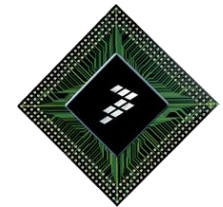


June, 2010

CodeWarrior Development Studio for Microcontrollers v10.0

FTF-ENT-F0669



Ruth Rhoades
CodeWarrior Product Management

▶ A Java development environment

- Widely regarded as *the* Java development environment

▶ An IDE framework

- Eclipse + JDT = Java IDE
- Eclipse + CDT = C/C++ IDE
- Eclipse + PHP = PHP IDE
- Eclipse + JDT + CDT + PHP = Java

▶ A Tools Framework

- Focused on developing a universal platform of frameworks and exemplary tools

▶ An Open Source Project and Community

- All Eclipse projects are open-source and available for free download
- Hundreds of plug-ins are provided by commercial companies, organizations, and individuals

▶ An ecosystem

- Focused on nurturing the eco-system to complement and enhance the Eclipse Platform
- Many members, including major Java, Linux and Embedded vendors
- Dozens of open source projects
- Millions of downloads

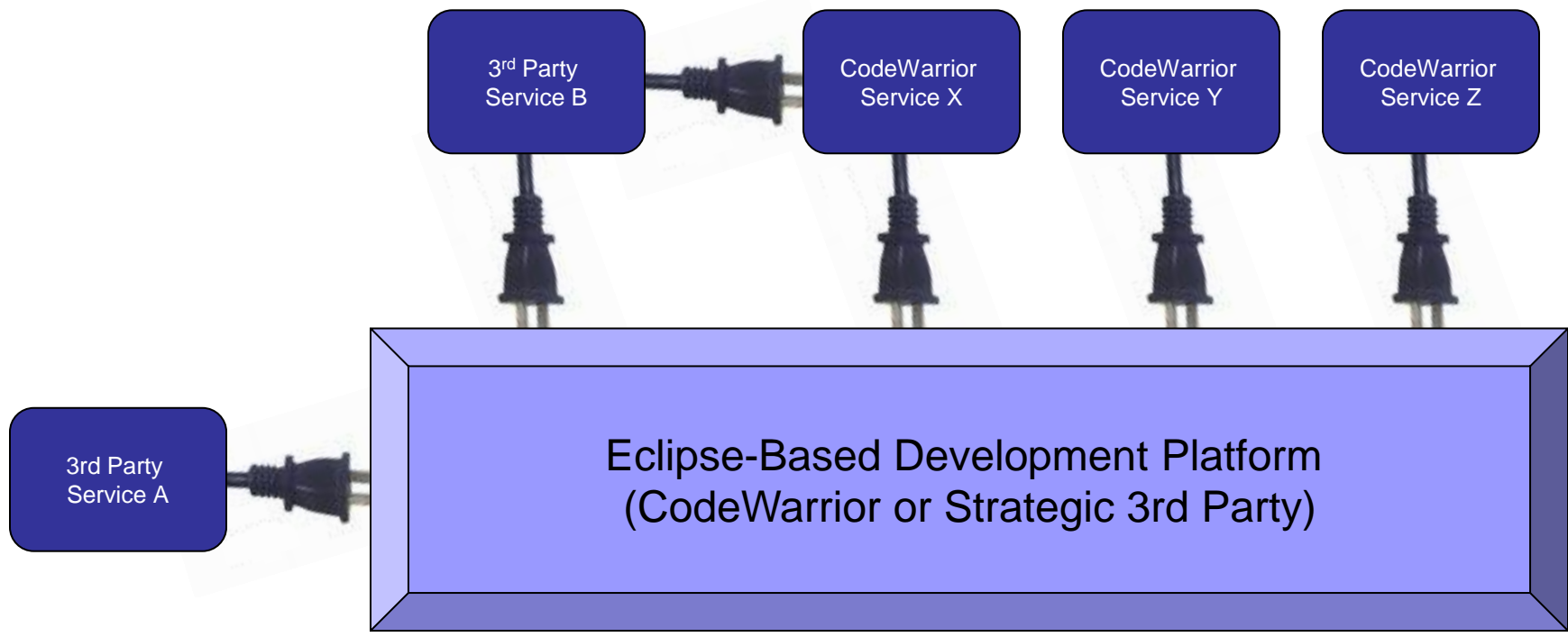
▶ A Foundation

- Independent not-for-profit foundation formed in 2004
- Created to manage and direct the ongoing development of the Eclipse open source software project
- Responsible for providing IT infrastructure required by development teams

- ▶ **Strategic Members** – Actuate, brox, ca, Cloudsmith, Genuitec, IBM, Innoopract, itemis, Nokia, Oracle, SAP, Sonatype, Sopera
- ▶ **Enterprise Members** – Cisco, Motorola, BlackBerry
- ▶ **Solution Members** – AdaCore, Adobe, aptana, ARM, ARS, Aster Data, AvantSoft, Black Duck, BLU AGE, BREDEX, bsi, CAS Software, CollabNet, compeople, Compuware, Curl, DDC-I, Empolis, Engineering Group, Ericsson, Eteration, Excelsior, Exist Global, Express Logic, **Freescale Semiconductor**, froglogic, tni Software, Gerhardt, Google, HP, Ingres, Innovations Softwaretechnologie, Innovent Solutions, Instanations, instinctools, Intalio, Intel, Intervoice, LynuxWorks, Mentor Graphics, Mind8, Modular Mind, NEC, nuxeo, OC Systems, Open-Xchange, OpenMake Software, Perforce, Polarion Software, Progress Software, Purple Scout, Puzzle ITC, QNX, red hat, Remain, Replay Solutions, Salesforce.com, Sony Ericsson, Soyatec, SpringSource, Sybase, Symbian, Tasktop, teamprise, tensilica, RCP Company, TIBCO, Virutech, WeigleWilczek, Wind River, Xored Software, XpoLog, Zend, Zenika, ZenSar
- ▶ **Associate Members** - Redmond Media Group, Queue, Addison Wesley, AT& Developer Program, Atmel, BZ Media, Carleton University, Software Industry Center, cea list, CENIT, CWI, Communications and Media Arts, Generalitat Valenciana, Curl, DFKI, DSDM, DZone Network, e-Forum, EADS, Polytechnique Montreal, Enea, ETRI, Eurotech, FOKUS, Hitachi, IDG, Institute for Software, INRIA, Instituto Eldorado, Kybele, Laboratory for Safe and Secure Software, Mongo Software Labs, MB Project, Mercer, Meruvian Foundation, Mia-Software, MKS, Montavista, OMG, Open Source Business Foundation, Open Systems Publishing, OSGi Alliance, Open Source Lab, OW2, The RTC Group, Serena Software, Siemens, SIGS Datacom, Social Physics, Software & Support Verlag, STAR, ST, SWARM, TEI, Texas Instruments, Thales, Third Millennium Society, Tieto, Universidad Autonoma de Occidente, University of Agder, Programming Distributed Systems, University of Manchester, Vector, Vogel, VTT Technical Research Centre of Finland, Xilinx

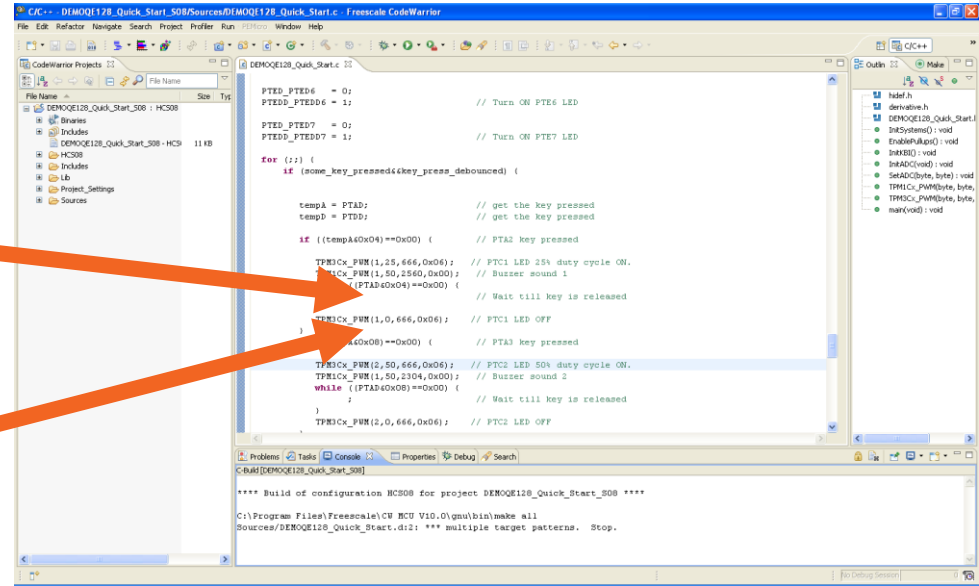
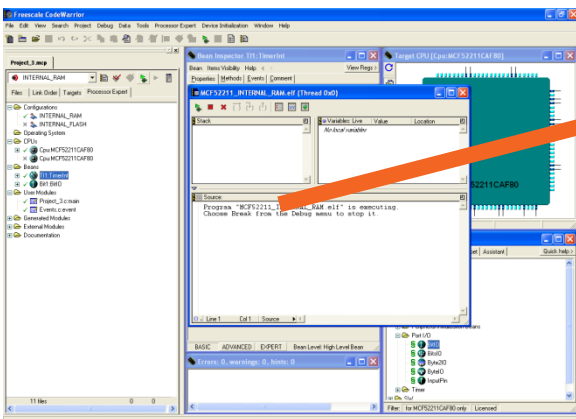
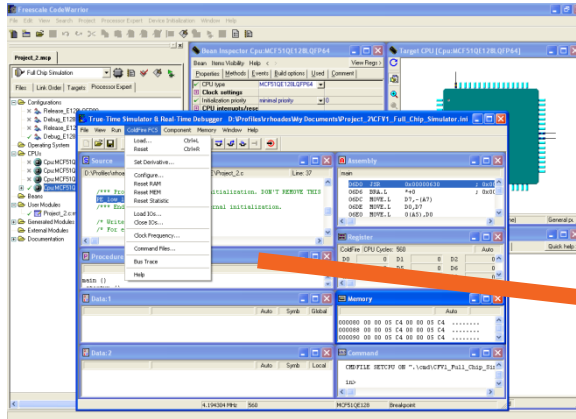
CodeWarrior Development Studio - *Eclipse Platform*

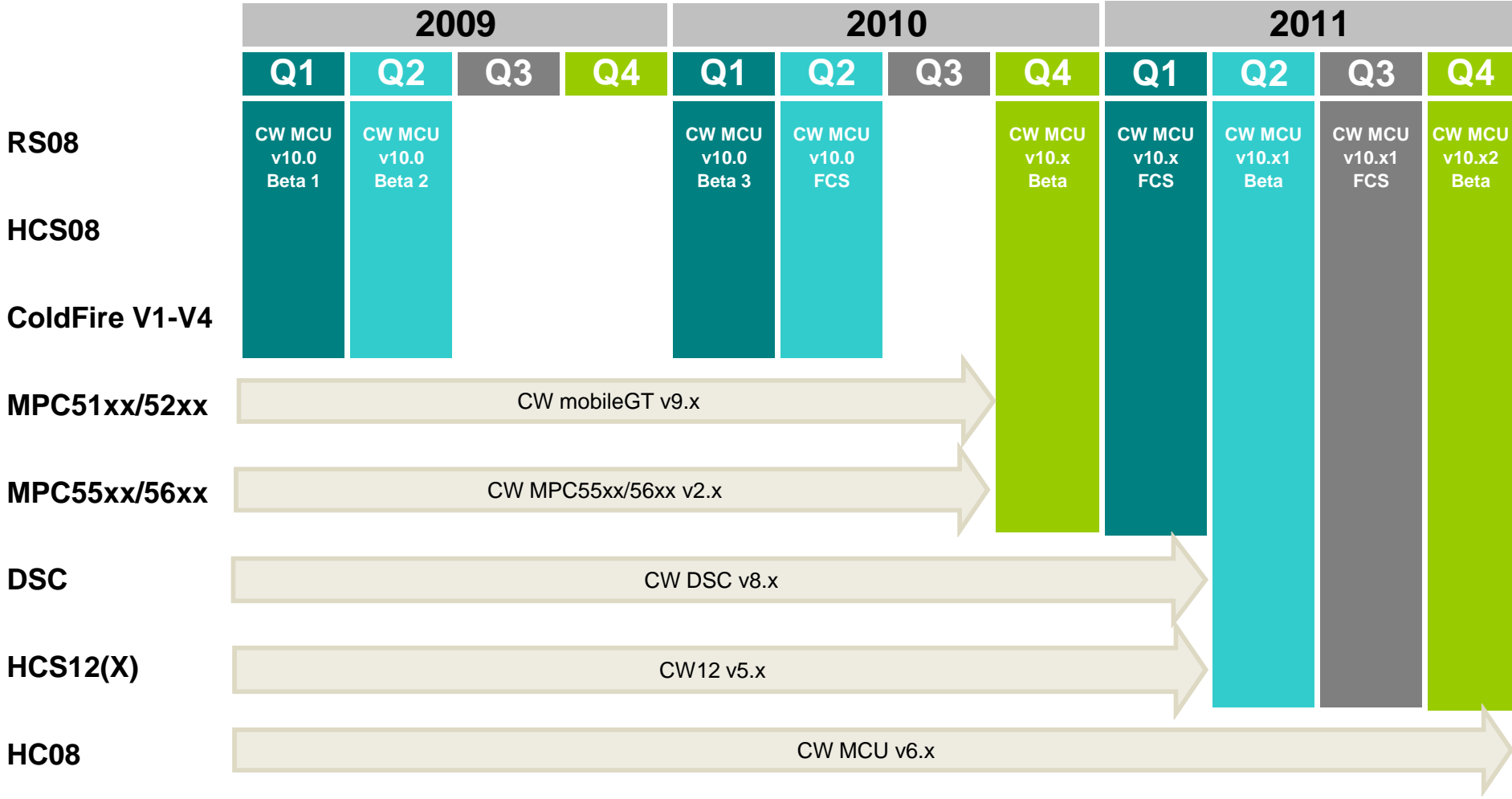
- ▶ CodeWarrior on Eclipse leverages an extensible software platform made up of core services and interoperable plug-in components.
- ▶ Components integrate with the platform and can be extended to interoperate with each other.
- ▶ The platform facilitates integration of components - both Freescale and 3rd party.

