

BCC User's Manual

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1. Introduction

1.1. Scope

BCC is a cross-compiler for LEON3 processors. It is based on the GNU compiler tools and the Newlib standalone C-library. The cross-compiler system allows compilation of both tasking and non-tasking C and C++ applications. It supports hard and soft floating-point operations, as well as SPARC V8 multiply and divide instructions. BCC can also be used to compile the eCos kernel.

BCC consists of the following packages:

- GNU GCC C/C++ compiler 3.4.4 and 4.4.2
- GNU Binutils 2.19.51
- Newlib C-library 1.13.1
- Low-level I/O routines for LEON3, including interrupt support
- uIP light-weight TCP/IP stack
- GDB debugger 6.4 with DDD and Insight Graphical front-end
- Linux and Windows/Cygwin hosts

LEON2 support has been dropped since BCC release 1.0.36d. LEON2 support is available in BCC version 2.0.0 and later.

1.2. BCC versions

This document describes BCC version 1.0.49. BCC version 2.0.0 was released in May 2017 and is recommended for new development. BCC version 2 is available from the Cobham Gaisler website.

1.3. Installation

1.3.1. Host requirements

BCC is provided for two host platforms: GNU Linux/x86 and Microsoft Windows. The following are the platform system requirements:

Linux: Linux-2.6.x, glibc-2.11 (or higher)

1.3.2. Linux / Cygwin

BCC is provided as a bziped tar-file. It should be uncompressed in the /opt directory of the host:

```
$ mkdir /opt
$ tar -C /opt -xjf sparc-elf-[version-number].tar.bz2
```

After installation, add /opt/sparc-elf-[gcc-version-number]/bin to the PATH variable. This should be done by adding the following line to the file .profile in the home directory:

```
export PATH=/opt/sparc-elf-[gcc-version-number]/bin:$PATH
```

On Cygwin hosts, all installation steps should be done in a cygwin shell window. See <http://www.cygwin.com> for information on Cygwin.

1.3.3. Windows

BCC for Windows is provided for native Windows (MinGW) and for the Cygwin environment. For the Cygwin version see previous section. The native version will not require any additional packages and can be run from a standard Command Prompt.

The native Windows version of BCC is packaged with zip. Use a tool like WinZip to uncompress it to a directory, e.g., C:\opt. Note that the directory must not contain spaces (or any other non-ASCII characters) as this will confuse the compiler.

To use the compiler the bin subdirectory, e.g., C:\opt\bin, must be added to the PATH environment variable. This can be done from the Control Panel:

System -> Advanced -> Environment Variables...

See <http://www.mingw.org> for more information on MinGW and the optional MSYS environment.

1.4. Building from source

The source code for BCC is available from the Cobham Gaisler website. To build BCC from source, the following steps shall be performed:

- Untar the source archive to [dir].
- Issue:

```
$ cd [dir]; make download
```

This will download the original GCC, binutils and newlibc sources.

- Issue:

```
$ cd [dir]; make install
```

This will untar all the downloaded original archives over the current sourcetree, preserving the LEON specific files.

- Issue

```
$ cd [dir]; make all
```

This will build the GCC 4.4.2 and 3.4.4 toolchains. The default prefix is /opt.

1.5. Support

BCC is provided freely without any warranties. Technical support can be obtained from Cobham Gaisler through the purchase of technical support contract. Please contact sales@gaisler.com for more details.

2. General development flow

2.1. Overview

Compilation and debugging of applications is typically done in the following steps:

1. Compile and link the program with GCC
2. Debug program using a simulator (gdb connected to TSIM/GRSIM)
3. Debug program on remote target (gdb connected to GRMON)
4. Create boot-prom for a standalone application with mkprom2

BCC supports both tasking and non-tasking C/C++ programs. Compiling and linking is done in the same manner as with a host-based GCC, and will not be explained here. The produced binaries will run on LEON3 and LEON4 systems, without requiring any switches during compilation.

2.2. GCC options

All GCC options are described in detail in the GCC manual. Some useful options are:

| | |
|------------------------------|---|
| <code>-g</code> | generate debugging information - must be used for debugging with GDB. |
| <code>-msoft-float</code> | emulate floating-point - must be used if no FPU exists in the system. |
| <code>-mcpu=v8</code> | generate SPARC V8 mul/div instructions - needs hardware multiply and divide. |
| <code>-O2, -O3 or -Os</code> | optimize code for maximum performance or minimal code size. |
| <code>-qsvt</code> | use the single-vector trap model. |
| <code>-mfix-b2bst</code> | enable workarounds for GRLIB technical note GRLIB-TN-0009. |
| <code>-mfix-tn0013</code> | enable workarounds for GRLIB technical note GRLIB-TN-0013. |
| <code>-mfix-gr712rc</code> | enable workarounds applicable to GR712RC. <code>-mfix-gr712rc</code> enables workarounds for the following technical notes: <ul style="list-style-type: none">• GRLIB-TN-0009• GRLIB-TN-0012• GRLIB-TN-0013 |
| <code>-mfix-ut700</code> | enable workarounds applicable to UT700 and UT699E. <code>-mfix-ut700</code> enables workarounds for the following technical notes: <ul style="list-style-type: none">• GRLIB-TN-0009• GRLIB-TN-0013 |
| <code>-mtune=ut699</code> | set UT699 specific parameters (gcc-3.4.4 and gcc-4.4.2). |

