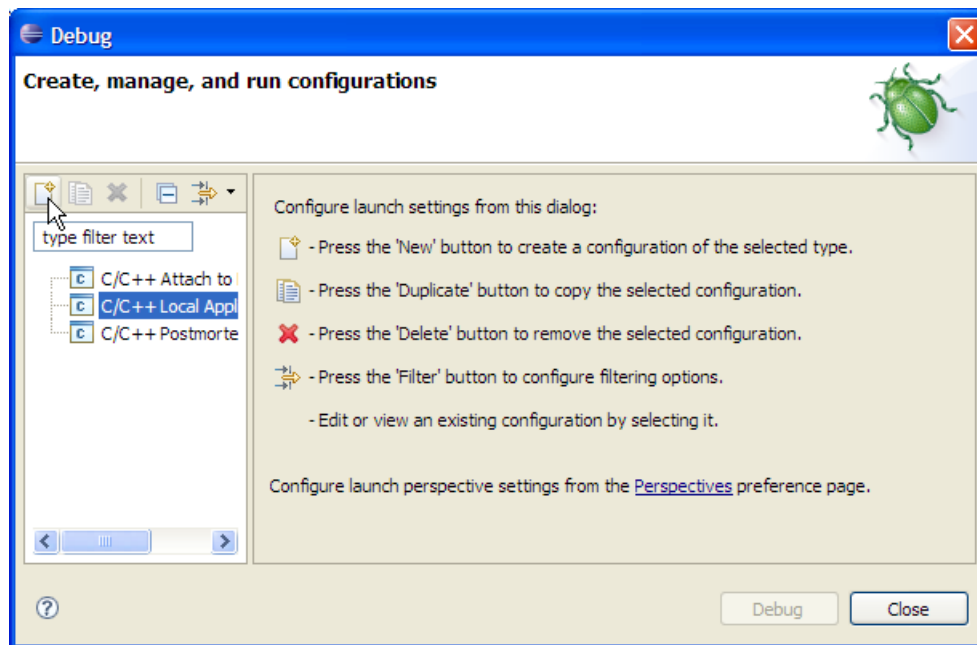
To set up the Standard Make mode to work with Sourcery G++ Lite, you have to make a few changes to the default project settings. When you create the project, the IDE displays a window that permits you to define the project settings.

Select the `Discovery Options` tab and set the `Compiler invocation command` to **arm-uclinuxeabi-gcc** instead of the default **gcc**. That change tells the IDE to use the Sourcery G++ Lite compilers when scanning your program code to determine cross-reference information. You may also have to adjust your `Makefile` to use Sourcery G++ Lite. For example, you might need to set the `CC` variable in your `Makefile` to **arm-uclinuxeabi-gcc**.