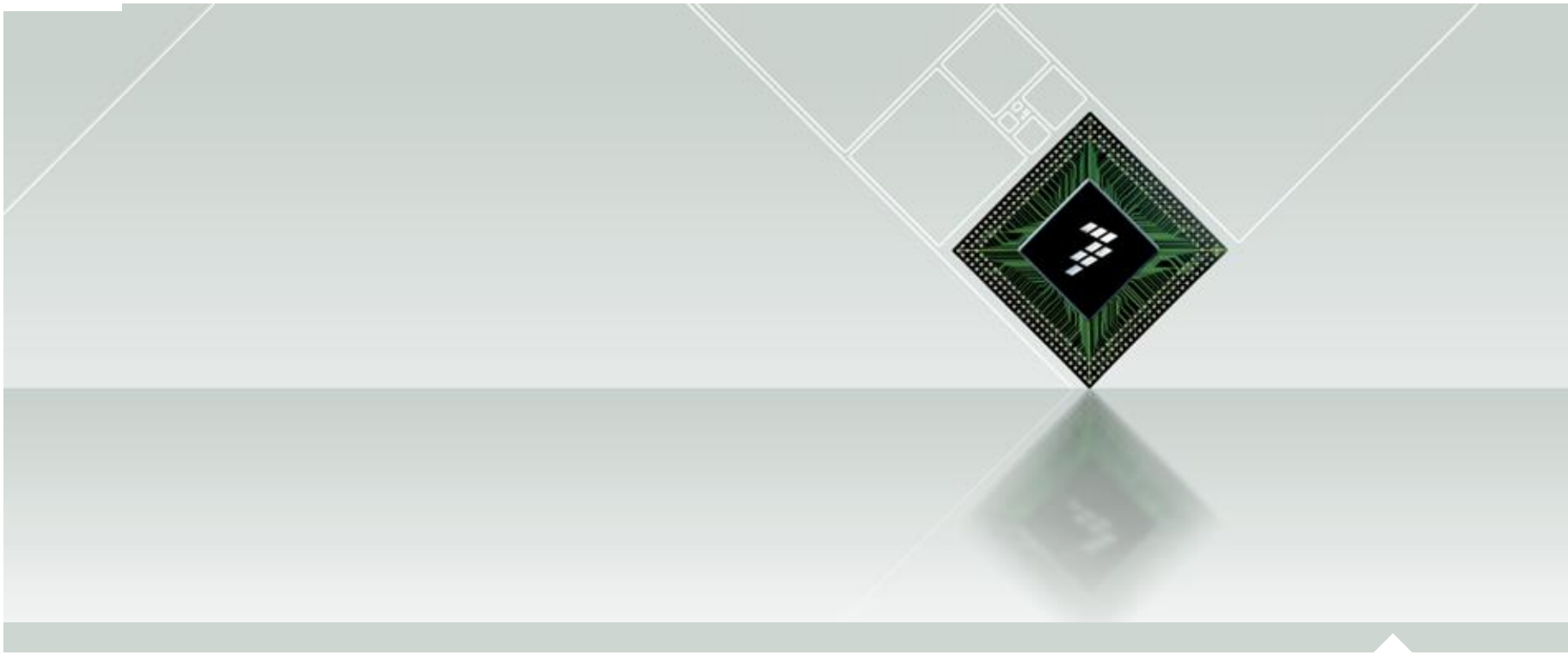


CodeWarrior for Microcontrollers 10.0

Integrates the development tools for the RS08, HCS08 and ColdFire® architectures into a single product based on the Eclipse open development platform.



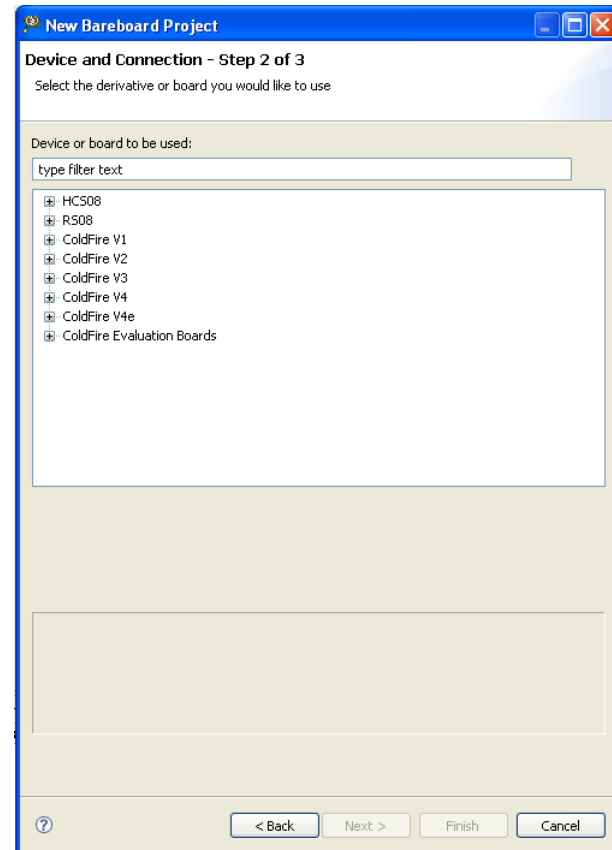




CodeWarrior Development Suite for Microcontrollers v10.0 Features

► Use CodeWarrior Development Studio for Microcontrollers v10.0 to develop RS08, HCS08, and ColdFire projects

- RS08 derivatives
- HCS08 derivatives
- V1 ColdFire derivatives
- V2 ColdFire derivatives
- V3 ColdFire derivatives
- V4 ColdFire derivatives
- ColdFire evaluation boards



▶ CodeWarrior optimizing compilers

- RS08
- HCS08
- V1-V4 ColdFire

▶ Debugger

- Eclipse CDT
- Extended for embedded programming

▶ Profile and Trace

- HCS08 derivatives
- V1 ColdFire derivatives

The image displays three overlapping screenshots from the CodeWarrior IDE:

- Properties for LED:** Shows the 'Settings' tab for the 'MCF52259_Console_Internal_RAM' configuration. It lists various tool settings including 'ColtFire CPU', 'Debugging', 'Messages', 'Librarian', 'Burner', 'General', and 'ColtFire Linker'.
- Debug Configurations:** Shows a list of configurations for 'LED - MCF52259_Internal_Flash - Open Source BDM'. The selected configuration is 'LED - MCF52259_Internal_Flash - Open Source BDM'. The 'Debugger' is set to 'CodeWarrior Debugger for ColdFire'. The 'Target Processor' is 'MCF52259'. Other options include 'Simulator/Emulator', 'Execute Reset', 'Run Out of Reset', and 'Initialize target'.
- Summary Table:** A table showing performance metrics for various functions in 'main.c'.

Function	start address	function name	total instruction passes	assembly coverage	code size (bytes)
TPM3Ck_PWM	0x228A	TPM3Ck_PWM	51	25 %	381
ADC_ISR	0x2549	ADC_ISR	2	5 %	58
_IDIVMOD	0x25C2	_IDIVMOD	16	34 %	105
_IMUL_STAR08	0x2628	_IMUL_STAR08	27	100 %	39
_IDIVU_STAR08	0x2652	_IDIVU_STAR08	8	100 %	13
_Jump_Table_Header	0x2675	_Jump_Table_Header_Addr	27	100 %	47
- Trace View:** Shows assembly code for the 'TPM3Ck_PWM' function. The code includes instructions like 'LDA 0x63', 'CMP 4, SP', 'BNE *+17', 'set period', and 'TPM3MODL = (byte) (MOD-1);'. Below the code is a trace graph showing the execution flow of the program.

CodeWarrior™


Development Studio

 New Project Wizard

 Example Projects

 Tutorials

 Project Importer

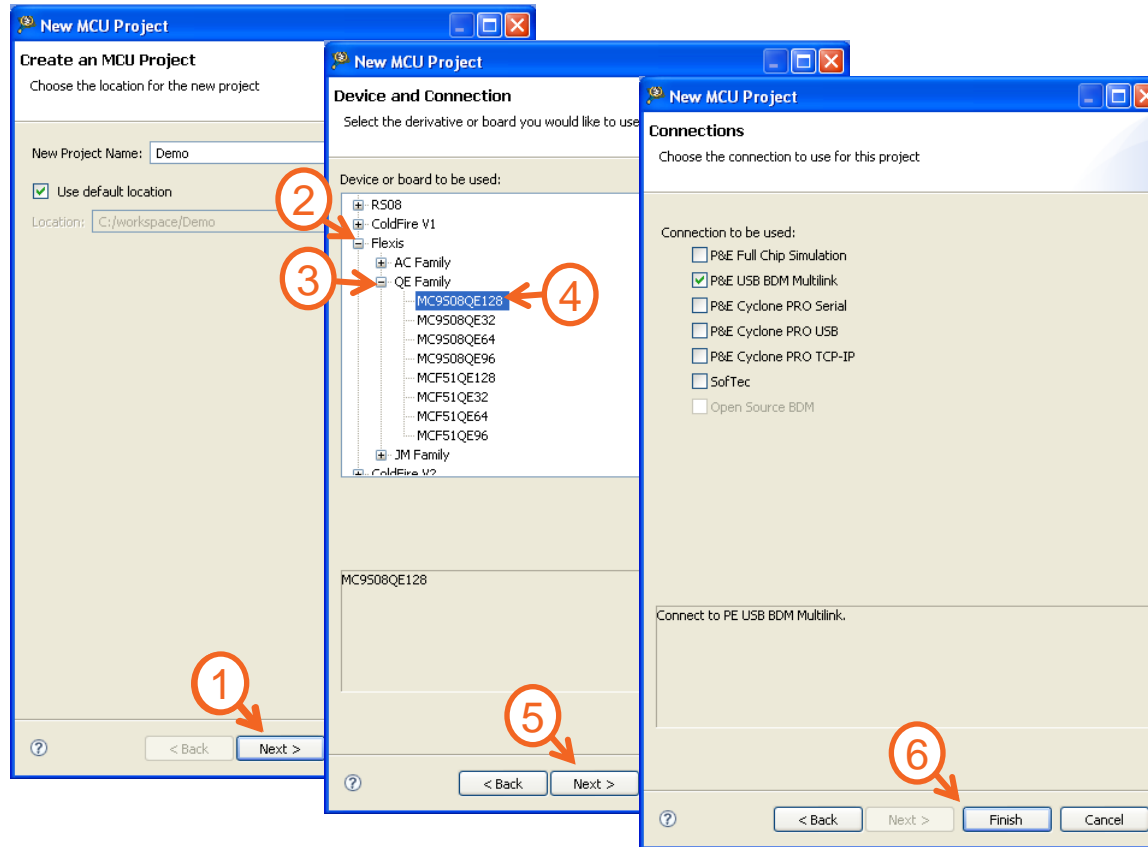
 Go to Workbench

 What's New Product Release Notes

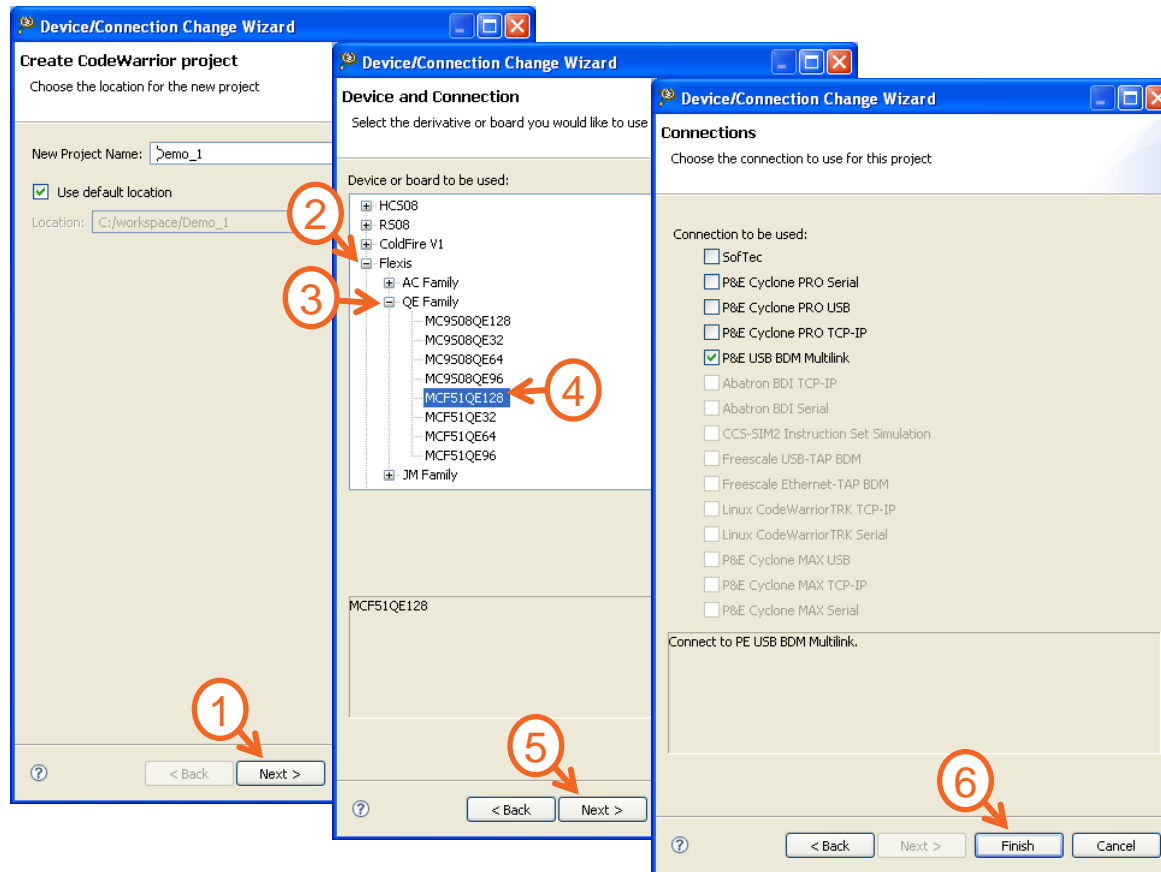
 Web Resources Service Packs, Updates, Patches



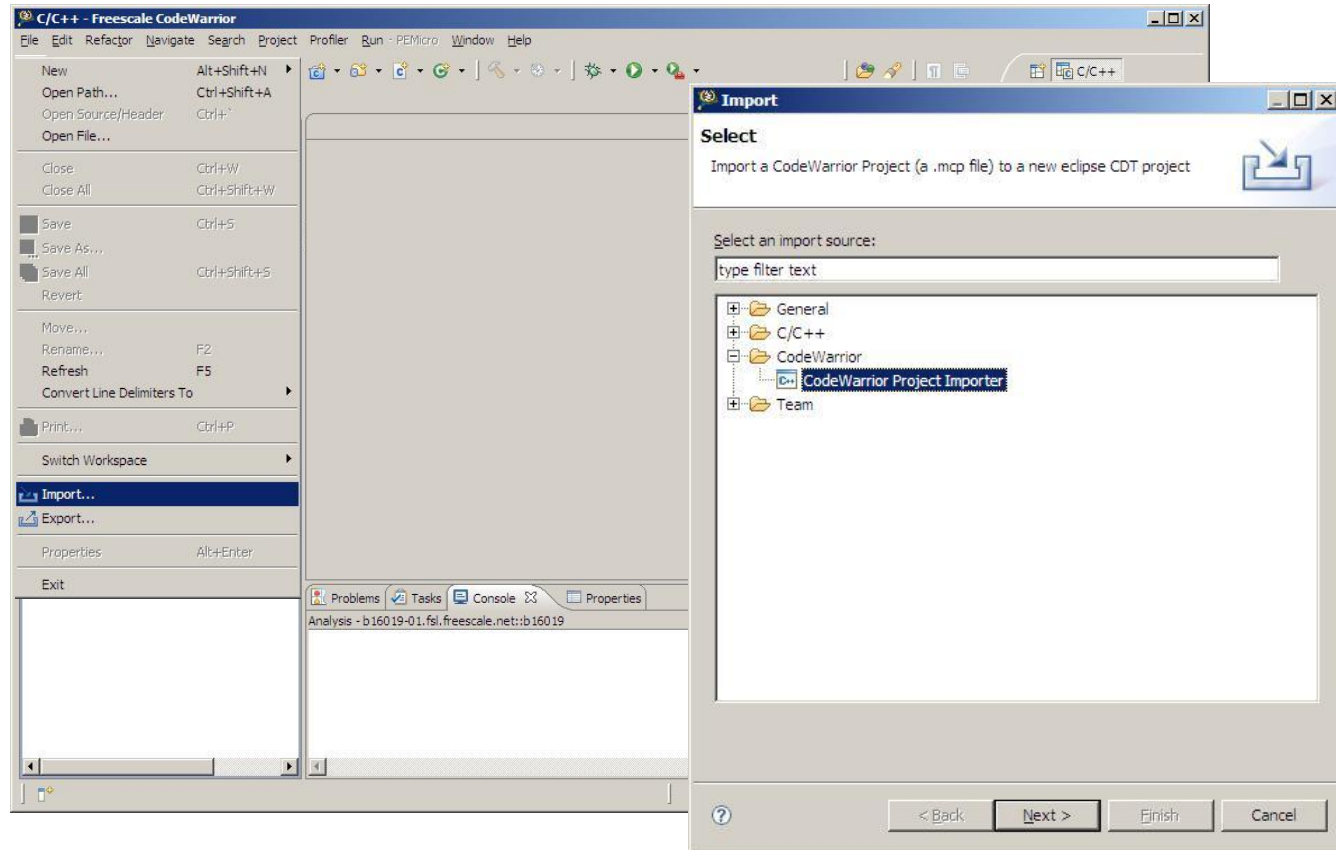
Use Welcome Screen for immediate access to development resources.