Note that in GCC version 3.4.4 `-mcpu=v8` was called `-mv8` and `-mflat` is present:

| | |
|---------------------|---|
| <code>-mv8</code> | generate SPARC V8 mul/div instructions - needs hardware multiply and divide. |
| <code>-mflat</code> | do not use register windows (i.e. no save/restore instructions). This options is only available in gcc-3.4.4. |

Ordinary C programs can be compiled without any particular switches to the compiler driver:

```
$ sparc-elf-gcc -msoft-float -g -O2 hello.c -o hello.exe
```

The default link address is start of RAM, i.e. 0x40000000 for LEON. Other link addresses can be specified through the `-Ttext` option (see GCC manual).

2.3. Floating-point considerations

If the targeted LEON processor has no floating-point hardware, then all applications must be compiled and linked with the `-msoft-float` option to enable floating-point emulation. When running the program on the TSIM simulator, the simulator should be started with the `-nfp` option (no floating-point) to disable the FPU.

2.4. LEON SPARC V8 instructions

LEON3 processors can be configured to implement the SPARC V8 multiply and divide instructions. The BCC compiler does by default not issue those instructions, but emulates them through a library. To enable generation of mul/div instruction, use the `-mcpu=v8` switch during both compilation and linking. The `-mcpu=v8` switch improves performance on compute-intensive applications and floating-point emulation.

Both LEON3 and LEON4 can also support multiply and accumulate (MAC). The compiler will never issue those instructions, they have to be coded in assembly. Note that the BCC assembler and other utilities are based on a modified version of GNU binutils-2.15 that supports the LEON MAC instructions.

2.5. Alternate register windows organization (only for GCC 3.X)

The compiler normally produces binaries that assume that the target processor has 8 register windows. However, by compiling and linking with the `-mflat` switch, it is possible to produce binaries that will run on processors with only 2 register windows.

`-mflat` affects performance and code size. Using `-mflat`, the code size will increase with ~10%, and the performance will decrease with the same amount. When creating boot proms (see below), it is essential that the same `-mflat` parameter is given to `mkprom2`, as was used when the binary was compiled. Any mismatch will produce a faulty prom image.

2.6. Single vector trapping

When the VHDL model is configured to support single vector trapping (SVT) the `-qsvt` switch can be used with the linker to build an image that uses a dispatcher rather than a static trap table. The saving amounts to ~4KiB for the trap table, however trap handling will be slower. The image will try to enable SVT on boot using `%asr17`.

2.7. Memory organization

The resulting executables are in ELF format and have three main segments; text, data and bss. The text segment is by default at address 0x40000000 for LEON3 and LEON4, followed immediately by the data and bss segments. The stack starts at top-of-ram and extends downwards. The area between the end of bss and the bottom of the stack is used for the heap.

2.8. NGMP, RAM applications located at address 0 and multibus systems

To create an application that is located at address 0, like when targeting a NGMP system, the option `-w1, -msparcleon0` can be given to GCC or `-msparcleon0` to ld. (Until BCC version 1.0.40: On systems with multiple busses `-qambapp` can be given to GCC in the final link. This activates the AMBA PnP scan. From version 1.0.41 onward AMBA scanning is default).

2.9. Recommended compiler options for LEON systems

Table 2.1 contains recommended GCC 4.4.2 options related to code generation for LEON based systems. Options in the table apply also to GCC 3.4.4 when `-mcpu=v8` is changed to `-mv8`.

NOTE: The recommendations in Table 2.1 apply to BCC version 1.0.49. Other toolchains and other versions of BCC may have other recommendations.