5.3 Debugging Applications

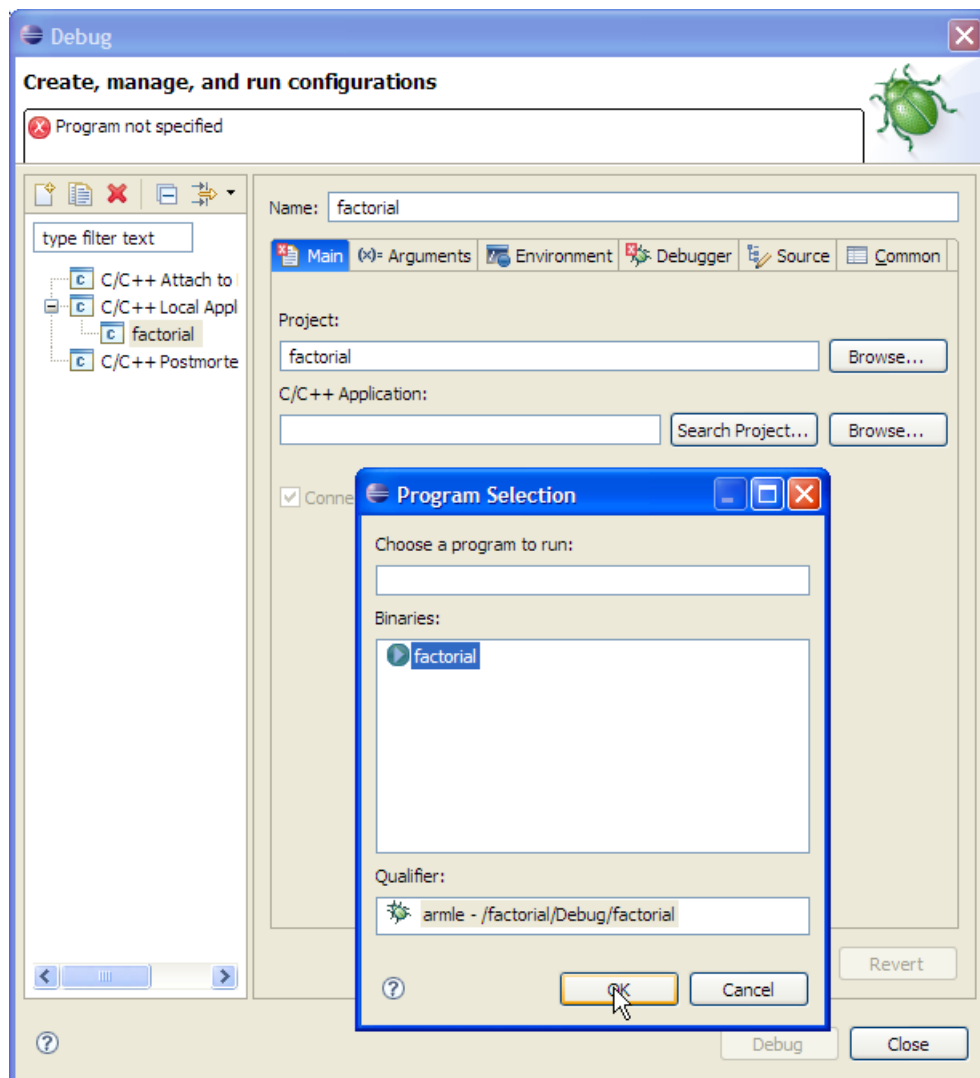
5.3.1 Starting the Debugger

After you build your application, choose `Run`. Select the `C/C++ Local Application` label in the `Configurations` pane. Then, click the `New` icon  positioned towards the upper left of the window.



Click the `New` icon to create to create a new debug configuration.

When you create the launch configuration, a new window appears. On the Main tab, use the Browse... button to select your project, if it is not already selected. Then, use the Search Project... button to select your application.



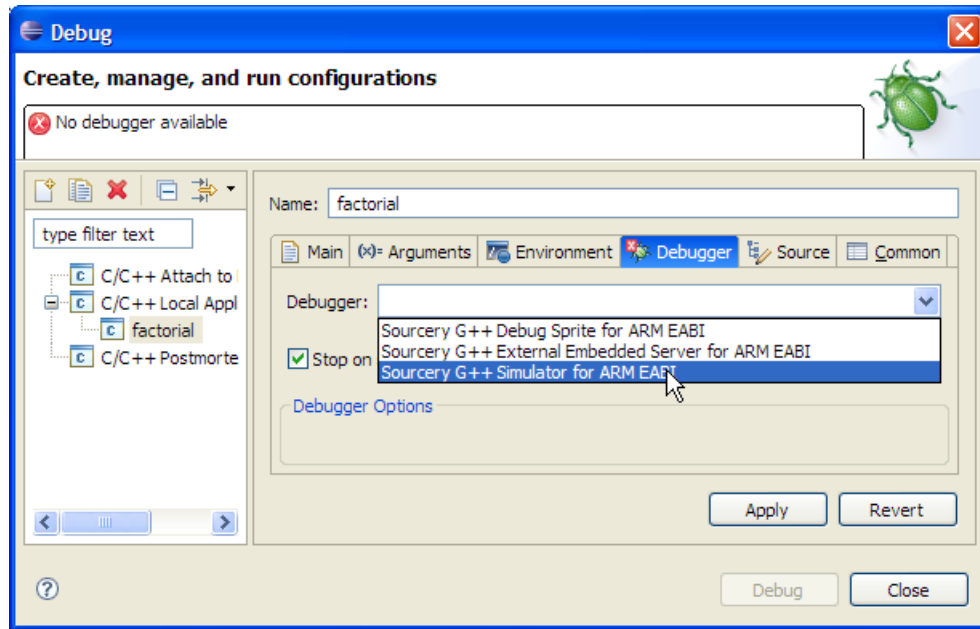
Use the Search Project... button to locate your program.

5.3.2 Choosing a Debugging Mode

Before you can use the Sourcery G++ Lite IDE to debug your application, you must decide which debugging mode to use. Sourcery G++ Lite supports several debugging modes, as described below.

5.3.2.1 Selecting a Debugger

Once you have decided which debugger to use, switch to the Debugger tab and select the appropriate Sourcery G++ Lite option.