Use New Project Wizard to create a new project in as few as 6 clicks.



Use MCU Change Wizard to port projects to a new microcontroller in as few as 6 clicks.



► Use the Project Importer to import CodeWarrior Classic projects

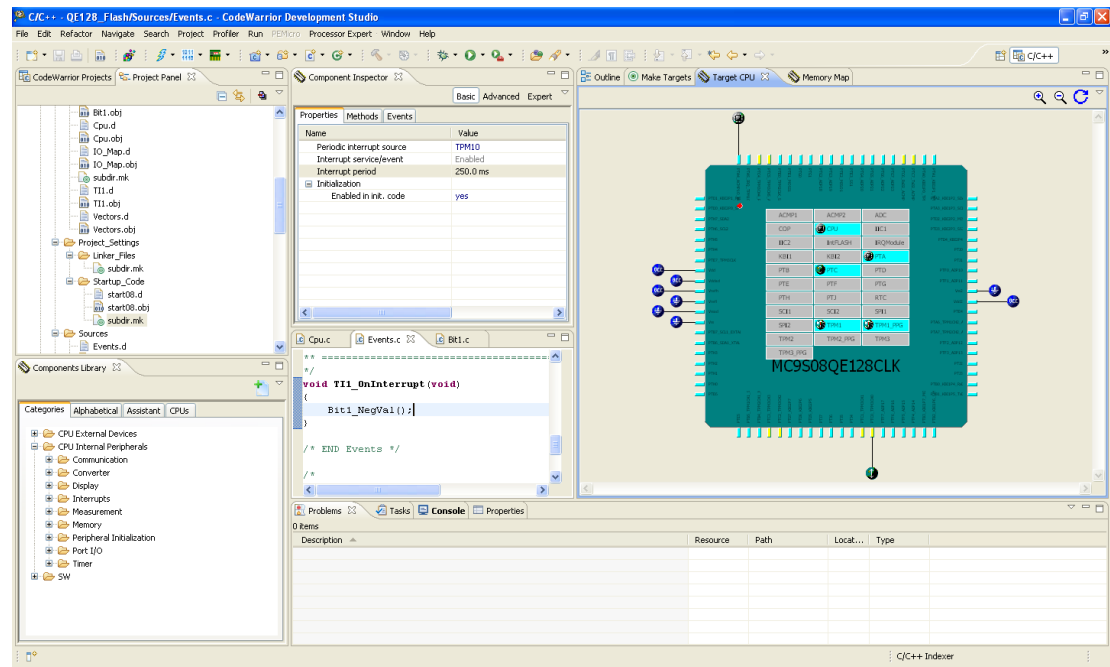
- CodeWarrior Development Studio for Microcontrollers v6.x
- CodeWarrior Development Studio for ColdFire Architectures v7.x

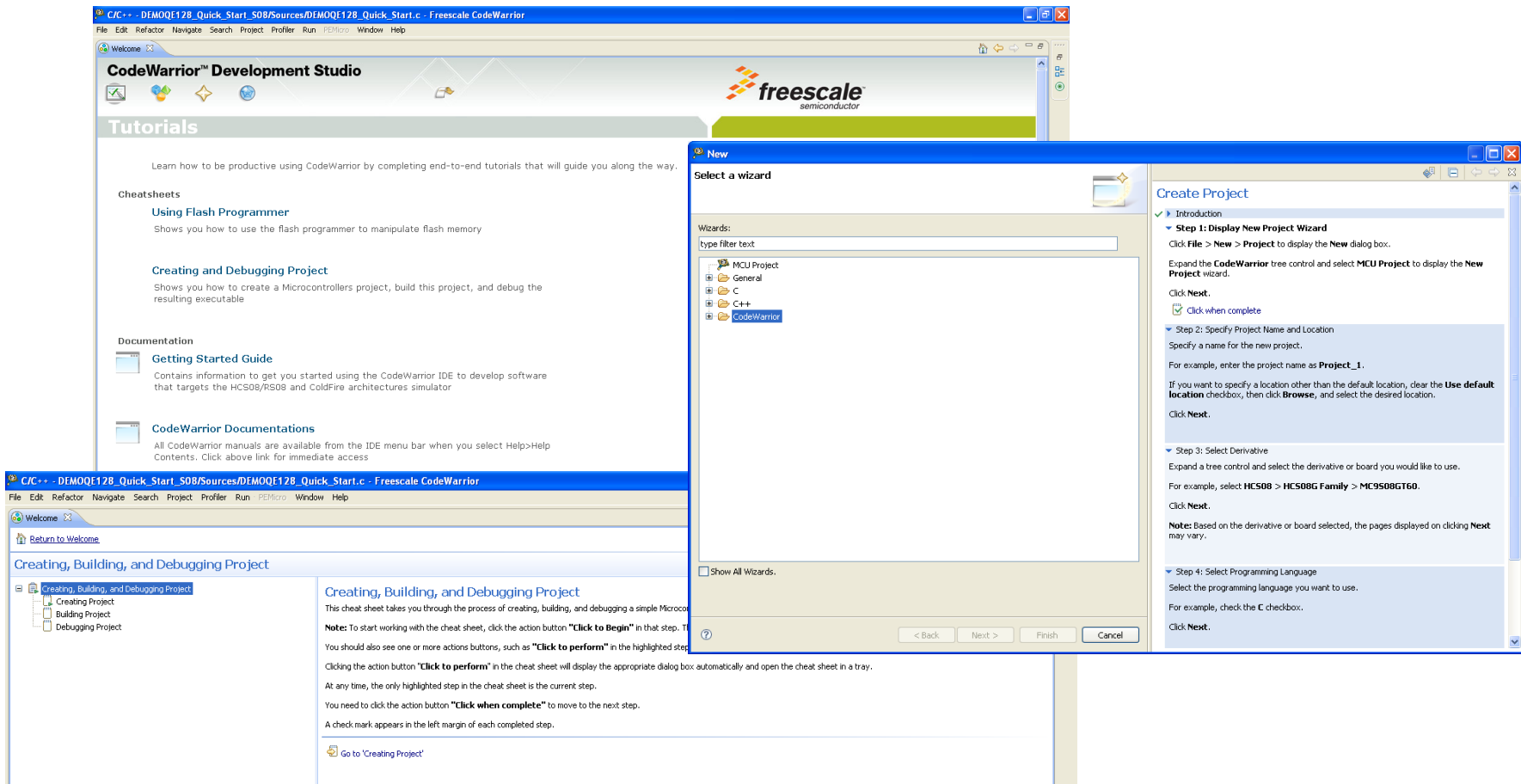
▶ A rapid application design tool with ...

- **Graphical User Interface** which allows an application to be specified by the functionality needed
- **Automatic code generator** which creates tested, optimized C code tuned to the application needs and selected Freescale MCU
- **Built-in knowledgebase**, which immediately flags resource conflicts and incorrect settings

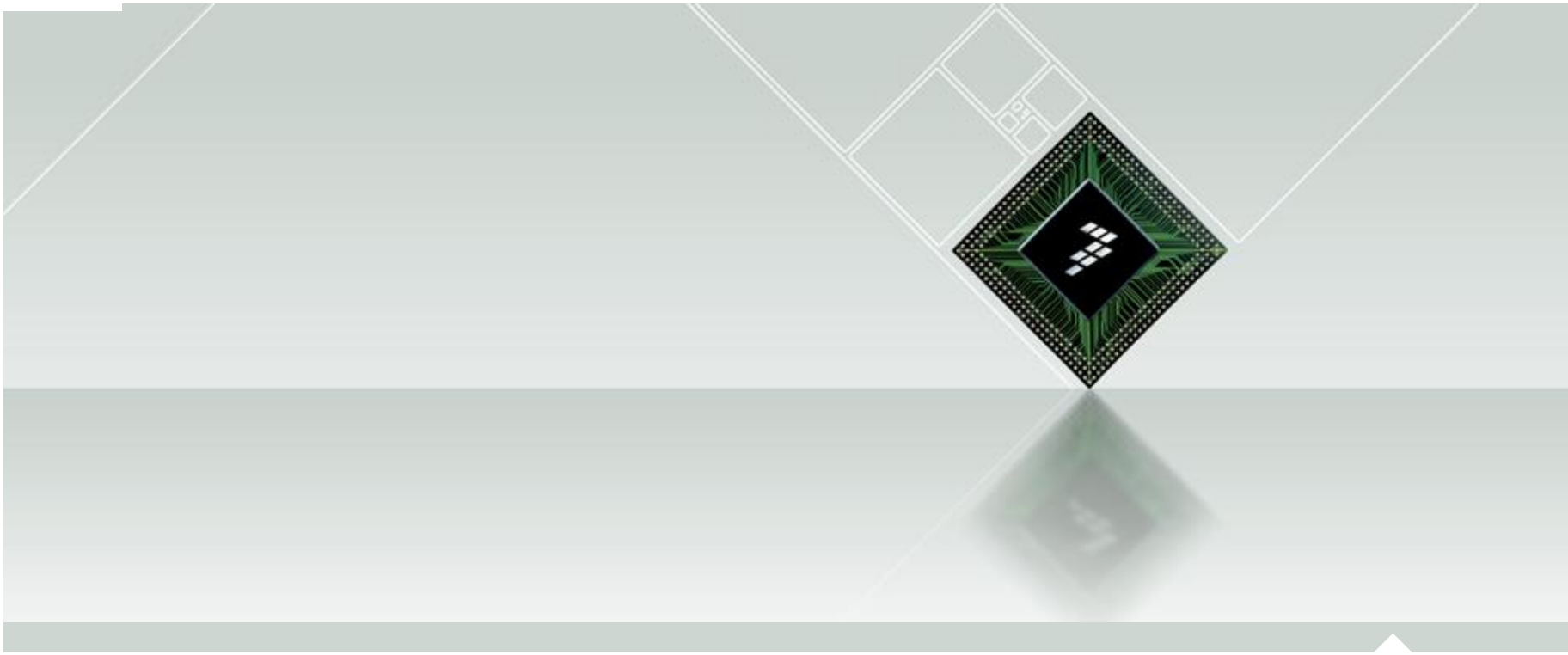
▶ Architectures supported

- RS08 derivatives
- HCS08 derivatives
- ColdFire derivatives



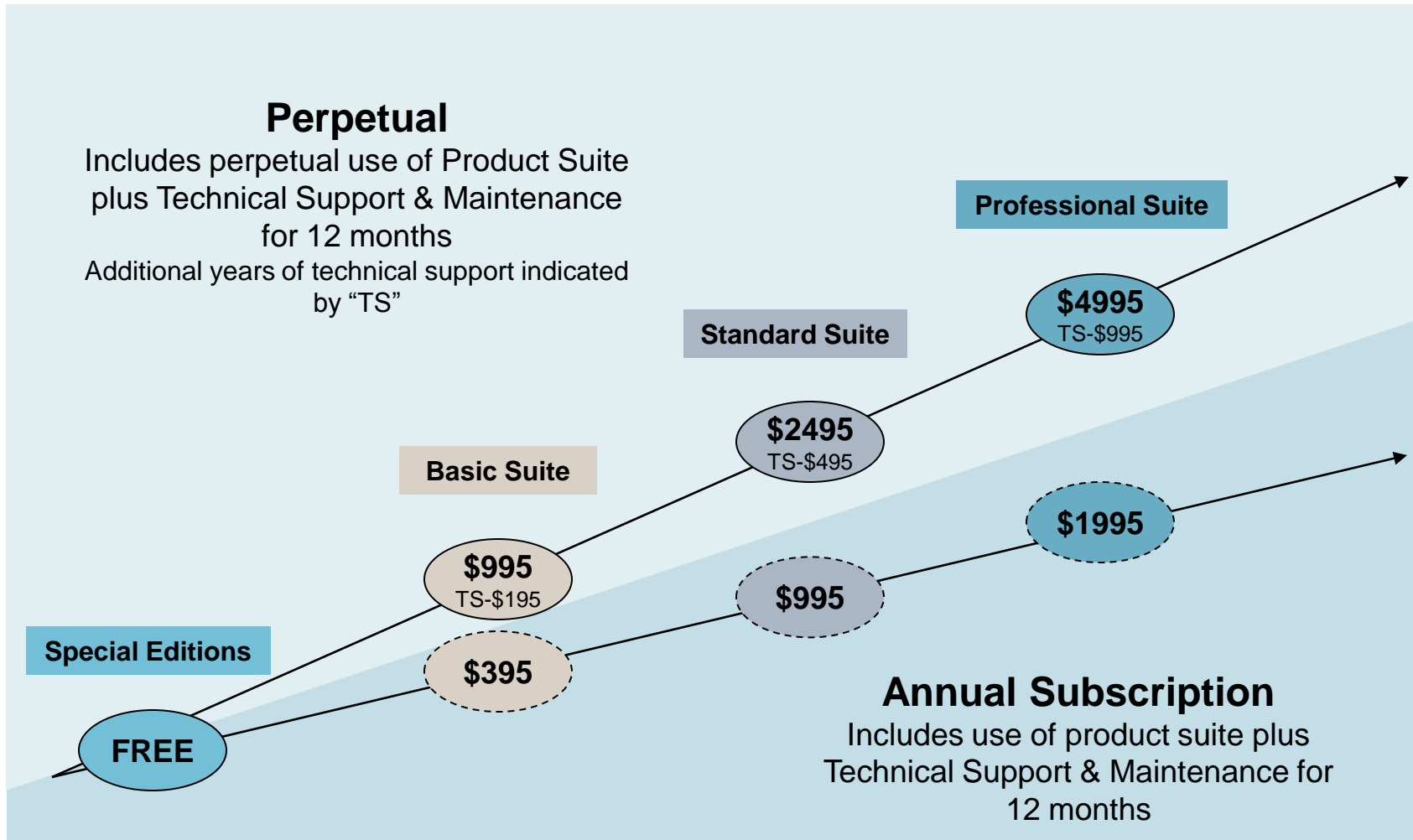


Step by step tutorials – known as cheat sheets in Eclipse – are available for standard tasks



Part Numbers and Pricing

CodeWarrior Pricing and Packaging Model



Special Editions and Evaluations - FREE

▶ Special Editions

- CWX-HXX-SE
- CWX-568-SE
- **CWX-MCU-SE**
- CWX-MCF-SE
- CWS-MPC-5500-SE

▶ Evaluations

- CWX-H08-PROED-EX
- CWX-H12-PROED-EX
- CWX-MCU-PROED-EX**
- CWX-MCF-PROED-EX
- CWX-MCF-LLPLT-EX
- CWX-MGT-EX
- CWX-MPC-5XX-EX
- CWX-MPC-5500B-EX
- CWX-PPC-CMWFL-EX
- CWX-PPC-LLPLT-EX
- CWX-PPC-LLAPP-EX
- CWX-PPC-LINWH-EX
- CWX-STC-WIN-EX

Basic Suite (\$995 Perpetual License / \$395 Annual Subscription)