Table 2.1. Recommended compiler options for GCC 4.4.2

| System | Recommended options for GCC 4.4.2 |
|-------------------------------------|--|
| GR740 silicon revision 1 | <code>-mcpu=v8 -w1, -msparcleon0</code> |
| GR740 silicon revision 0, LEON4-N2X | <code>-mcpu=v8 -w1, -msparcleon0 -mfix-tn0013</code> |
| GR712RC | <code>-mcpu=v8 -mfix-gr712rc</code> |
| UT699E, UT700 | <code>-mcpu=v8 -mfix-ut700</code> |

| System | Recommended options for GCC 4.4.2 |
|--|--|
| UT699/EPICA-NEXT, SCOC3 | -mcpu=v8 -mtune=ut699 |
| LEON3FT and LEON3FT-RTAX systems <ul style="list-style-type: none"> with SPARC V8 mul/div based on GRLIB versions up to and including build 4174 | -mcpu=v8 -mfix-b2bst -mfix-tn0013 |
| LEON3FT and LEON3FT-RTAX systems <ul style="list-style-type: none"> without SPARC V8 mul/div based on GRLIB versions up to and including build 4174. | -mfix-b2bst -mfix-tn0013 |
| LEON3FT and LEON3FT-RTAX systems <ul style="list-style-type: none"> with SPARC V8 mul/div based on GRLIB versions later than build 4174. LEON3 systems <ul style="list-style-type: none"> with SPARC V8 mul/div implemented without cache parity protection. | -mcpu=v8 For GRLIB version up to and including 4206, also add <ul style="list-style-type: none"> -mfix-tn0013 |
| LEON3FT and LEON3FT-RTAX systems <ul style="list-style-type: none"> without SPARC V8 mul/div based on GRLIB versions later than build 4174. LEON3 systems <ul style="list-style-type: none"> without SPARC V8 mul/div implemented without cache parity protection. | (no specific option) For GRLIB version up to and including 4206, add <ul style="list-style-type: none"> -mfix-tn0013 |
| LEON2 systems (AT697) | Not supported |

2.10. Making LEON boot-proms

To make a boot-prom that will run from the prom on a standalone LEON3 or LEON4 target, use the `mkprom2` utility freely available at the Cobham Gaisler website. It will create a compressed boot image that will load the application to the RAM, initialize various LEON registers, and finally start the application. `mkprom2` will set all target dependent parameters, such as memory sizes, memory waitstates, UART baudrate, and system clock. The applications compiled with `sparc-elf-gcc` do not set these parameters themselves, and thus do not need to be re-linked for different board architectures.

The example below creates a boot-prom for a system with 1 Mbyte RAM, one RAM waitstate, 3 waitstates for ROM access, and 25 MHz system clock.

```
$ mkprom2 -ramsize 1024 -ramws 1 -romws 3 -freq 25 hello.exe -msoft-float
```

Note that `mkprom2` creates ELF files. To create an SRECORD file for a prom programmer, use `objcopy`:

```
$ sparc-elf-objcopy -O srec hello.prom hello.srec
```

NOTE: It is essential that the same `-mflat`, `-qsvt` and `-msoft-float` parameters are given to `mkprom2`, as was used when the binary was compiled. Any miss-match will produce a faulty PROM image.

For more information on how to use `mkprom2`, see the `mkprom2` users manual available at Cobham Gaisler website.

3. Libraries

3.1. Newlib and Stdio

BCC applications use Newlib, which is a POSIX compatible C-library with full math support. However, no file or other I/O related functions are supported, with the exception of I/O to stdin/stdout. Stdin/stdout are mapped on UART A, accessible via the usual stdio functions.

3.2. Time functions

The LEON timers are used to generate the system time. The function clock() will return the time expired in microseconds. The gettimeofday(), time() and times() can also be used to get the time. Before the time functions can be used, leonbare_init_ticks() should be called to start the LEON timers and install the timer interrupt handler:

```
#include <asm-leon/timer.h>
void leonbare_init_ticks();
```

This will initialize Timer1 and Timer2. Timer1 is used to generate ticks at 100Hz while Timer2 is used to create high resolution timer events. Timer1 ticks can be used by installing a ticker callback at:

```
tickerhandler ticker_callback;
```

Timer2 timer events can be generated by initializing a struct timerevent structure and calling

```
#include <asm-leon/timer.h>
int addtimer(struct timerevent *e);
```

struct timerevent 'expire' field is the timeposition at which the event should be triggered. The current time can be retrieved using int gettimeofday(struct timeval *tv, struct timezone *tz);

3.3. Task switching

Task switching is supported by the functions:

```
#include <contextswitch.h>
int thread_setjmp(threadctx_t env, int val);
void thread_longjmp(threadctx_t env, int val);
```

thread_longjmp() will save the current register windows to the stack and jump to the stack previously saved by thread_setjmp() similar to clib's setjmp and longjmp construct. You can create your own scheduler by using a construct like:

```
void sched() {
    ...
    thread_longjmp(next());
}
...
if (!thread_setjmp(self()))
    sched();
...
}
```

3.4. Interrupt handling

Installing an interrupt handler is done by initializing member handler of a global variable struct irqaction and calling:

```
#include <asm-leon/irq.h>
void chained_catch_interrupt (int irq, struct irqaction *a );
```


where irq is the irq number (1 - 15). The supplied struct irqaction will be inserted in a list and therefore should be global. The simple void *catch_interrupt(void func(int irq), int irq); is also supported which uses chained_catch_interrupt internally.

