

Application note

GCC development environment based on Windows Application Note

Contens

1. OVERVIEW.....	3
2. DEVELOPMENT TOOLS.....	3
2.1 SOFTWARE	3
2.2 HARDWARE	3
3. DEVELOPMENT ENVIRONMENT SETUP	4
3.1 INSTALLING VSCODE.....	4
3.2 INSTALLING THE GCC COMPILATION TOOL CHAIN.....	4
3.3 INSTALLING MAKE FOR WINDOWS	4
3.4 INSTALLING THE JLINK TOOL	5
3.5 ADDING CHIP SUPPORT.....	5
3.6 JLINK DOWNLOAD TEST.....	5
4. SDK CONTENTS	6
4.1 MAKEFILE	6
4.2 .S FILE.....	7
4.3 .LD FILE	7
4.4 PRINTING REMAPPING.....	7
4.5 J-LINK SCRIPT.....	7
4.6 CLEARING SCRIPTS.....	8
5. COMPILE AND DOWNLOAD	9
5.1 WORKSPACE	9
5.2 WORKING DIRECTORY	9
5.3 CODE COMPILATION	9
5.4 DOWNLOADING FIRMWARE	10
5.5 CLEARING INTERMEDIATE FILES.....	10
6. CODE DEBUGGING.....	11
6.1 VSCODE SET	11
6.2 MAKEFILE SETTINGS	12
6.3 DEBUGGING EXAMPLES.....	12
7. CONFIGURATION CHANGES.....	16
7.1 CHIP MODELS.....	16
7.2 FIRMWARE DOWNLOAD ALGORITHM	16
7.3 USING THE SDK ALGORITHM LIBRARY	16
7.4 DEBUG CONFIGURATION	16
7.5 OPTIMIZATION GRADE.....	17
8. VERSION HISTORY.....	18
9. NOTICE	ERROR! BOOKMARK NOT DEFINED.

1. Overview

Taking N32G430 series MCU as an example, this paper introduces the methods of setting up development environment, compiling, firmware downloading and code debugging based on VScode editor, GCC compilation tool chain and GDB debugging tool under Windows environment.

2. Development Tools

2.1 Software

- 1) Editor Visual Studio Code 1.5x.x or above
- 2) Compile toolchain arm-none-eabi-gcc 6.3.1 or above
- 3) Make for Windows
- 4) Download and debugging tool JLink_v6.40(need to be no higher than the hardware support version) or above

2.2 Hardware

- 1) Development board N32G430C8L7-STB V1.0
- 2) JLink Downloader V9.2(need to be no lower than the software support version) or above

3. Development Environment Setup

3.1 Installing VScode

- **Download the software:** <https://code.visualstudio.com/>

VScode is used for code viewing and editing, and it also provides powershell and bash terminals for command-line operations, which will be used throughout our development process.

3.2 Installing the GCC Compilation tool chain

- **Download address:**
<https://launchpad.net/gcc-arm-embedded/+announcement/28093>
example version: [10-2020-q4-major](#)

Check whether the installation is successful: Open the DOS command line window, type `arm-none-eabi-gcc -v`,

The installation is successful if:

```
C:\Users\tan.dengwang>arm-none-eabi-gcc --version
arm-none-eabi-gcc (GNU Arm Embedded Toolchain 10-2020-q4-major) 10.2.1 20201103
(release)
Copyright (C) 2020 Free Software Foundation, Inc.
```

If you don't succeed

1. Check whether environment variables are properly added
2. Go to “*C:\Program Files (x86)\GNU Arm Embedded Toolchain\10-2020-q4-major\bin*” and check whether the `arm-none-eabi-gcc.exe` file name is correct

3.3 Installing Make for Windows

This tool is used to parse Makefile scripts and can be installed with either of the following software.

- **Install the cmake.exe tool**
Download address: <http://www.equation.com/servlet/equation.cmd?fa=make>
- **Install MinGW software and use its own make tool.**

Check whether the installation is successful: Open the DOS command line window and enter `make -v` as follows:

```
C:\Users\tan.dengwang>make -v
GNU Make 3.82.90
Built for i686-pc-mingw32
Copyright (C) 1988-2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
```

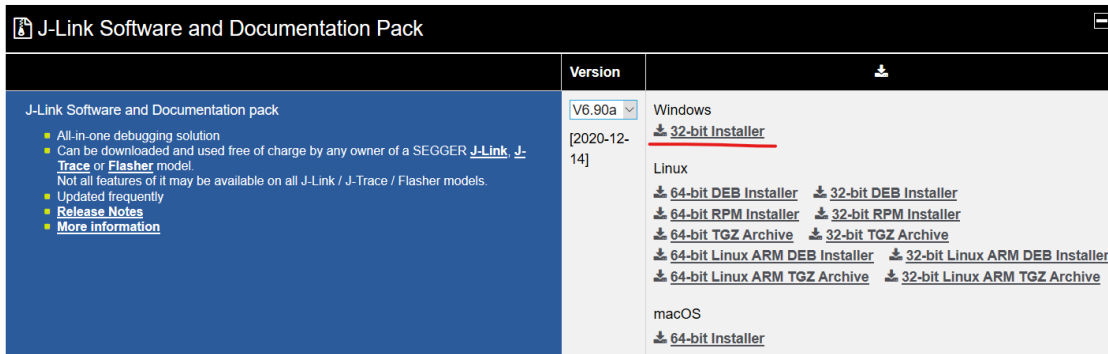
If you don't succeed

- 1, Check that the environment variables are properly added
- 2, Go to the bin folder of the corresponding `make` installation directory to check whether the