- ▶ CodeWarrior Development Studio for Power Architecture, Flash Loader Only (CWS-PPC-FLASH-CX)
- ▶ CodeWarrior for Power Architecture, Linux Application Edition (Linux hosted) (CWS-PPC-LLAPP-CX/LX)
- ▶ CodeWarrior for Power Architecture, Linux Application Edition (Windows hosted) (CWS-PPC-LINWH-CX/LX)
- ▶ CodeWarrior for ColdFire ISA, Linux Application Edition (Linux hosted) (CWS-MCF-LLAPP-CX/LX)
- ▶ CodeWarrior for ColdFire ISA, Linux Application Edition (Windows hosted) (CWS-MCF-WLAPP-CX/LX)
- ▶ CodeWarrior for ColdFire, Compiler Upgrade Edition (CWS-MCF-CUPG-CX/LX)
- ▶ CodeWarrior for DSP 56800/E, Compiler Upgrade Edition (CWS-568-C64K-CX/LX)
- ▶ CodeWarrior for Microcontrollers v6.x, Compiler Upgrade Edition (CWS-H08-CUPG-CX/LX)
- ▶ **CodeWarrior for Microcontrollers v10.x, Basic Edition (CWS-MCU-BASIC-CX/LX)**
- ▶ CodeWarrior for HCS12(X), Compiler Upgrade Edition (CWS-H12-C64K-CX/LX)
- ▶ CodeWarrior for MobileGT, Linux Application Edition (Linux hosted) (CWS-MGT-LLAPP-CX/LX)
- ▶ CodeWarrior for Mobile GT Linux Application Edition (Windows-hosted) (CWS-MGT-WLAPP-CX/LX)

Standard Suite (\$2495 Perpetual License / \$995 Annual Subscription)

- ▶ CodeWarrior for Power Architectures, Debug Only Edition (CWS-PPC-CMWDB-CX/LX)
- ▶ CodeWarrior for Power Architectures, Linux Platform Edition, Debug Only (CWS-PPC-LLPDB-CX/LX)
- ▶ CodeWarrior for Power Architecture, Linux Application Edition (Windows hosted) (CWS-PPC-LINWH-CX/LX)
- ▶ CodeWarrior for ColdFire, Standard Edition (CWS-MCF-STDED-CX/LX)
- ▶ CodeWarrior for ColdFire ISA, Linux Application Edition (Windows hosted) (CWS-MCF-WLAPP-CX/LX)
- ▶ CodeWarrior for DSP 56800/E, Full Product CWS-568-CX/LX)
- ▶ CodeWarrior for Microcontrollers v6.x, Standard Edition (CWS-H08-STDED-CX/LX)
- ▶ **CodeWarrior for Microcontrollers v10.x, Standard Edition (CWS-MCU-STDED-CX/LX)**
- ▶ CodeWarrior for HCS12(X), Standard Edition (CWS-H12-STDED-CX/LX)
- ▶ CodeWarrior for Mobile GT Linux Application Edition (Windows-hosted) (CWS-MGT-WLAPP-CX/LX)
- ▶ CodeWarrior for MPC5XX, Debug Only Edition (CWS-MPC-5XXDB-CX/LX)

Professional Suite (\$4995 Perpetual License / \$1995 Annual Subscription)

- ▶ CodeWarrior for Power Architectures, Professional Edition (CWS-PPC-CMWFL-CX/LX)
- ▶ CodeWarrior for Power Architecture, Linux Application Edition (Windows hosted) (CWS-PPC-LINWH-CX/LX)
- ▶ CodeWarrior for Power Architecture, Linux Platform Edition (CWS-PPC-LLPLT-CX/LX)
- ▶ CodeWarrior for StarCore (CWS-STC-WIN-CX/LX)
- ▶ CodeWarrior for 68K, Full Product (CWS-68K/FLT)
- ▶ CodeWarrior for DSP 56800/E, Full Product (CWS-568-CX/LX)
- ▶ CodeWarrior for ColdFire, Professional Edition (CWS-MCF-PROED-CX/LX)
- ▶ CodeWarrior for ColdFire ISA, Linux Application Edition (Windows hosted) (CWS-MCF-WLAPP-CX/LX)
- ▶ CodeWarrior for ColdFire ISA, Linux Platform Edition (CWS-MCF-LLPLT-CX/LX)
- ▶ CodeWarrior for Microcontrollers 6.x, Professional Edition (CWS-H08-PROED-CX/LX)
- ▶ **CodeWarrior for Microcontrollers 10.x, Professional Edition (CWS-MCU-PROED-CX/LX)**
- ▶ CodeWarrior for HCS12(X), Professional Edition (CWS-H12-PROED-CX/LX)
- ▶ CodeWarrior for MobileGT (CWS-MGT-CX/LX)
- ▶ CodeWarrior for Mobile GT Linux Application Edition (Windows-hosted) (CWS-MGT-WLAPP-CX/LX)
- ▶ CodeWarrior for MobileGT, Linux Platform Edition (CWS-MGT-LLPLT-CX/LX)
- ▶ CodeWarrior for MPC5XX (CWS-MPC-5XX-CX/LX)
- ▶ CodeWarrior for MPC5500, Professional Edition (CWS-MPC-5500P-CX/LX)

► Special Editions

- CWX-MCF-SE

► Standard Suite – Standard Edition

- **Perpetual – \$2495**
 - CWP-STANDARD-NL (node locked)
 - CWP-STANDARD-FL (floating)
- **Annual Subscription – \$995**
 - CWA-STANDARD-NL (node locked)
 - CWA-STANDARD-FL (floating)
- **Tech Support - \$495**
 - CWT-STANDARD

► Basic Suite – C Compiler Upgrade

- **Perpetual – \$995**
 - CWP-BASIC-NL (node locked)
 - CWP-BASIC-FL (floating)
- **Annual Subscription – \$395**
 - CWA-BASIC-NL (node locked)
 - CWA-BASIC-FL (floating)
- **Tech Support - \$195**
 - CWT-BASIC

► Professional Suite – Pro Edition

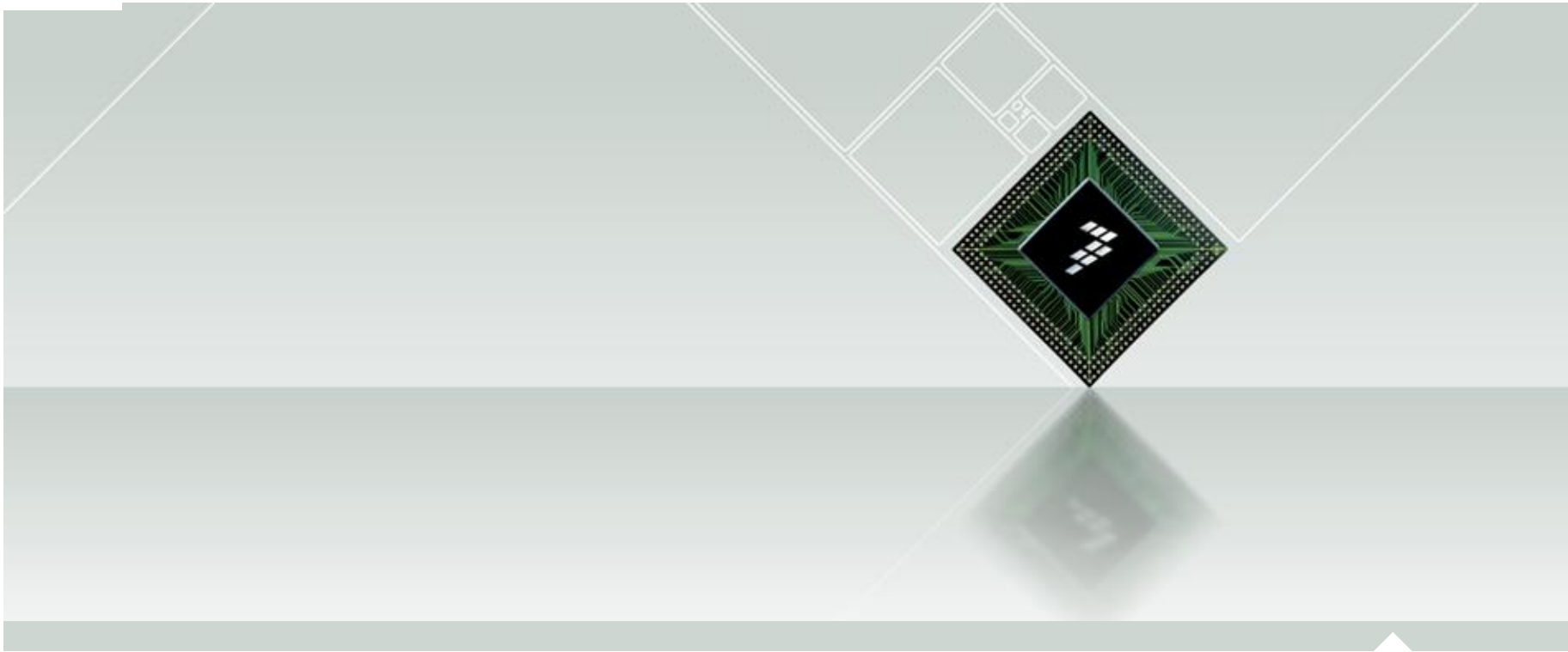
- **Perpetual – \$4995**
 - CWP-PRO-NL (node locked)
 - CWP-PRO-FL (floating)
- **Annual Subscription – \$1995**
 - CWA-PRO-NL (node locked)
 - CWA-PRO-FL (floating)
- **Tech Support - \$995**
 - CWT-PRO

▶ Annual Subscription License

- If you have an active annual subscription license, you can download CW MCU v10.0 at no cost
- If your annual subscription license has expired, you must purchase another license before downloading CW MCU v10.0
 - Basic Suite: \$395
 - Standard Suite: \$995
 - Professional Suite: \$1,995

▶ Perpetual License

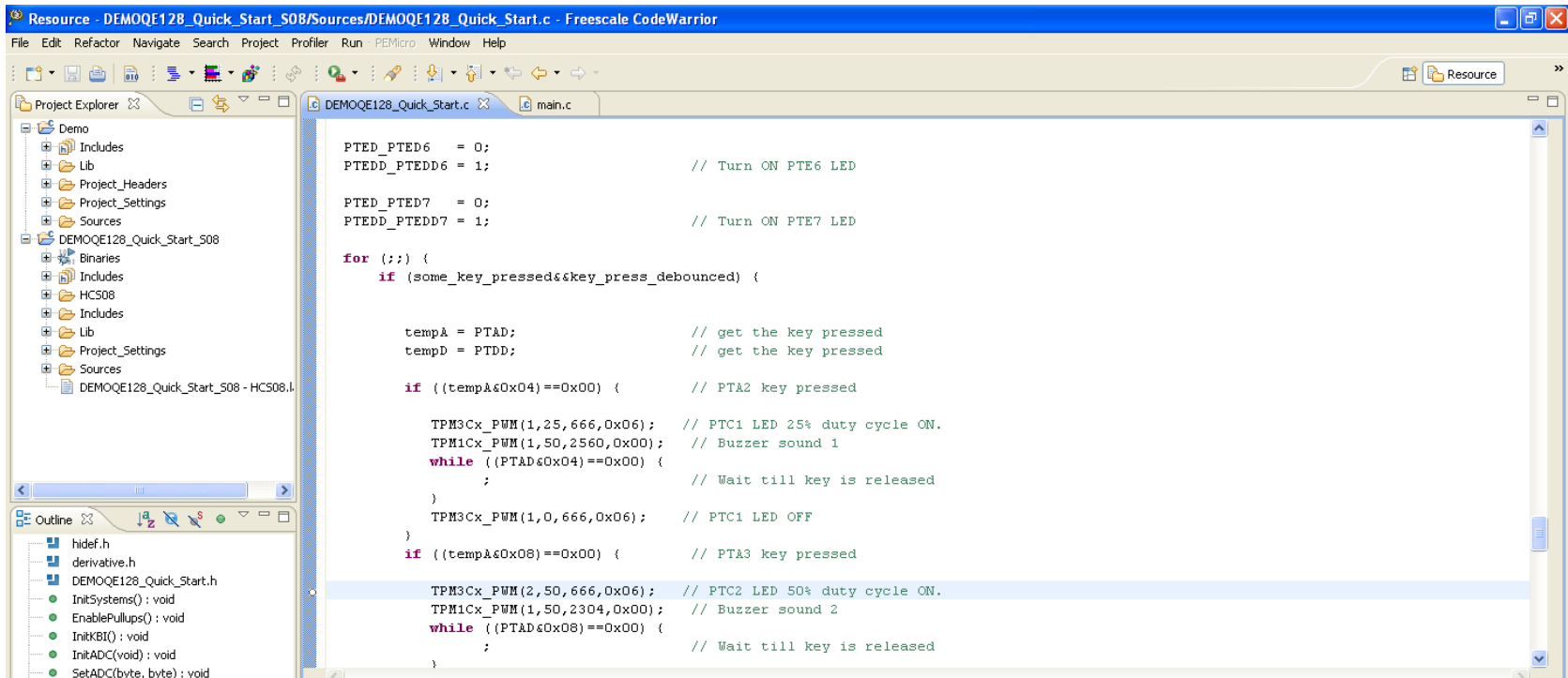
- If you purchased a perpetual license within the last 12 months, you can download CW MCU v10.0 at no cost
- If you have an active technical support agreement (after the first 12 months), you can download CW MCU v10.0 at no cost
- If your technical support agreement has expired, you must purchase another technical support agreement before downloading CW MCU v10.0
 - Basic Suite: \$195
 - Standard Suite: \$495
 - Professional Suite: \$995



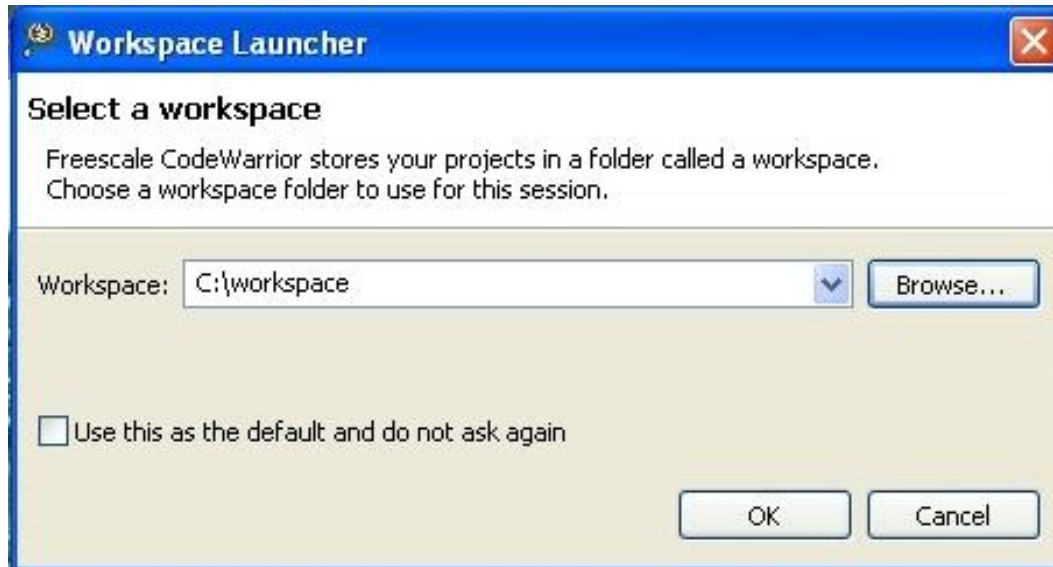
Basic Eclipse Terms

► Workbench = desktop development environment

- Contains all C/C++ development-related tools.
- Shows different perspectives of the working environment.
- Main window that appears when Eclipse starts.