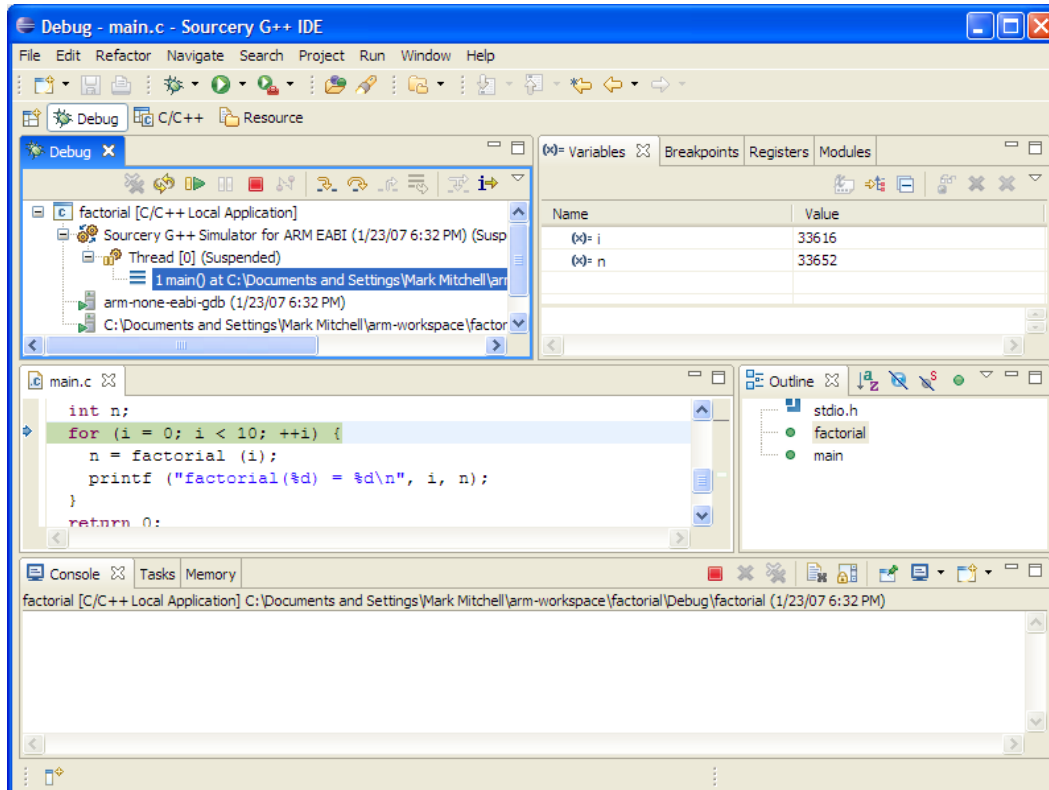
Pick the debugger that you want to use.

Once you have made any necessary adjustments, click the Debug button to start the debugger.

You do not need to repeat the debugger selection process the next time you launch the debugger. Instead, you can select **Run** → **Debug Last Launched** to start the debugger using the settings you have selected.

5.3.3 Controlling Execution

When you start the debugger, the IDE switches from the C/C++ perspective to the debug perspective. Instead of showing panes that help you to develop your application, the IDE now shows panes that help you to debug your application.