The source code for libgloss (libleonbare.a) can be found in the src/libgloss directory.

For systems using the extended LEON3 interrupt controller with support for up to 31 interrupts it is possible to use irq 1-31 with catch_interrupt() and chained_catch_interrupt().

An example on how to install an interrupt handler is supplied in the src/examples/c-irq.c example of the BCC distribution.

Low-level interrupt processing takes around 40 instructions to set up the C environment for the interrupt handler and another ~25 instruction to dispatch irq to the associated handler. If very fast processing is required, a custom lowlevel assembly irqroutine can be installed using:

```
#include <asm-leon/irq.h>
void lolevelirqinstall(int irqnr,void (*handler)());
```

This will install the instructions:

```
sethi    %hi(handler), %l4;
jmpl     %l4 + %lo(handler), %g0;
nop
```

at address traptable+0x100+(irqnr*16). The callers low-level interrupt routine has to ensure proper environment setup before calling a C routine. This includes saving volatile register, checking for invalid windows and avoiding nested irqs. An appropriate routine would be written in assembler.

In case of single vector trap schemes (-qsvt) you have to use the following function to insert an irq handler:

```
int svtlolevelirqinstall(int trap,void (*handler)())
```

In case of -qsvt a table is used to dispatch the traps:

```
struct svt_trap_entry {
int start,end;
void (*func)(void);
};
extern struct svt_trap_entry trap_table[28];
```

Where start and end specify the range of traps that handler func should process. The last entry in the table should be {0,0,0}. You can modify the table by hand or use svtlolevelirqinstall to install a interrupt handler for you. Note that the irq number is trap number + 0x10. The symbol svt_trap_table_ext_end marks the end of the trap dispatch table. To insert a trap handler in -qsvt mode you can use the function:

```
int svtloleveltrapinstall(int trap,void (*handler)());
```

Using svtlolevelirqinstall(irq,handler) is equivalent to svtloleveltrapinstall(irq+0x10,handler).

```
Trap pre-ample
-----
1572 400001a0 ae10200a mov     10, %l7
1579 400001a4 a1480000 mov     %psr, %l0
1580 400001a8 108022fc ba      0x40008d98
1581 400001ac a7500000 mov     %wim, %l3

1582 40008d98 2d000004 sethi    %hi(0x1000), %l6
1587 40008d9c a02c0016 andn    %l0, %l6, %l0
1588 40008da0 2d100023 sethi    %hi(0x40008c00), %l6
1595 40008da4 ac15a1a8 or      %l6, 0x1a8, %l6
1596 40008da8 29100025 sethi    %hi(0x40009400), %l4
```

```

etraps.s save state
-----
1597 40008dac 81c52170 jmp      %l4 + 0x170
1599 40008db0 932de008 sll      %l7, 8, %o1
1606 40009570 aa27a138 sub      %fp, 312, %l5
1613 40009574 c2256074 st       %g1, [%l5 + 0x74]
1616 40009578 c43d6078 std      %g2, [%l5 + 0x78]
1620 4000957c c83d6080 std      %g4, [%l5 + 0x80]
1624 40009580 cc3d6088 std      %g6, [%l5 + 0x88]
1634 40009584 15100029 sethi     %hi(0x4000a400), %o2
1635 40009588 d602a050 ld       [%o2 + 0x50], %o3
1639 4000958c d6256134 st       %o3, [%l5 + 0x134]
1644 40009590 960560b0 add      %l5, 176, %o3
1651 40009594 d622a050 st       %o3, [%o2 + 0x50]

check for invalid window:

1654 40009598 a8102001 mov      1, %l4
1655 4000959c a92d0010 sll      %l4, %l0, %l4
1656 400095a0 808d0013 andcc    %l4, %l3, %g0
1663 400095a4 02800013 be       0x400095f0
1664 400095a8 01000000 nop
1665 400095f0 81c5a008 jmp      %l6 + 0x8
1673 400095f4 9c100015 mov      %l5, %sp

back in irqtrap_fast.s:
check for nested_irq flag + set pil

1674 40008db0 932de008 sll      %l7, 8, %o1
1675 40008db4 92140009 or       %l0, %o1, %o1
1676 40008db8 11100029 sethi     %hi(0x4000a400), %o0
1677 40008dbc 90122054 or       %o0, 0x54, %o0
1678 40008dc0 d0020000 ld       [%o0], %o0
1688 40008dc4 80a00008 cmp      %o0
1691 40008dc8 22800002 be,a     0x40008dd0
1692 40008dcc 92126f00 or       %o1, 0xf00, %o1
1693 40008dd0 818a6020 mov      %o1, 0x20, %psr
1700 40008dd4 01000000 nop
1701 40008dd8 01000000 nop
1702 40008ddc 01000000 nop

-----

call routine catch_interrupt.c: handler_irq():

1703 40008de0 90100017 mov      %l7, %o0
1710 40008de4 40000028 call     0x40008e84
1711 40008de8 9203a0f0 add      %sp, 240, %o1
1712 40008e84 9de3bf98 save     %sp, -104, %sp
1713 40008e88 03100029 sethi     %hi(0x4000a400), %g1
1714 40008e8c 9b2e2002 sll      %i0, 2, %o5
1715 40008e90 82106228 or       %g1, 0x228, %g1
1722 40008e94 e000400d ld       [%g1 + %o5], %l0
1723 40008e98 80a42000 cmp      %l0
1726 40008e9c 02800018 be       0x40008efc
1727 40008ea0 a4102001 mov      1, %l2
1734 40008ea4 10800007 ba       0x40008ec0
1735 40008ea8 da040000 ld       [%l0], %o5
1739 40008ec0 80a36000 cmp      %o5
1748 40008ec4 02bffffa be       0x40008eac
1749 40008ec8 23100029 sethi     %hi(0x4000a400), %l1
1750 40008ecc c2046124 ld       [%l1 + 0x124], %g1
1754 40008ed0 90100018 mov      %i0, %o0
1761 40008ed4 80a06000 cmp      %g1
1762 40008ed8 12bffff5 bne     0x40008eac
1764 40008edc 94100019 mov      %i1, %o2
1765 40008ee0 d2042008 ld       [%l0 + 0x8], %o1
1775 40008ee4 9fc34000 call     %o5
1777 40008ee8 e4246124 st       %l2, [%l1 + 0x124]

-- installed irq handler
1780 40001260 9de3bf98 save     %sp, -104, %sp