- ▶ **Workspace** = directory that stores the source code, files and settings related to your work.
 - Specify the workspace on startup
 - More than one project can be in a workspace
 - To switch workspaces select **File > Switch Workspace**

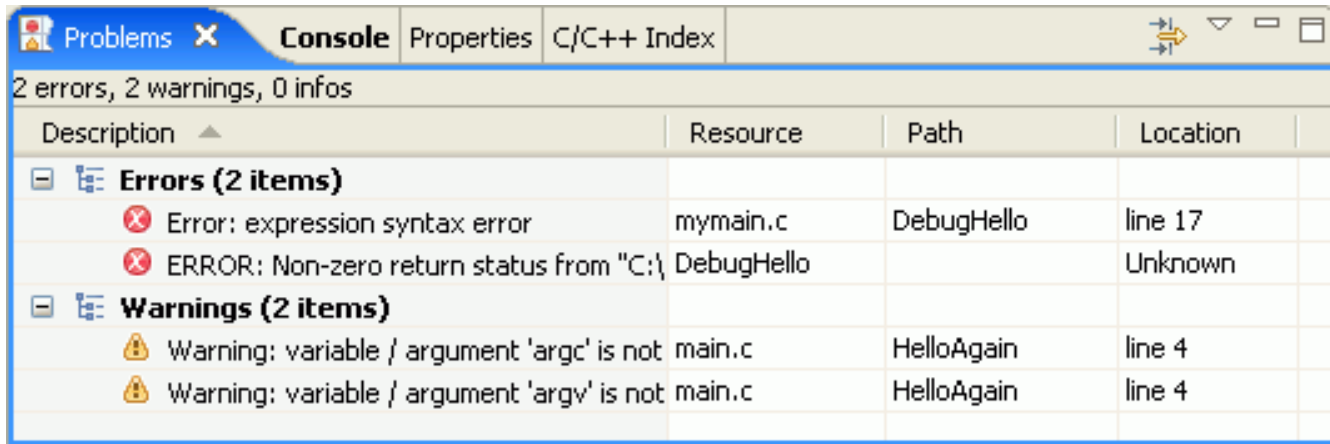


► **Project** = container for organizing files and folders

- All C/C++ work is done in the context of projects
- CodeWarrior creates projects in new folders by default
- New files and folders can be added to a project
 - **File > New > File**: creates a new file in project directory within the workspace directory
 - **File > New > Folder**: creates a new directory in project directory within the workspace directory.
 - Files dragged into a project are physically copied into the project directory.
- Files outside the project folder (or outside the workspace) can be linked to a project
 - **File > New > File > Advanced > Link to File System**: creates new link in project directory within the workspace, which refers to a file in the file system
 - **File > New > Folder > Advanced > Link to File System**: creates new link to a directory in project folder within the workspace. The link points to a directory in the user's file system. Creating this link will pull the directory and all sub-components into the CodeWarrior project.

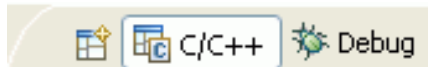
► **View** = a “visual” panel in the Workbench.

- Displays information about the contents of your workbench.
- Different views are provided for different tasks
 - Problems – compile or other problems.
 - Console – standard run window console.
 - C/C++ Projects – view of projects in workspace.
 - Breakpoints – debugging breakpoints in open projects.
- Editors are special “views” for editing files.

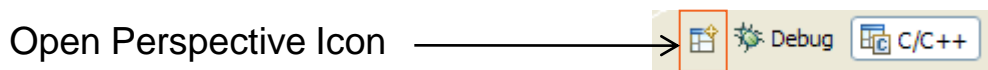


► **Perspective** = collection of Eclipse views and action sets organized into a layout that suits an assigned task

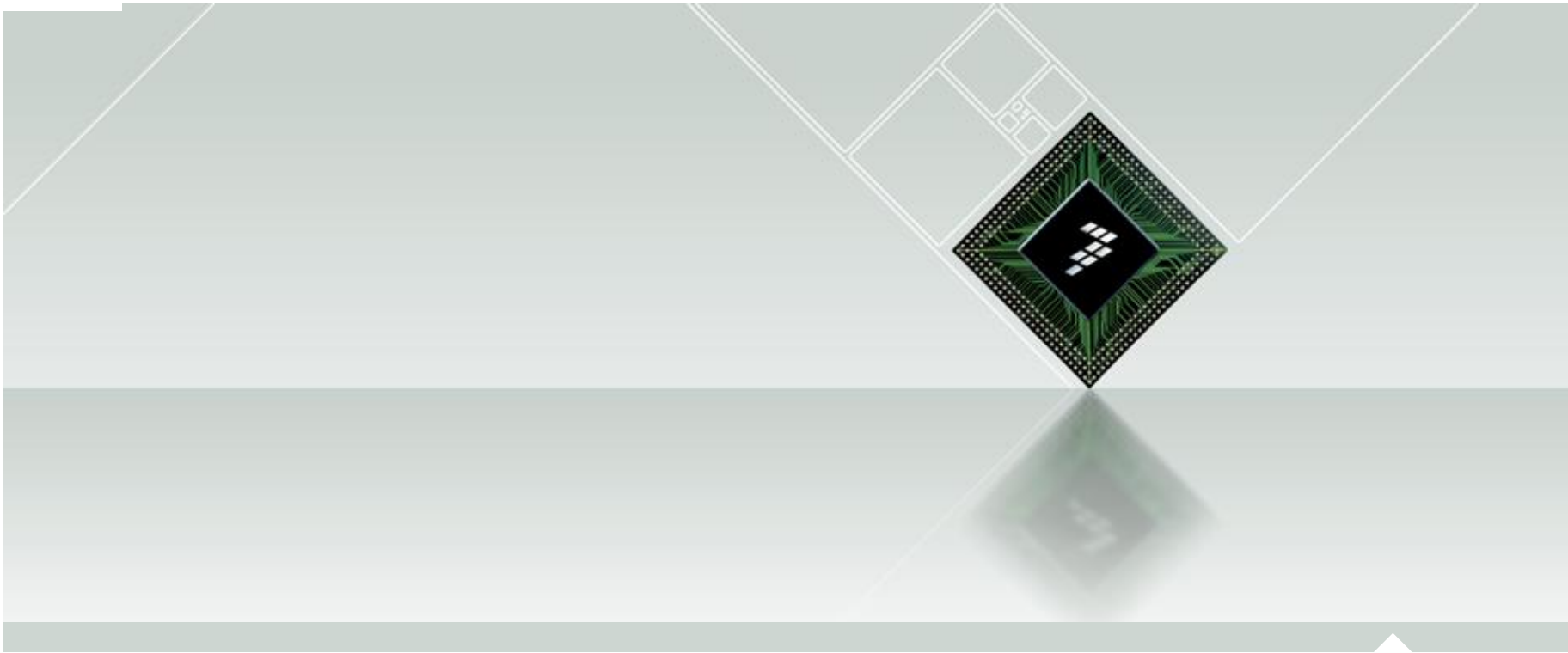
- Current perspective is highlighted at the top of the perspective window
- Perspectives are shown on perspective shortcut bar (top right)



- Click the perspective icon to switch among open perspectives
- To open a perspective:
 - Select **Window > Open Perspective > [select -or- Other]**
 - On the perspective view, choose **Open Perspective > [select -or- Other]**

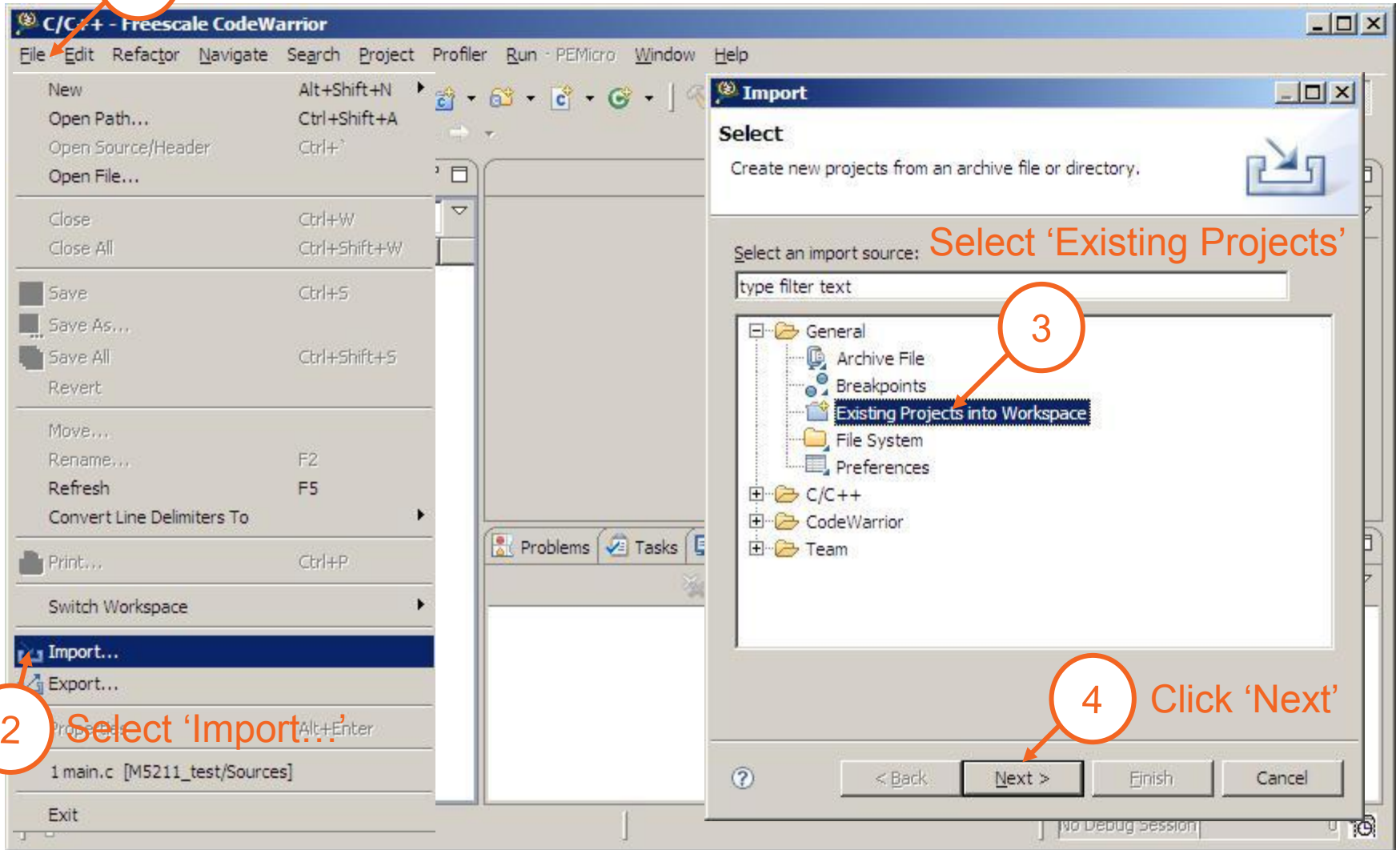


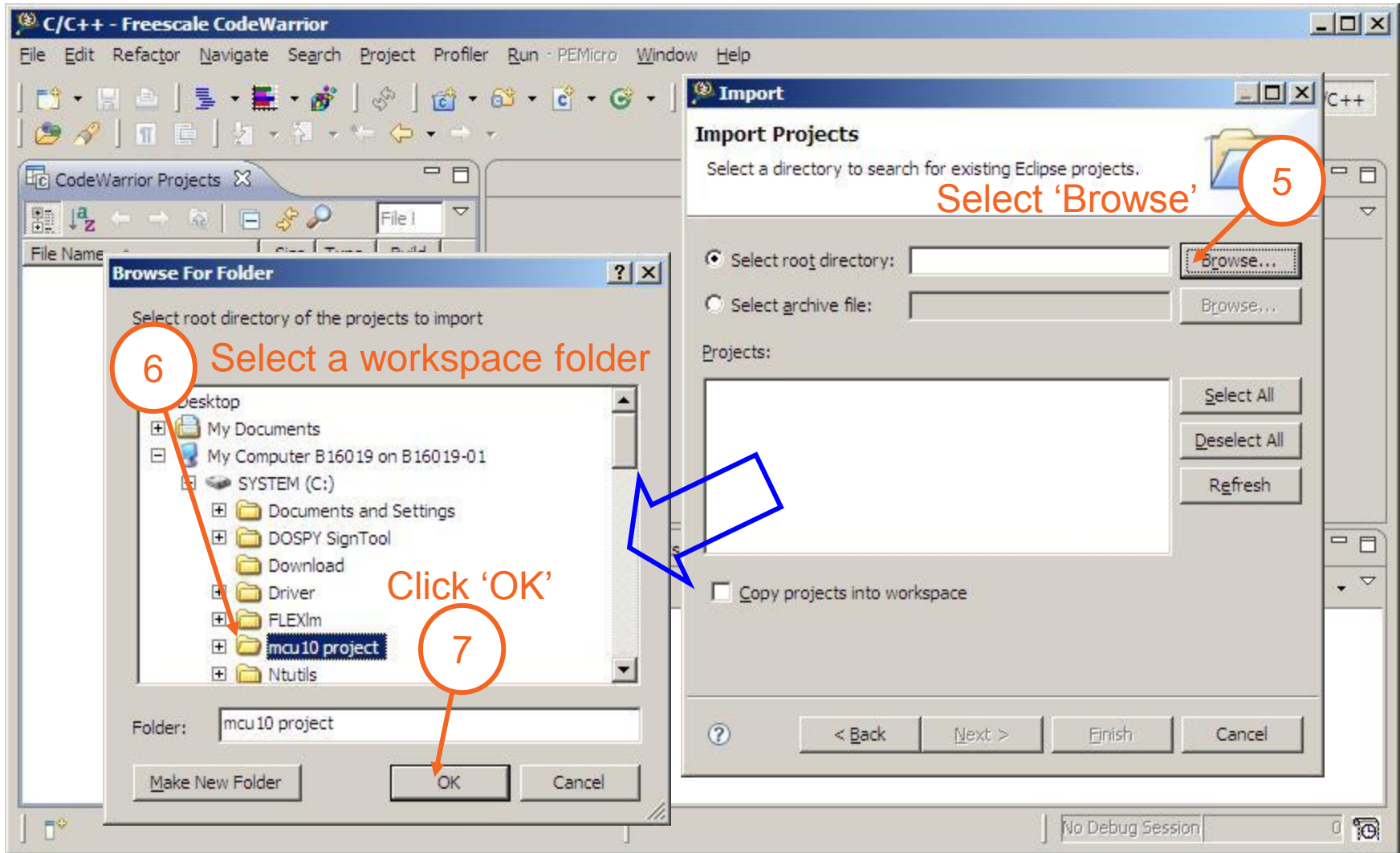
- To close a perspective:
 - Select **Window > Close Perspective**

