
I'm not a robot



reCAPTCHA
Privacy - Terms





Continue

Download Softune Workbench V 3605

The required settings can be made simply by following the on-screen directions • MCU operating environment A 'CPU information file' that describes device-specific information for all models of supported MCUs is provided as standard.. Simulation environment • Speedup of simulation speed • By simulating the behavior of the cache and pipeline, execution speed can be estimated with high accuracy for FR80 family.. By using this function, users can know the exact dependencies, even if an include file includes another include file.. This function can be used in the following environments: • FR family SOFTUNE high-speed version simulator debugger • F 2MC-16 family SOFTUNE high-speed version simulator debugger • F 2MC-16 family SOFTUNE emulator debugger (MB2141) • F 2MC-16 family SOFTUNE emulator debugger (MB2147-01) RAM Checker The RAM Checker obtains the access history of the monitoring address log in the SOFTUNE Workbench, and displays the log file graphically using the attached tool 'RAM Checker Viewer'.. • Communication device: USB • Setting of debug mode: RAM Checker mode • F 2MC-16 family SOFTUNE emulator debugger (MB2147-01) • Communication device: USB • Setting of debug mode: RAM Checker mode This content contains information on Cypress products that have been migrated from Spansion's website in conjunction with our merger.. FPGA with i2c eeprom datasheet, cross reference, circuit and application notes in pdf format.

The SOFTUNE Workbench has the following functions: • Monitoring Point Count: 8 points (FR family), 16 points (F 2MC-16 family) • Event Functions: Max.. Customizable environment The development environment can be customized to suit every individual such as by interoperating with source control tools when sharing files or calling file conversion tools.. • Saving and restoring the debugging environment The previous debugging environment settings can be saved and the same settings would be restored the next time.. 4 points (FR family), Max 8 points(F 2MC-16 family) • Sampling Time: 1 ms (Fixed) • Update Intervals: 100 ms (Fixed).. Delivering excellent usability • Editor provided as standard An editor is built-in as standard, offering a plethora of functions such as keyword highlighting and auto-indenting.. This microcontroller resource simulator is created by the dynamic link library (DLL) file for Windows.

softune workbench

softune workbench, softune workbench download, softune workbench v6 download, softune workbench free download, softune workbench manual, softune workbench v3 download, fujitsu softune workbench download, f2mc-16 family softune workbench, softune workbench , fr family softune workbench

Build function generates a target file by compiling/assembling all source files registered with a project, regardless of whether they have been updated or not, and then by joining all required object files.. The RAM Checker operates under the following conditions: • FR family SOFTUNE emulator debugger (MB2198) • CPU: FR60Lite or FR80S • Adaptor board: Has the external trace function.. Jumping to the tag or displaying error details from the errors shown in this window are easily possible.. Although marked with the name of the company that developed the material (Spansion or Fujitsu), Cypress continues to offer the content to our customers.. C++ support (FR family) • Maintains conventional operability and functions • GUI for C/C++ compiler option settings • Built-in editor with colored C/C++ keyword Debugger functions Debugger types SOFTUNE Workbench supports three debuggers needed at various stages of development.. External I/F DLL for simulator Fast version of simulator debugger supports the external I/F to create peripheral simulation modules.. Include Dependencies Analysis Function SOFTUNE Workbench has a built-in include dependencies analysis function.. This allows all of the necessary information such as I/O port locations, ROM/RAM capacities, and starting addresses to be configured automatically.. (Window layout, breakpoint settings, memory map information, etc) Fast downloading • Conform to USB communication for an emulator • Download of debugging information was made high-speed by the 'on-demand loading' technique.. • Able to interoperate with third-party editors In response to the demand for using familiar editors, integration with third-party editors is also possible.

softune workbench v6 download

There is no change to this information as a result of this migration Future revisions will occur when appropriate, and changes

will be noted in the revision history.. The appropriate debugger environment can be selected to match the situation Simple environment settings • Debugging environment provides a setup wizard The setup wizard supports settings such as selecting the emulator and board communication lines and the states of windows.. SOFTUNE Workbench automatically updates the dependencies of the compiled/assembled files.. (Mifex V1.0/V3.0, WZ Editor, Tomaru, PowerEditor, Codewright32, TextPAD32, etc) • Error jump and online help Errors that occur during a build are displayed in the output window at the bottom of the screen.. Make/Build function Make function generates a target file by compiling/assembling only updated source files from all source files registered in a project, and then joining all required object files.

softune workbench manual

e10c415e6f