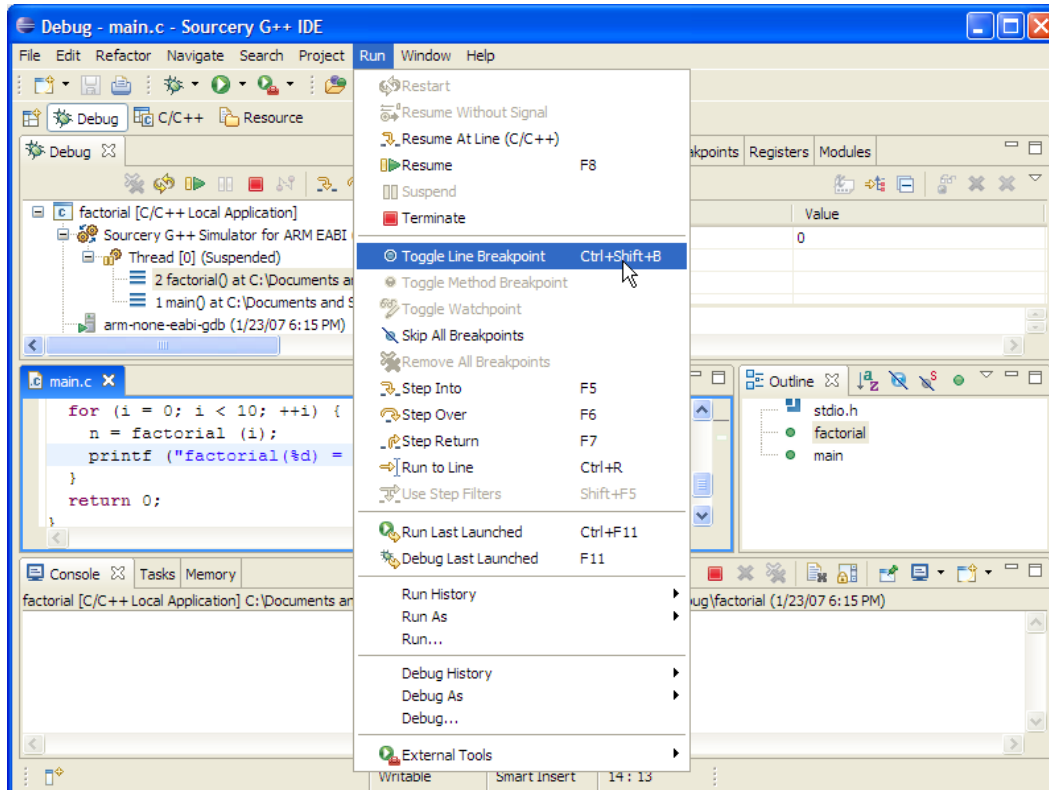


The debug perspective displays the stack, local variables, and the current location.

The debugger automatically stops on the first line of `main`. The currently active source line is highlighted. The pane at the upper left shows the application threads and the stack associated with each thread. The pane at the upper right shows the values of local variables. (At this point, `i` and `n` have not yet been initialized, so their values are indeterminate.)

Use **Run → Step Over (F6)** to advance by a single line. Because the program has changed the value of `i`, the IDE highlights the value in the variable pane.

By looking at the code, you can see that the program calls `factorial` and then calls `printf` to print out the resulting value. You can set a breakpoint right before the call to `printf` by clicking anywhere on that line, and then using **Run (Ctrl-Shift-B)**.



Set a breakpoint by highlighting the line where you want to stop and then using the Run menu.

After setting the breakpoint, use Run → Step Into (F5) to step into the body of `factorial`.

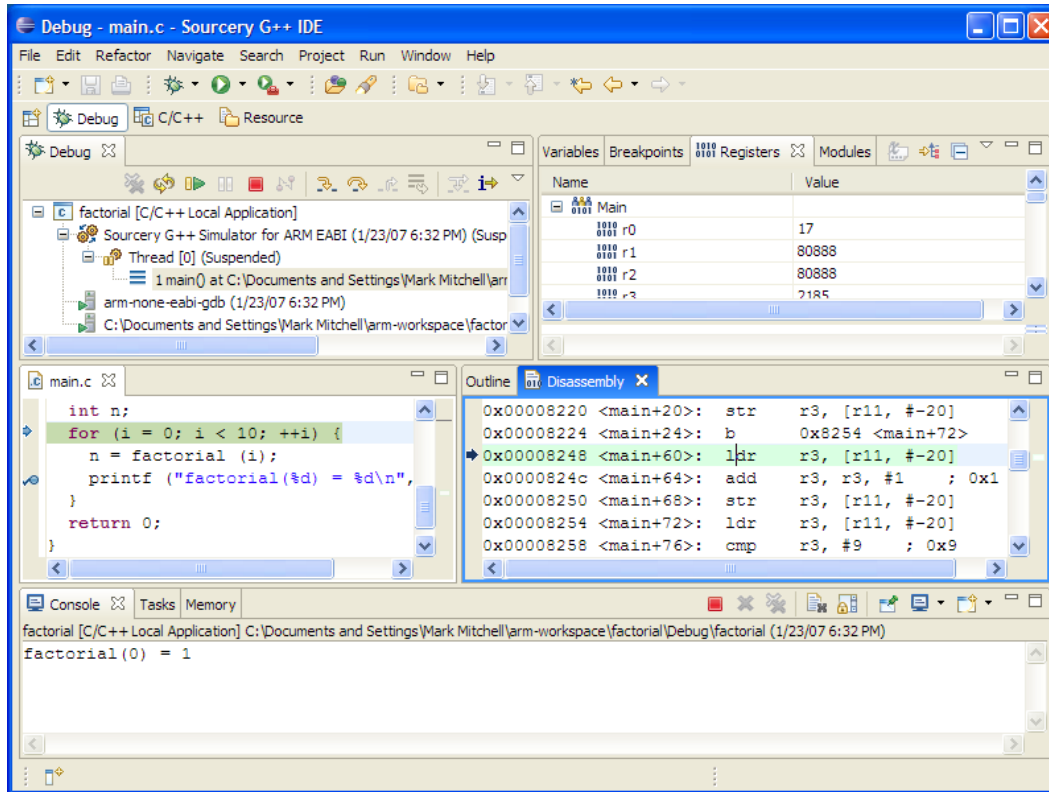
The IDE no longer displays the value of `i` because there is no local variable `i` within `factorial`. If you wish to see the value of `i` (from `main`), select the stack frame for `main` in the pane at the upper left. The IDE displays the variables for whichever frame is presently selected.