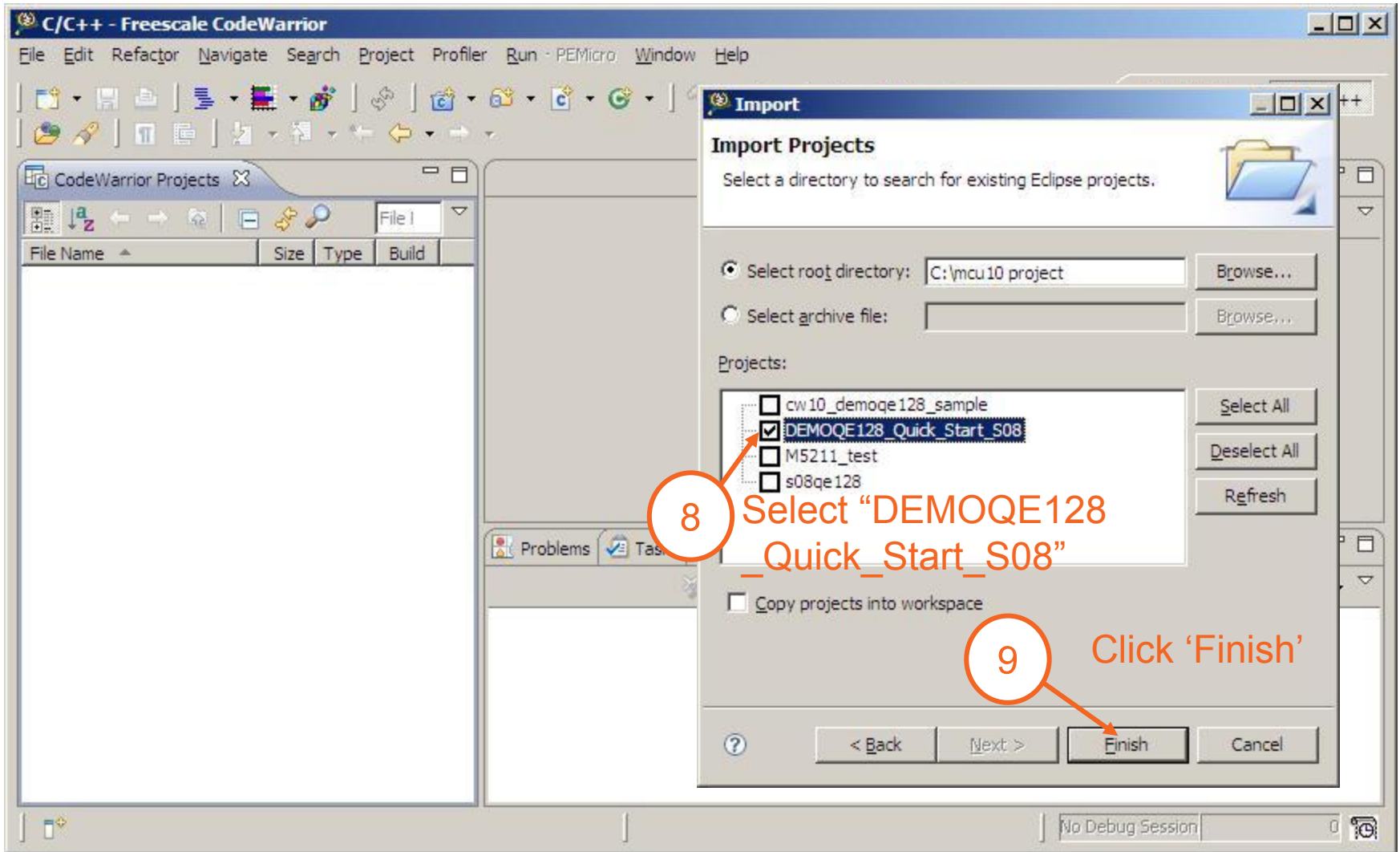


Demonstration

1 Click 'File'







2 Click 'Project'

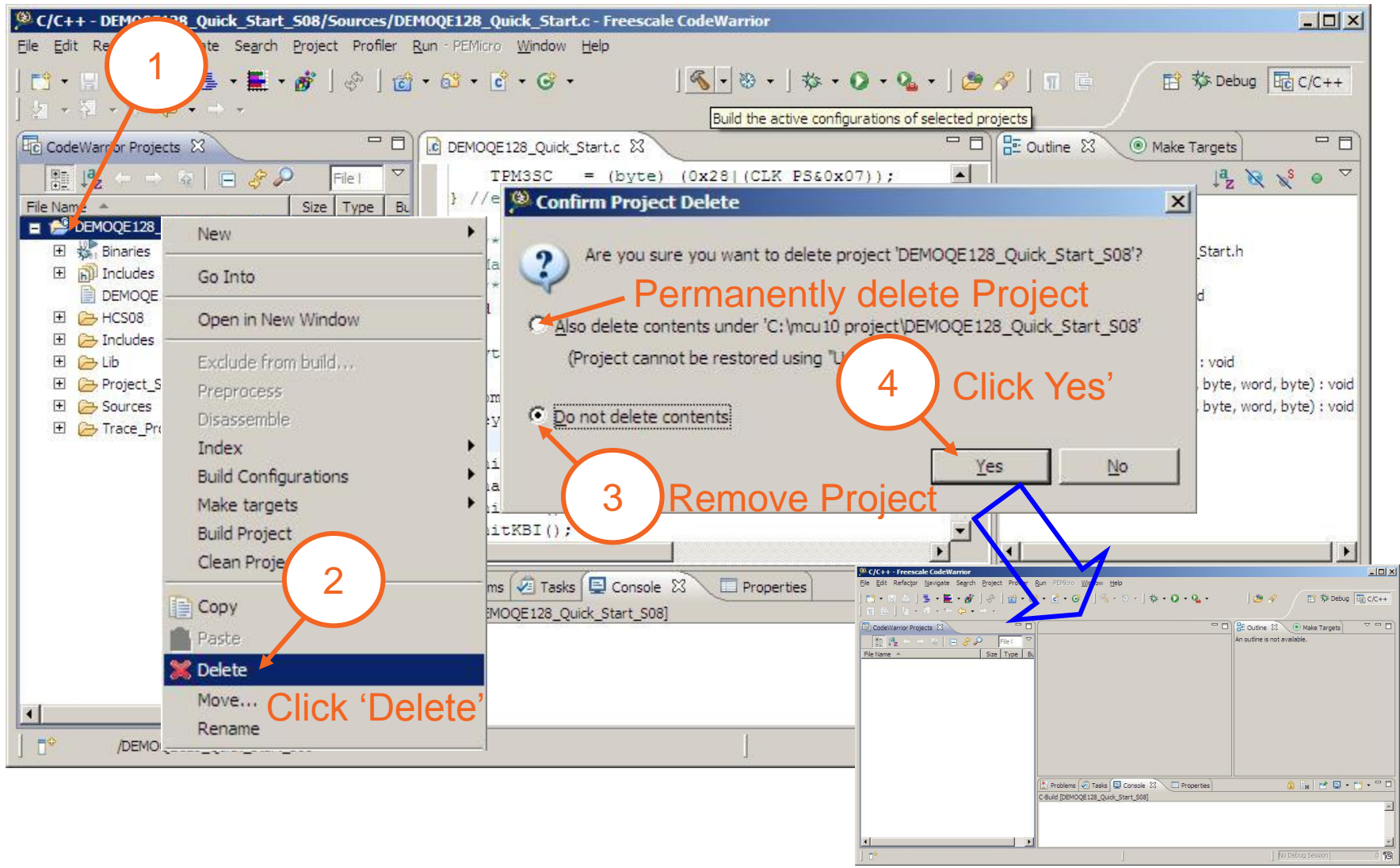
3 Select 'Close Project'

1 Select project

The first screenshot shows the CodeWarrior IDE with the 'Project' menu open. The 'Close Project' option is highlighted. The 'CodeWarrior Projects' list on the left shows the project 'DEMOQE128_Quick_Start_S08' selected. The second screenshot shows the same IDE after the project has been closed, with the 'CodeWarrior Projects' list now empty.

Remove project from workspace

Right click project



1 Click 'File'

2 Select 'Switch Workspace'

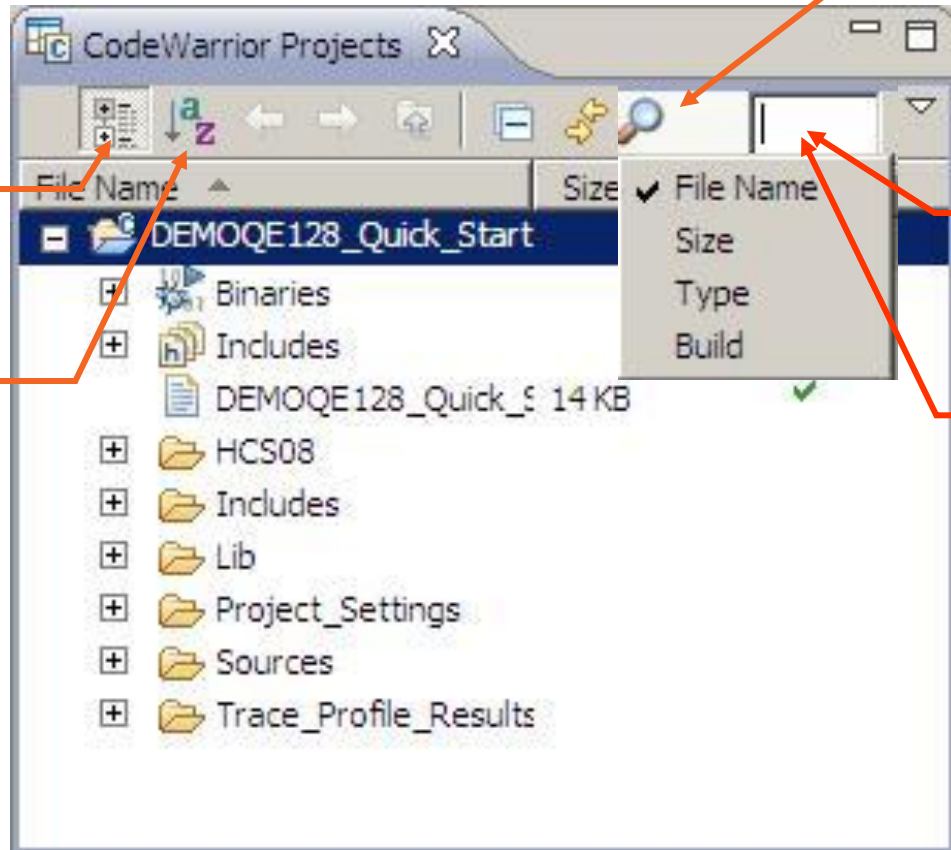
3 Select 'Other'

4 Select New Workspace

5 Click 'OK'

The screenshot shows the Freescale CodeWarrior IDE interface. The 'File' menu is open, and the 'Switch Workspace' option is selected. The 'Workspace Launcher' dialog box is displayed, showing the current workspace path 'C:\mcu10 project' and a 'Browse...' button. The 'OK' button is highlighted. The background code editor shows a C file named 'MOQE128_Quick_Start.c' with some code visible.

“CodeWarrior Projects” panel



Hierarchical view

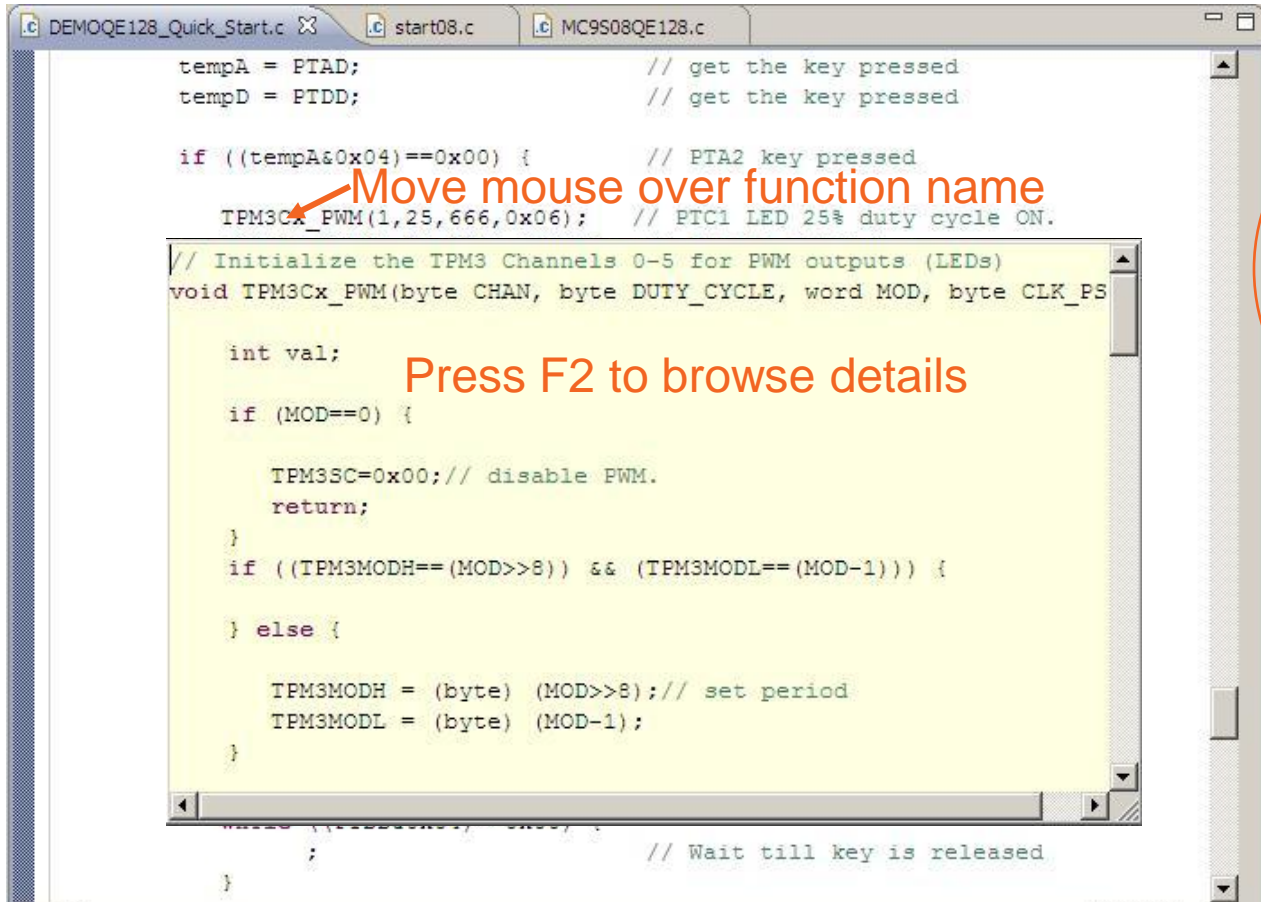
Alphabetical view

Search view

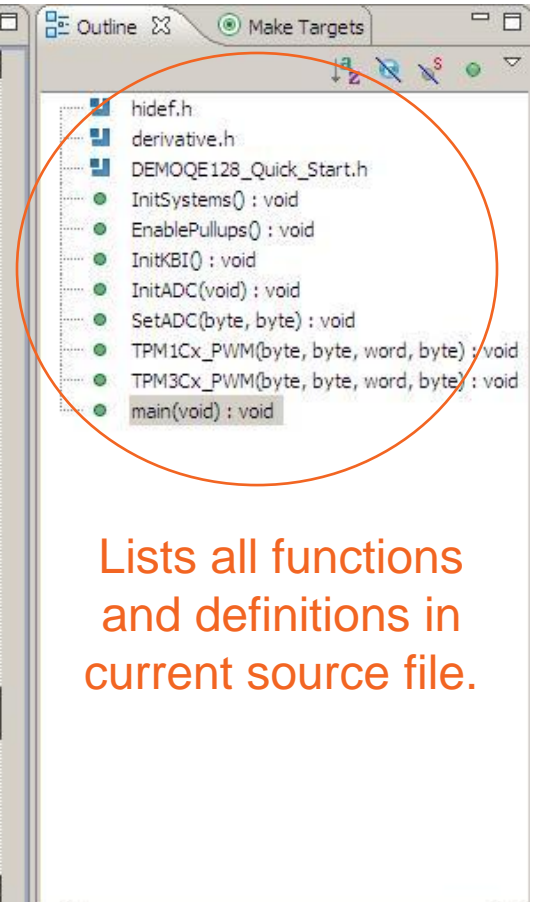
Search C file
Input `*.c`

Search head file
Input `*.h`

Source Code Editor Tabs



Outline Tab

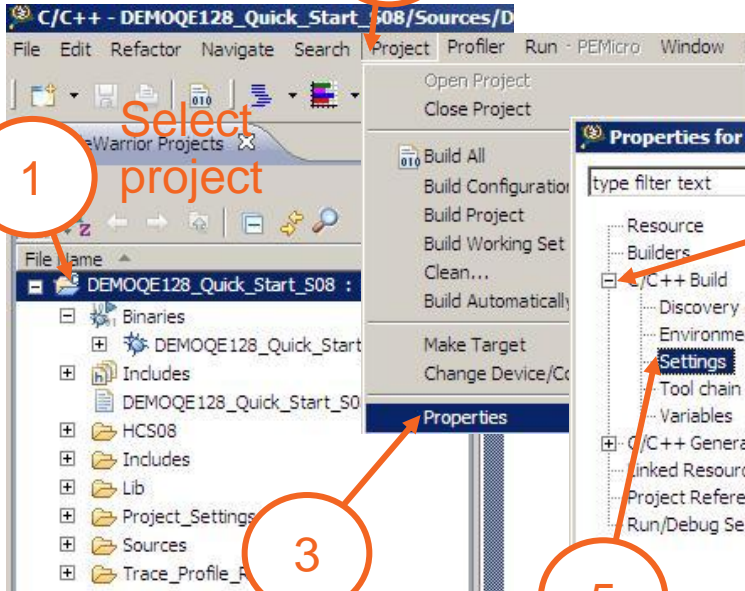


Lists all functions and definitions in current source file.

