

Be sure to read this note.

I/O DLL Kit V.2.00 Release Notes

**First Edition
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August 1, 2007**

Abstract

This material explains the contents of this kit, installation procedure, and supplements to the user's manual. When using this kit, please take a look at this release note as well as the user's manual.

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1. Components of the Product

The I/O DLL Kit is used for expanding your simulator debugger's functions.

The following files are installed after running the installer for I/O DLL kit.

Directory	Contents
Library	Library File
Samples	Sample Program and Sample Program Manual
Manual	I/O DLL Kit User's Manual I/O DLL Kit Release Note (This document)

2. System Requirements

2.1 Host Machine

The I/O DLL kit depends on the host machine environment in which your simulator debugger is run. To find more about the simulator debugger host machine environment, see Release Notes for each product.

2.2 Development Tool

To create I/O DLLs using the I/O DLL kit, you need to have Microsoft Visual C++, a Windows application development tool (hereafter abbreviated VC++). We at Renesas have confirmed that the I/O DLL kit operates comfortably in the following versions of VC++.

Development tool	Version
Microsoft Visual C++	6.0

2.3 Debuggers Supported and Version

The I/O DLL Kit supports the following debuggers.

Product Name	Product Version
Simulator Debugger for R32C	V.1.00
Simulator Debugger for M32C	V.1.00 --- V.1.03
Simulator Debugger for M16C and R8C	V.1.00 --- V.1.03

Be aware that no other products or versions than those listed above can be used.

Please use I/O DLL kit V.1.20 when you use Simulator Debugger M3T-PDxxSIM.

3. Technical Support

Please note that technical support for the I/O DLL kit can be obtained by visiting our homepage (URL: <http://www.renesas.com/en/tools>) at which latest information is available.

4. Setup

To set up the I/O DLL kit, follow the procedure described below. The setup procedure may not be the same depending on the debugger and its product version installed in your host machine.

[Notes for Windows XP/2000/NT 4.0]

Make sure that installer is executed by one who is authorized as an Administrator. No one but the user who has the authority of an Administrator can install.

4.1 Installing the I/O DLL Kit

Execute the install program for the I/O DLL kit.

4.2 Registering the I/O DLL

Before you can use an I/O DLL included in the I/O DLL kit, you must first register it to Simulator Debugger. The following explains how to use an I/O DLL after registering it to the Simulator Debugger by using Simulator Debugger for M32C Series as an example. To use I/O DLLs for other simulator models, change the model name "308" described here with any desired model name (e.g., "100" or "30").

1. Copy the I/O DLL file (".dll") into the directory in which you installed Simulator Debugger. Note that the Simulator Debugger is stored in the directory shown below:
HEW install directory
¥Tools¥Renesas¥DebugComp¥Platform¥PDTarget¥PD308SIM
2. Register the I/O DLL to sim308.exe. To do this, write the I/O DLL filename in sim308.exe's environment setup file "sim308.ini."
The sim308.ini file exists in the directory in which you installed Simulator Debugger. However, this file is nonexistent if you have never started Simulator Debugger since you installed it. In that case, this file needs to be newly created using an editor.
3. In the sim308.ini file, create a [DLLNAME] section and write an I/O DLL filename after "IODLL=," with the extension ".dll" removed as shown below.

Example: When an I/O DLL file name is "Sample.dll".

```
[DLLNAME]
IODLL=Sample
```

4. When you start Simulator Debugger, the I/O DLL is loaded.
If you do not use the I/O DLL, delete the description of the [DLLNAME] section that you created in the sim308.ini file before starting Simulator Debugger.
[DLLNAME] <- Delete
IODLL=Sample <- Delete

For details about a I/O DLL kit, see "I/O DLL Kit User's Manual".

5. Precautions

5.1 Input and output to a memory

Changes of values input/output to or from memory using the I/O DLL cannot be referenced using the GUI output, virtual port input/output or I/O script facilities of Simulator Debugger.

5.2 Multiple specification of I/O DLL

Only one I/O DLL can be specified in Simulator Debugger. You cannot specify multiple I/O DLLs.

6. Version Report

This section describes the specification of the changed software.

6.1 I/O DLL Kit V.2.00

In this version, the following specifications were changed from former version I/O DLL Kit V.1.20.

6.1.1 Functional Extensions

- The I/O DLL Kit supported the following debuggers.
 - Simulator Debugger for R32C
 - Simulator Debugger for M32C
 - Simulator Debugger for M16C and R8C

6.2 I/O DLL Kit V.1.20

In this version, the following specifications were changed from former version I/O DLL Kit V.1.10.

6.2.1 Functional Extensions

- The I/O DLL Kit supported the following debuggers M3T-PD308SIM V.3.10 Release1 and M3T-PD30SIM V.5.10 Release 1.

6.3 I/O DLL Kit V.1.10

In this version, the following specifications were changed from former version I/O DLL Kit V.1.00.

6.3.1 Revisions for Restrictions

- A limitation has been corrected that the Symbol Window may not be opened.
(for detail, refer to the MAEC TOOL NEWS, Nov 1, 2002)

6.3.2 Functional Extensions

- The I/O DLL Kit supported the following debugger M3T-PD32RSIM V.2.00 Release1.