```

3.5. Extended IrqCtrl

The extended irq functionality is activated by the following code. Extended irq number is 13 in this example.

```
#include <asm-leon/irq.h>
extern struct irqmp_type irqmp;
...
irqmp.addr = 0x80000200;
irqmp.eirq = 13;
enable_irq(13);
...
```

irqmp.addr is the address of the irq controller, irqmp.eirq is the extended irq number. Having initialized the application like this you can register an irq handler for an irq > 15 using catch_interrupt(). Note that the extended irq number's interrupt handler itself is not called but the handler of the irq indicated by the extended irq ctrl's extended irq acknowledge register. Another possibility is of course to implement the extended irq handling yourself.

3.6. Interrupt nesting

The variable

```
extern unsigned int nestedirq;
```

can be set to 1 if irq nesting is desired. It is set to 0 by default. In case of 0 the PSR's PIL will be set to 15 (highest) to keep the irq processing uninterrupted. If nestedirq is set to 1 the PSR's PIL will be set to the incoming irq's level, therefore causing higher level irq's to interrupt the current irq processing.

3.7. Installing custom irq handlers

To overwrite a compile-time generated trappable entry the function trappable_genjmp() can be used:

```
#include <asm-leon/leon3.h>
extern void trappable_genjmp(unsigned long *p, int i, int arg, unsigned int fn);
extern unsigned int sparc_leon23_get_tbr_base(void);
```

where *p* is the trappable base, *i* the trappable index, *arg* a 13 bit value in %I7 at the time of the trap handler call and *fn* the assembly function address to be called. The routine sparc_leon23_get_tbr_base() can be used to retrieve the current %tbr base value.

Below is a simple example that routes the window_overflow (0x5) trap call through mynewhandler:

```
...
#include <asm-leon/leon3.h>
...
void wrap(void) {
    __asm__ __volatile__ ( "\n.global mynewhandler\nmynewhandler:\n"
                          "mov %%psr, %%l0\n"
                          "ba _window_overflow;nop\n"
                          "::);
}
extern void mynewhandler();
main () {
    trappable_genjmp((void *)sparc_leon23_get_tbr_base(), 5, 0, (int)&mynewhandler);
    ...
}
```

3.8. Small binary

Newlib atexit() introduces a dependency on malloc() which will add ~10KiB extra code. If you want to avoid this you can link against libsmall.a (-lsmall). libsmall.a's atexit() supports only static 32 exit-function entries. The C library newlib atexit() function is declared weak and can be overridden.

The compiler option -lsmall removes references to malloc() by overriding the newlib atexit() function.

3.9. Amba PLUG and PLAY

Up to BCC 1.0.40: The option -qambapp can be given to GCC to enable PLUG and PLAY scanning for UART, timer and irq-ctrl across AHB2AHB bridges. The default setup only scans the main BUS's configuration area at 0xffff0000.

From BCC 1.0.41 and upward: recursive scanning is enabled per default, -qnoambapp can be given to disable recursive scanning.