Configure compiler/linker/assembler - 1

Select "Project"

2



Select project

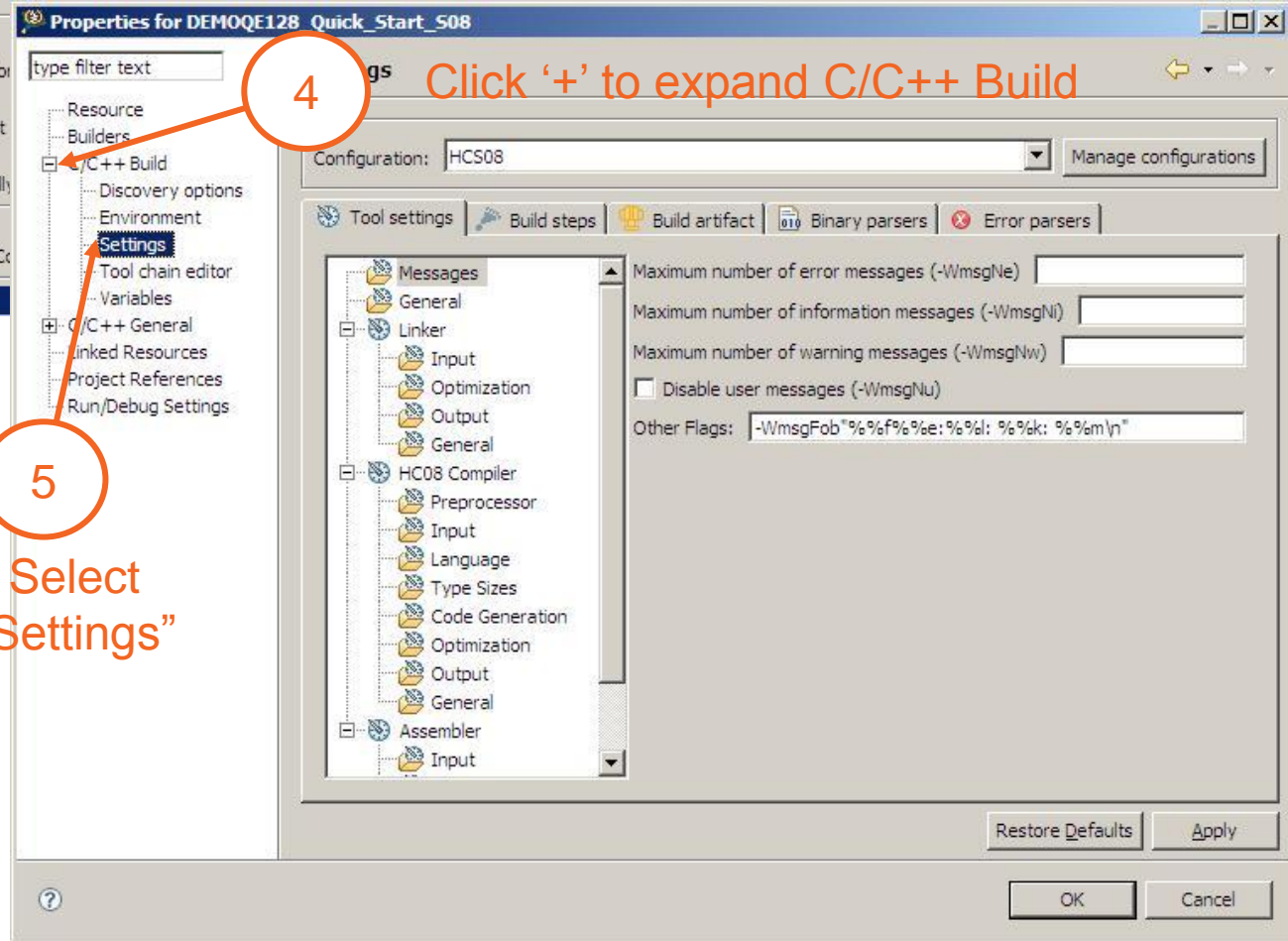
1

3

Select "Properties"

5

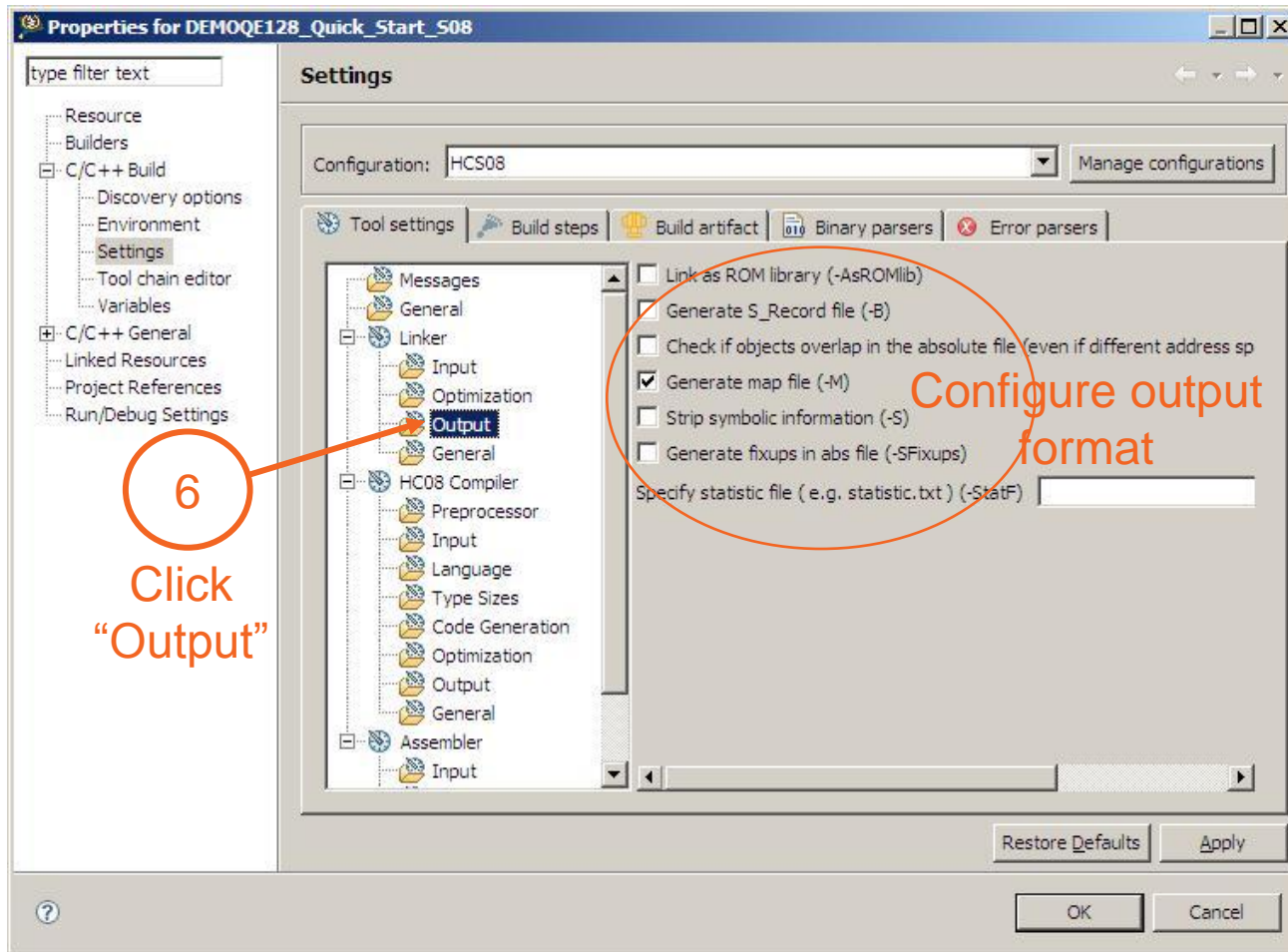
Select "Settings"



Click '+' to expand C/C++ Build

4

Configure compiler/linker/assembler - 2



Configure compiler/linker/assembler - 3

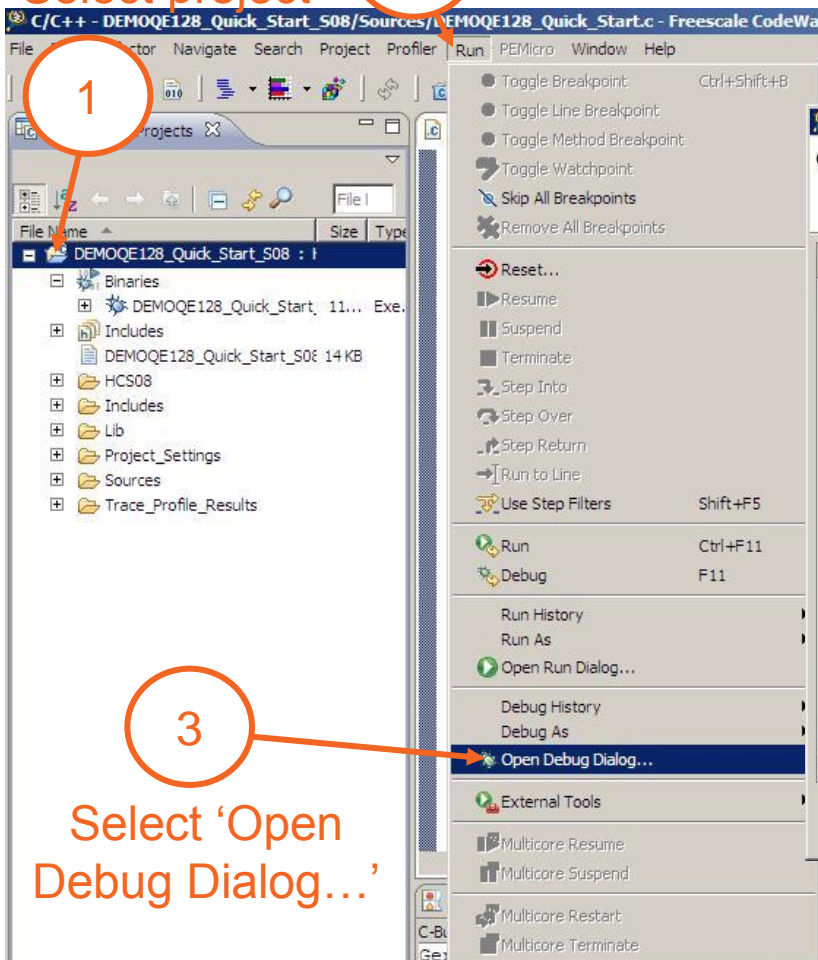
The screenshot shows the 'Properties for DEMOQE128_Quick_Start_508' dialog box. The 'Settings' tab is active, and the 'Configuration' is set to 'HCS08'. The left-hand tree view shows the 'HC08 Compiler' expanded to 'Optimization'. An orange circle with the number '7' points to this 'Optimization' folder. Another orange circle highlights the 'Main Optimize Target: Optimize for' dropdown menu, which is currently set to 'Default'. The text 'Configure optimization settings' is written in orange over this area. The right-hand pane lists various optimization options, including checkboxes for 'Disable optimization (-O0)', 'No integral promotion on characters (-Cni)', 'Loop unrolling (-Cu)', 'Dynamic options configuration for functions (-DdocF)', 'Inlining (-c[n] or OFF) (-O)', 'Optimize library function (-Olib)', 'Disable alias checking (-Ona)', 'Disable branch optimizer (-OnB)', 'Do generate copy down information for zero values (-OnCopyDown)', 'Disable CONST variable by constant replacement (-OnCstVar)', and 'Disable peephole optimization (-OnP)'. Buttons for 'Restore Defaults', 'Apply', 'OK', and 'Cancel' are visible at the bottom.

7
Click
"Optimization"

Configure optimization settings

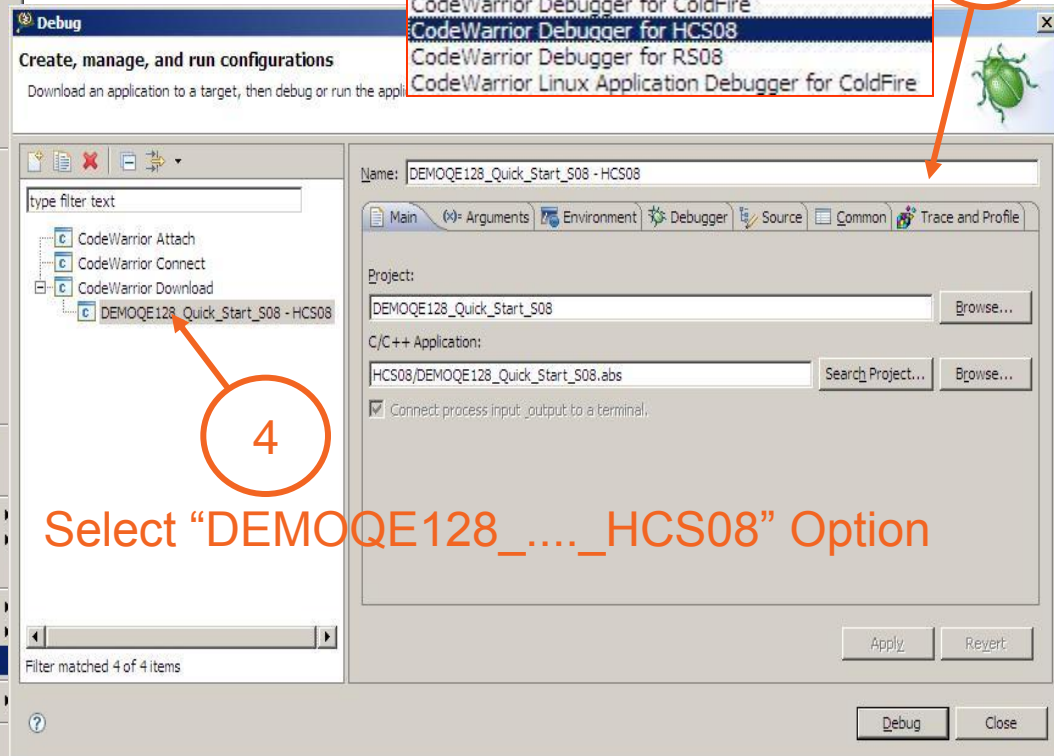
1 Select project

2 Click 'Run'



Select target debugger

5



Select "DEMOQE128_...._HCS08" Option

3 Select 'Open Debug Dialog...'

Select debugger configuration – Target MCU

6 Click 'Debugger' Tab

7 Select Target MCU

8 Select FCS (simulation) or None

Name: DEMOQE128_Quick_Start_S08 - HCS08

Debugger: CodeWarrior Debugger for HCS08

Stop on startup at: main

Debugger Options

HCS08 | Download | Connection | PIC | Other Executables | Symbolics

Target Processor: MC9S08QE128

Simulator/Emulator: None

Initialize target: None, P&E HCS08 FCS

Target initialization file: []

Use memory configuration file: Memory Configuration File: []

Use Default:

Buttons: Apply, Revert, Debug, Close

Select debugger configuration – BDM Type

9 Click 'Connection' Tab

10 Select Connection

11 Select BDM interface

12 Click 'Debug'

The screenshot displays the Freescale CodeWarrior Debugger Perspective with the following components:

- Debug View:** Shows the project structure and a suspended thread. The thread is at address `0x0000103b` in `main.c`.
- Variables View:** A table showing the current state of variables:

Name	Value
<code>_SR5</code>	<code>0x00001800</code>
<code>_Vector_25</code>	<code>0x00002185</code>
- Editor:** Displays the source code for `*main.c`. The current line of execution is `__RESET_WATCHDOG(); /* feeds the dog */`.
- Disassembly View:** Shows the assembly code corresponding to the current line of execution:


```

      0x000021a5 <main+9>:  C71800 STA 0x1800
      * 0x000021a8 <main+12>: 20FB   BRA *-3 main+0x9 (0x21a5)
      
```
- Console View:** Shows the output of the program, currently empty.