Now, proceed to the breakpoint by using Run → Resume (F8). The variable `n` now has the value 1 because the factorial of zero is one. Step over the call to `printf` to print the value in the console.

5.3.4 Low-Level Debugging

You may sometimes need to debug at the machine level, rather than at the source code level. For example, if you are working with an assembly code device driver, you may wish to see the values stored in machine registers and step through the code instruction by instruction.

To view machine registers, click on the `Registers` tab, and expand the `Main` register group. To see the instructions being executed, use Window → Show View → Disassembly.



The Sourcery G++ Lite IDE can display machine registers and assembly code.

When the disassembly window is active, the Step Over and Step Into commands operate at the assembly level, rather than at the source code level. So, a Step Over command advances by a single machine instruction. When the values of registers change, the registers are highlighted in the IDE. You can set breakpoints on particular machine instructions in the same way that you can set breakpoints on source code.

Chapter 6

Using Sourcery G++ from the Command Line

This chapter demonstrates the use of Sourcery G++ Lite from the command line. This chapter assumes you have installed Sourcery G++ Lite as described in Chapter 4, *Installation and Configuration*. If you prefer to use an integrated development environment to build your applications, you may refer to Chapter 5, *Using the Sourcery G++ Lite IDE* instead.

6.1 Building an Application

This chapter explains how to build an application with Sourcery G++ Lite using the command line. As elsewhere in this manual, this section assumes that your target system is `arm-uclinuxeabi`. If you are using a different target system, you must replace commands that begin with **arm-uclinuxeabi** with the name of your target system.

Using an editor (such as **notepad** on Microsoft Windows or **vi** on UNIX-like systems), create a file named `hello.c` containing the following simple program:

```
#include <stdio.h>

int
main (void)
{
    printf("Hello World!\n");
    return 0;
}
```

Compile and link this program using the command:

```
> arm-uclinuxeabi-gcc -o hello hello.c
```

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

6.2 Running an Application

If the target system is the same as the host system (e.g., if you are running Sourcery G++ Lite on IA32 GNU/Linux to build an application for IA32 GNU/Linux), then you can just run the resulting application. On a Microsoft Windows system, you may use the command:

```
> hello
```

On a GNU/Linux or Solaris system, use the slightly more complex:

```
> ./hello
```

command. In either case, you should see:

```
Hello world!
```

If the target system is not the same as the host system, then you cannot run the application directly. Instead, you must run the application on the target system. You should consult the manuals for your target system to determine the exact procedures required to run the application.

On some systems, Sourcery G++ Lite includes a simulator that can be used to run the program. To use the simulator run:

```
> arm-uclinuxeabi-run hello
```

The simulator is available if you see the expected output:

```
Hello, world!
```

There is no simulator for your target system if you see a message like:

```
'arm-uclinuxeabi-run' is not recognized as an internal or external command
```

or:

```
arm-uclinuxeabi-run: command not found
```

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Version 2, June 1991

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Version 2, June 1991

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The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Version 2.1, February 1999

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We protect your rights with a two-step method:

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We call this license the *Lesser* General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a “work based on the library” and a “work that uses the library”. The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

B.2 TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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“Source code” for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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B.2.2 Section 1

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- b. You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

- c. You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

B.2.4 Section 3

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

B.2.5 Section 4

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B.2.6 Section 5

A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a “work that uses the Library”. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a “work that uses the Library” with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a “work that uses the library”. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a “work that uses the Library” uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

B.2.7 Section 6

As an exception to the Sections above, you may also combine or link a “work that uses the Library” with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a. Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable “work that uses the Library”, as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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- c. Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d. If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e. Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the “work that uses the Library” must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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B.2.13 Section 12

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