3.10. FreeRTOS

The scheduling library FreeRTOS is included in the BCC distribution. The precompiled library `libfreertos.a` was compiled using the configuration file supplied in `[installdir]/sparc-elf/include/freertos/FreeRTOSConfig.h`.

To recompile it with another configuration, goto `[installdir]/src/freertos/`, update `FreeRTOSConfig.h` and issue

```
$ make recompile
```

Additional sources can be added to `$(LIBOBJ)`.

Refer to the documentation available on the FreeRTOS website <http://www.freertos.org> for information on how to use the FreeRTOS API.

4. Execution and debugging

4.1. TSIM simulator and GRMON debug monitor

LEON applications can be debugged on either the TSIM simulator or on a hardware target connected with the GRMON debug monitor. Both TSIM and GRMON can be connected to the GNU debugger (sparc-elf-gdb) to perform source-level symbolic debugging.

For more information on GRMON and TSIM, see their respective user manuals.

4.2. Running on the TSIM simulator

To execute an application in the TSIM LEON simulator, use the **load** command to load the binary, and the **run** command to execute the application:

```
$ tsim-leon3

TSIM LEON SPARC simulator, version 2.0.3 (professional version)

Copyright (C) 2001, Gaisler Research - all rights reserved.
using 64-bit time
serial port A on stdin/stdout
allocated 4096 K RAM memory, in 1 bank(s)
allocated 2048 K ROM memory
icache: 1 * 4 kbytes, 16 bytes/line (4 kbytes total)
dcache: 1 * 4 kbytes, 16 bytes/line (4 kbytes total)
tsim> load hello.exe
section: .text at 0x40000000, size 35120 bytes
section: .data at 0x40008930, size 2080 bytes
section: .jcr at 0x400091b4, size 4 bytes
tsim> run

starting at 0x40000000
Hello world!

Program exited normally.
tsim>
```

4.3. Debugging with GDB

To debug an application with GDB, start TSIM with the **-gdb** option (or issue the **gdb** command inside TSIM). TSIM by default listens on port 1234 for a GDB connection. This can be changed to any port using the TSIM **-port** switch at start-up.

```
$ tsim-leon3 -gdb

TSIM LEON SPARC simulator, version 2.0.3 (professional version)

Copyright (C) 2001, Gaisler Research - all rights reserved.
using 64-bit time
serial port A on stdin/stdout
allocated 4096 K RAM memory, in 1 bank(s)
allocated 2048 K ROM memory
icache: 1 * 4 kbytes, 16 bytes/line (4 kbytes total)
dcache: 1 * 4 kbytes, 16 bytes/line (4 kbytes total)
gdb interface: using port 1234
```

Then, start GDB in a separate shell, load the application to the target, add optional breakpoints, and finally execute the application using the GDB **run** command:

```
$ sparc-elf-gdb hello.exe
GNU gdb 5.3
Copyright 2002 Free Software Foundation, Inc.
GDB is free software, covered by the GNU General Public License, and you are
welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB. Type "show warranty" for details.
This GDB was configured as "--host=i686-pc-linux-gnu --target=sparc-tsim-elf"...
(gdb) target extended-remote localhost:1234
Remote debugging using localhost:1234
```

```
0x00000000 in ?? ()
(gdb) load
Loading section .text, size 0x8930 lma 0x40000000
Loading section .data, size 0x820 lma 0x40008930
Loading section .jcr, size 0x4 lma 0x400091b4
Start address 0x40000000, load size 37204
Transfer rate: 297632 bits in <1 sec, 275 bytes/write.
(gdb) break main
Breakpoint 1 at 0x40001384: file hello.c, line 4.
(gdb) run
The program being debugged has been started already.
Start it from the beginning? (y or n) y
Starting program: /home/jiri/samples/hello.exe

Breakpoint 1, main () at hello.c:4
4      printf("Hello world!\n");
(gdb)
```

To re-execute the application, first re-load it to the target using the GDB load command and the issue **run** again.

4.4. Debugging on target hardware

To connect GRMON to a LEON system, start GRMON on the command line in a terminal shell. By default, GRMON will connect to the processor debug support unit (DSU) using a serial port of the host (ttyS0 or com1). See the GRMON manual for more information on how to connect via JTAG, PCI, ethernet or Spacewire. Once connected, the application can be downloaded and executed using the same procedure as when the simulator is used:

```
$ grmon -u

GRMON - The LEON multi purpose monitor v1.0.7

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For latest updates, go to http://www.gaisler.com/
Comments or bug-reports to support@gaisler.com

using port /dev/ttyS0 @ 115200 baud

initialising .....

Component                                Vendor
Leon3 SPARC V8 Processor                 Gaisler Research
AHB Debug UART                           Gaisler Research
Ethernet DSU interface                   Gaisler Research
LEON2 Memory Controller                  European Space Agency
AHB/APB Bridge                           Gaisler Research
Leon3 Debug Support Unit                 Gaisler Research
Generic APB UART                         Gaisler Research
Multi-processor Interrupt Ctrl            Gaisler Research
Modular Timer Unit                       Gaisler Research

Use command 'info sys' to print a detailed report of attached cores

grmon[grlib]> load hello.exe
section: .text at 0x40000000, size 35120 bytes
section: .data at 0x40008930, size 2080 bytes
section: .jcr at 0x400091b4, size 4 bytes
total size: 37204 bytes (99.4 kbit/s)
read 110 symbols
entry point: 0x40000000

grmon[grlib]> run
Hello world!

Program exited normally.
grmon[grlib]>
```