Changed variables are highlighted

Debug - DEMOQE128_Quick_Start_S08/Sources/DEMOQE128_Quick_Start.c - Freescale CodeWarrior

File Edit Refactor Navigate Search Project Profiler Run PEMicro Window Help

Debug

DEMOQE128_Quick_Start_S08 - HCS08 [CodeWarrior Download]

HCS08, DEMOQE128_Quick_Start_S08.abs (Suspended)

Thread [ID: 0x0] (Suspended: Signal 'Halt' received. Description: User halted thread.)

2 main() D:\Data\MCU10\DEMOQE128_Quick_Start_S08\Sources\DEMOQE128_Quick_Start.c:322 0x00002434

1 0x0000015F (0x0000015F)() 0x0000015F

C:\workspace\DEMOQE128_Quick_Start_S08\HCS08\DEMOQE128_Quick_Start_S08.abs (8/16/09 7:48 PM)

Name	Value
tempA	-22
tempD	-1
_KBI25C	0x0000003C
_KBI15C	0x0000000C
_PTDD	0x00000006
_PTAD	0x00000000

Variables View

```

DEMOQE128_Quick_Start.c
PTED_PTED7 = 0;
PTEDD_PTEDD7 = 1;           // Turn ON PTE7 LED

for (;;) {
    if (some_key_pressed&&key_press_debounced) {

        tempA = PTAD;       // get the key pressed
        tempD = PTDD;       // get the key pressed

        if ((tempA&0x04)==0x00) { // PT2A key pressed

            TPM3Cx_PWH(1,25,666,0x06); // PTC1 LED 25% duty cycle ON.
            TPM1Cx_PWM(1,50,2560,0x00); // Buzzer sound 1
            while ((PTAD&0x04)==0x00) { // Wait till key is released

```

0x00002428 1F08 BCLR 7,0x08

0x0000242a 1E09 BSET 7,0x09

0x0000242c CC2522 JMP 0x2522 main+0x123 (0x2522)

0x0000242f C60080 LDA 0x0080

0x00002432 2603 BNE *+5 main+0x30 (0x2437)

0x00002434 CC2522 JMP 0x2522 main+0x123 (0x2522)

0x00002437 C60081 LDA 0x0081

0x0000243a 2603 BNE *+5 main+0x40 (0x243f)

0x0000243c CC2522 JMP 0x2522 main+0x123 (0x2522)

0x0000243f B600 LDA 0x00

0x00002441 95 TSX

0x00002442 E701 STA 1,X

0x00002444 BE06 LDX 0x06

0x00002446 9EEF01 STX 1,SP

0x00002449 A504 BIT #0x04

0x0000244b 2625 BNE *+39 main+0x73 (0x2472)

0x0000244d A601 LDA #0x01

Console

HCS08, DEMOQE128_Quick_Start_S08.abs

No Debug Session

1 Double click in column left of line to set breakpoint

2 Click 'Breakpoints' Tab

Current breakpoints

```

if (some_key_pressed && key_press_debounced) {

    tempA = PTAD;           // get the key pressed
    tempD = PTDD;           // get the key pressed

    if ((tempA & 0x04) == 0x00) { // PTA2 key pressed
        TPM3Cx_PWM(1, 25, 666, 0x06); // PTC1 LED 25% duty cycle ON.
        TPM1Cx_PWM(1, 50, 2560, 0x00); // Buzzer sound 1
        while ((PTAD & 0x04) == 0x00) {
            ; // Wait till key is released
        }
        TPM3Cx_PWM(1, 0, 666, 0x06); // PTC1 LED OFF
    }
    if ((tempA & 0x08) == 0x00) { // PTA3 key pressed

```

Address	Hex	Assembly
0x00002428	1F08	BCLR 7, 0x08
0x0000242a	1E09	BSET 7, 0x09
0x0000242c	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x0000242f	C60080	LDA 0x0080
0x00002432	2603	BNE *+5 main+0x30 (0x2437)
0x00002434	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x00002437	C60081	LDA 0x0081
0x0000243a	2603	BNE *+5 main+0x40 (0x243f)
0x0000243c	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x0000243f	B600	LDA 0x00
0x00002441	95	TSX
0x00002442	E701	STA 1, X
0x00002444	BE06	LDX 0x06
0x00002446	9EEF01	STX 1, SP
0x00002449	A504	BIT #0x04
0x0000244b	2625	BNE *+39 main+0x73 (0x2472)
0x0000244d	A601	LDA #0x01

1 Check to disable

2 Check again to enable

```

tempA = PTAD;           // get the key pressed
tempD = PTDD;           // get the key pressed

if ((tempA&0x04)==0x00) { // PTA2 key pressed

    TPM3Cx_PWM(1,25,666,0x06); // PTC1 LED 25% duty cycle ON.
    TPM1Cx_PWM(1,50,2560,0x00); // Buzzer sound 1
    while ((PTAD&0x04)==0x00) { // Wait till key is released
        ;
    }
    TPM3Cx_PWM(1,0,666,0x06); // PTC1 LED OFF
}
if ((tempA&0x08)==0x00) { // PTA3 key pressed

    TPM3Cx_PWM(2,50,666,0x06); // PTC2 LED 50% duty cycle ON.
    TPM1Cx_PWM(1,50,2304,0x00); // Buzzer sound 2
    while ((PTAD&0x08)==0x00) {
        ;
    }
}
    
```

Address	Instruction	Comment
0x00002428	1F08	BCLR 7,0x08
0x0000242a	1E09	BSET 7,0x09
0x0000242c	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x0000242f	C60080	LDA 0x0080
0x00002432	2603	BNE *+5 main+0x30 (0x2437)
0x00002434	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x00002437	C60081	LDA 0x0081
0x0000243a	2603	BNE *+5 main+0x40 (0x243f)
0x0000243c	CC2522	JMP 0x2522 main+0x123 (0x2522)
0x0000243f	B600	LDA 0x00
0x00002441	95	TSX
0x00002442	E701	STA 1,X
0x00002444	B006	LDX 0x06
0x00002446	9EEF01	STX 1,SP
0x00002449	A504	BIT #0x04
0x0000244b	2625	BNE *+39 main+0x73 (0x2472)
0x0000244d	A601	LDA #0x01

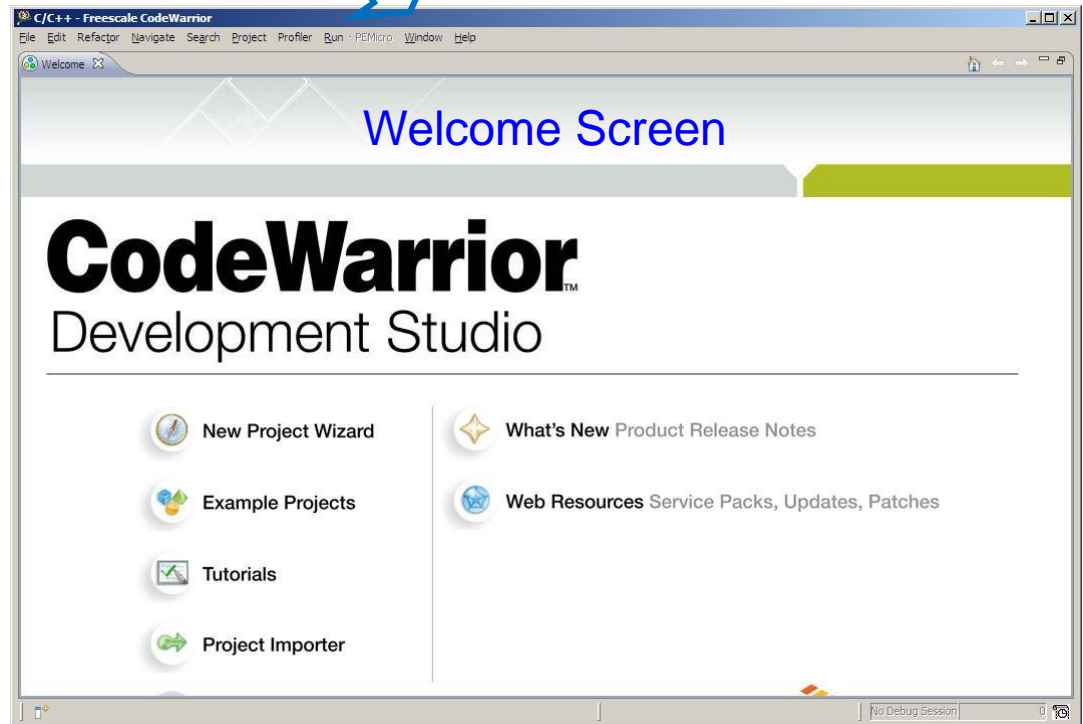
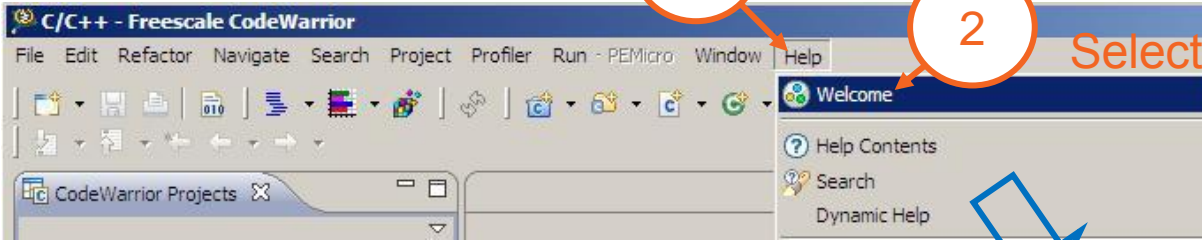
Open Welcome Screen

Click 'Help'

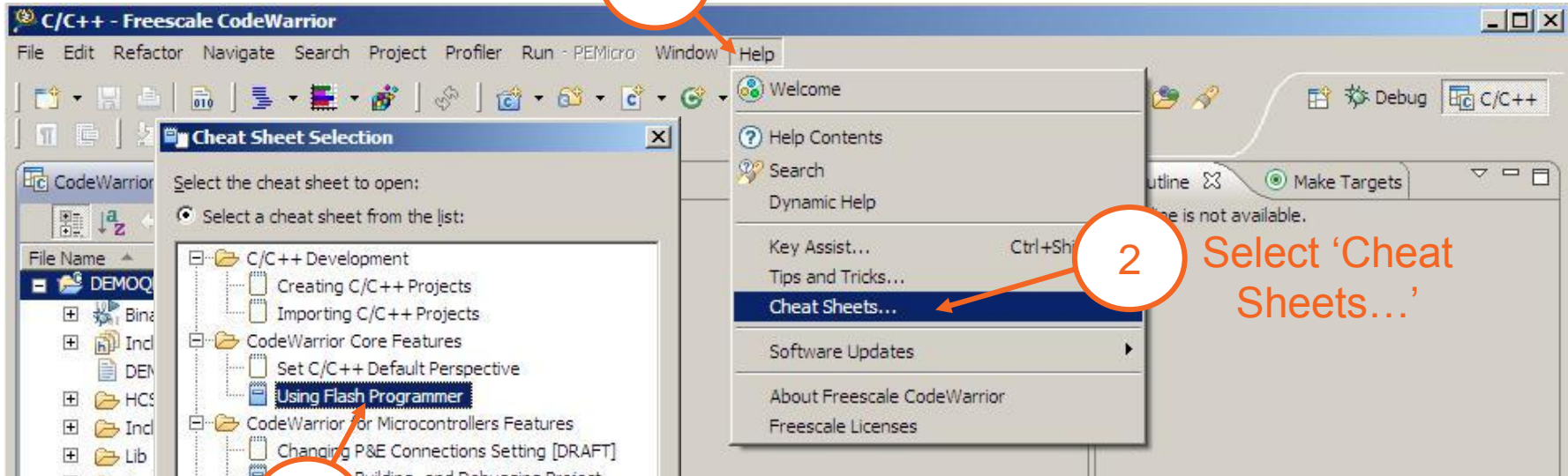
1

2

Select 'Welcome'

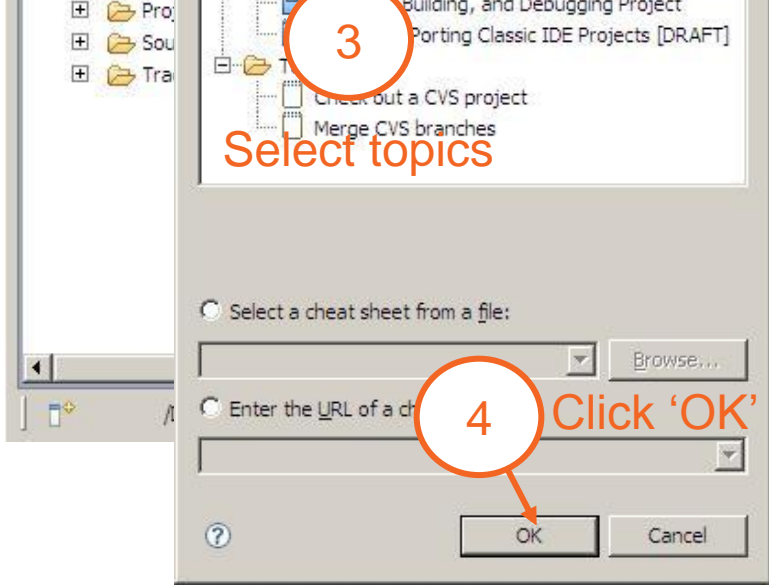


Click 'Help' 1

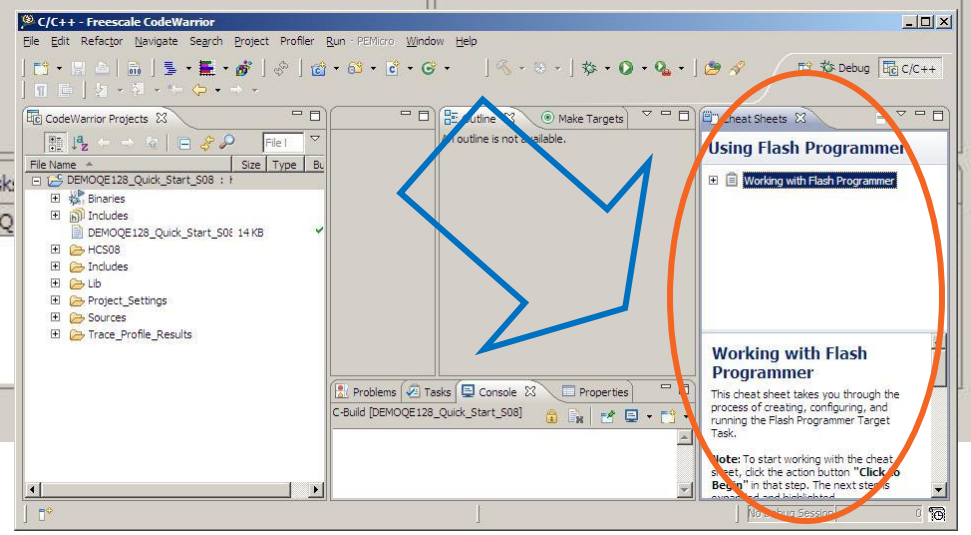


Select 'Cheat Sheets...'

3 Select topics



4 Click 'OK'



Save current layout as default

1. Adjust IDE layout

2. Select 'Save Perspective As...'

3. Select Target Perspective.

4. Click 'OK'

5. The next time CodeWarrior opens, the current layout will be displayed as the default.