Connecting GDB to GRMON when attached to a real LEON target is done in the same way as when using the simulator. GRMON uses port 2222 by default to communicate with GDB.

4.5. Using the DDD graphical front-end to GDB

DDD is a graphical front-end to GDB, and can be used regardless of target. DDD must be started with the **--debugger** switch to select the sparc debugger, rather than the native GDB:

```
ddd --debugger sparc-elf-gdb --attach-window
```

For further details on DDD operation, see the DDD web site: <http://www.gnu.org/software/ddd/>. DDD also has a built-in manual under the HELP menu in the main window.

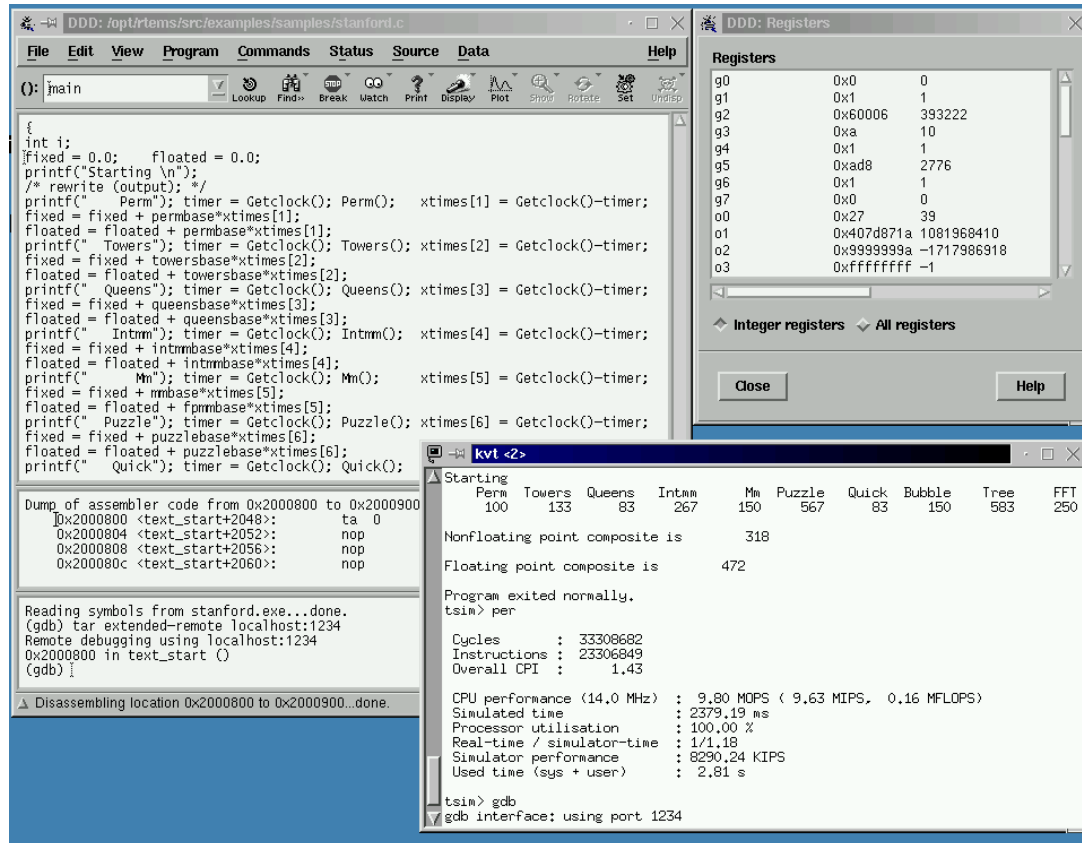


Figure 4.1. DDD with TSIM

Attaching to TSIM or GRMON is done in the same manner as when using `sparc-elf-gdb` without DDD. The GDB commands are entered in the bottom command window. Remember to load the application first, before issuing a **run** command. On Cygwin hosts, the Cygwin X-server must first be started by issuing `startx` in a Cygwin terminal. This will open an Xterm window, from which DDD should be started with the options mentioned above.

4.6. Using the Insight debugger

The Insight debugger is based on GDB-6.4 with an TCL/TK based graphical front-end. It can be used on both Linux and Cygwin hosts. The debugger is started with:

```
sparc-elf-insight app.exe
```

This will create the Insight main window:

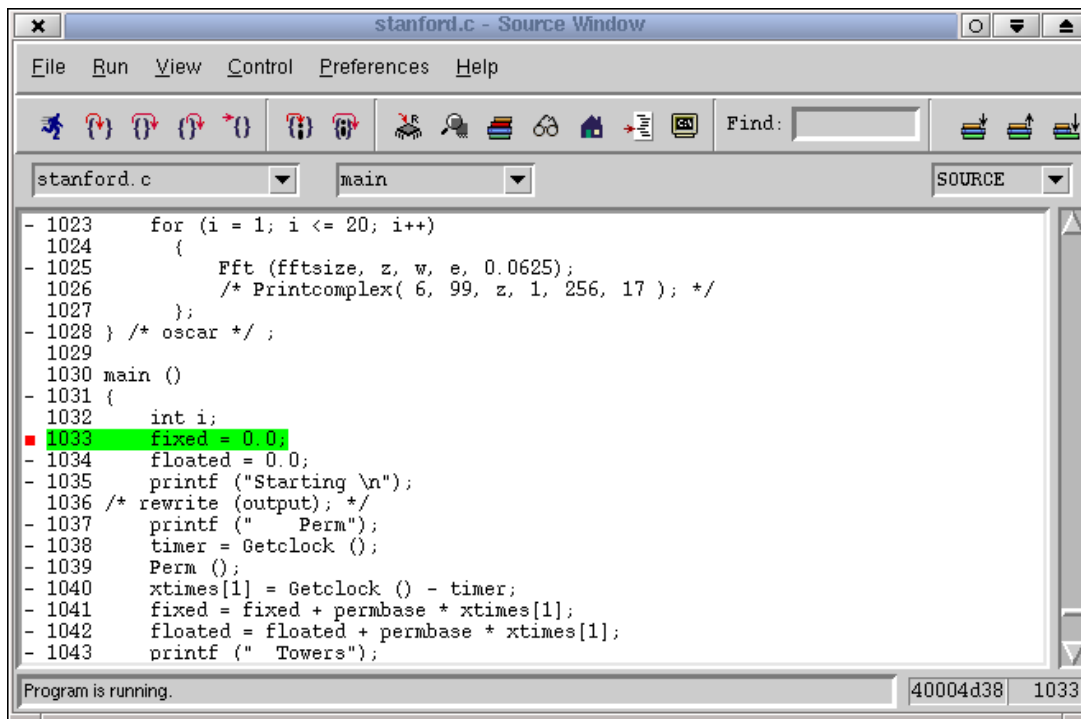


Figure 4.2. Insight main window

Clicking on the RUN button (or selecting Run->Connect) will open the **Connect to target** menu:

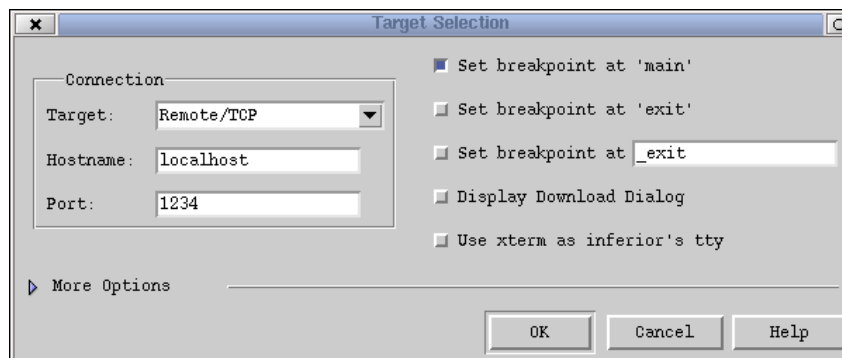


Figure 4.3. Insight target selection window

To connect to TSIM, select Remote/TCP and port 1234. To connect to GRMON, select port 2222. Enable the breakpoint on main, but disable the breakpoint on exit. Before clicking on OK, make sure that you have started TSIM or GRMON in a separate terminal, and entered GDB mode. Insight automatically downloads the application to the target when needed, so the load command does not have to be issued manually. To restart the application, just click on the **run** button again.

Insight requires at least TSIM version 2.0.5 or GRMON version 1.1.12.

5. Support

For support contact the Cobham Gaisler support team at support@gaisler.com.

When contacting support, please identify yourself in full, including company affiliation and site name and address. Please identify exactly what product that is used, specifying if it is an IP core (with full name of the library distribution archive file), component, software version, compiler version, operating system version, debug tool version, simulator tool version, board version, etc.

The support service is only for paying customers with a support contract.

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