`make.exe` file is correctly named

3.4 Installing the JLink Tool

- Download the JLINK installation package, V6.90a or others version
<https://www.segger.com/downloads/jlink/#-LinkSoftwareAndDocumentationPack>



3.5 Adding Chip Support

After installing JLink, we need to add our company's chip patch package to JLink, so that we can get the download algorithm correctly during downloading and debugging.
 For details, see <jlink Tool Adding Nations Chip.7z>.

3.6 JLink download test

- Test the JLink environment installation
 - 1, Connect the PC and j-Link debugger, connect the development board, and power on;
 - 2, Open cmd.exe command line tool, go to JLink installation directory `C:\Program Files (x86)\SEGGER\JLink_V640`, type `jlink.exe`.

```
C:\Program Files (x86)\SEGGER\JLink_V640>jlink.exe
SEGGER J-Link Commander V6.40 (Compiled Oct 26 2018 15:06:29)
DLL version V6.40, compiled Oct 26 2018 15:06:02

Connecting to J-Link via USB...O.K.
Firmware: J-Link V9 compiled Dec 13 2019 11:14:50
Hardware version: V9.60
S/N: 69660532
License(s): RDI, GDB, FlashDL, FlashBP, JFlash
VTref=3.316V

Type "connect" to establish a target connection, '?' for help
J-Link>_
```

The image above shows that the PC successfully connected to the JLink debugger.

- 3, Then according to the prompt input: `"connect"`, `"N32G430C8"`, `"SWD"`, `"4000"`, if the

previous operation is successful, you will see the following output information, JLink download debugging environment can be used normally.

```
Type "connect" to establish a target connection, '?' for help
J-Link>connect
Please specify device / core. <Default>: N32G030C8
Type '?' for selection dialog
Device>N32G430C8
Please specify target interface:
  J) JTAG (Default)
  S) SWD
  T) cJTAG
TIF>S
Specify target interface speed [kHz]. <Default>: 4000 kHz
Speed>
Device "N32G430C8" selected.

Connecting to target via SWD
Found SW-DP with ID 0x2BA01477
Scanning AP map to find all available APs
AP[1]: Stopped AP scan as end of AP map has been reached
AP[0]: AHB-AP (IDR: 0x24770011)
Iterating through AP map to find AHB-AP to use
AP[0]: Core found
AP[0]: AHB-AP ROM base: 0xE00FF000
CPUID register: 0x410FC241. Implementer code: 0x41 (ARM)
Found Cortex-M4 r0pl, Little endian.
FPUnit: 6 code (BP) slots and 2 literal slots
CoreSight components:
ROMTbl[0] @ E00FF000
ROMTbl[0][0]: E000E000, CID: B105E00D, PID: 000BB00C SCS-M7
ROMTbl[0][1]: E0001000, CID: B105E00D, PID: 003BB002 DWT
ROMTbl[0][2]: E0002000, CID: B105E00D, PID: 002BB003 FPB
ROMTbl[0][3]: E0000000, CID: B105E00D, PID: 003BB001 ITM
ROMTbl[0][4]: E0040000, CID: B105900D, PID: 000BB9A1 TPIU
Cortex-M4 identified.
J-Link>
```

4. SDK Contents

SDK follows the issued SDK version, currently using V1.0.0, on this basis to make the following modifications to adapt to GCC development environment.

4.1 Makefile

Added "GCC" folder under module routines directory in SDK package :(please copy "GCC" folder to each routine)

名称	修改日期	类型	大小
Makefile	2022/3/9 16:57	文件	

The "Makefile" file is the GCC compilation script file.

4.2 .s File

In the SDK package "Nations.n32g430_Library.1.0.0 \firmware\CMSIS\device\ startup" there is a GCC compiler .S file "startup_n32g430_gcc.s" in the corresponding path.

名称	修改日期	类型
startup_n32g430.s	2022/2/25 10:16	S 文件
startup_n32g430_EWARM.s	2022/2/24 13:55	S 文件
startup_n32g430_gcc.s	2022/3/30 14:27	S 文件

4.3 .ld File

In the SDK package, "Nations.N32G430_Library.1.0.0\firmware\CMSIS\ device" there is a .ld file "n32g430_flash.ld" in the corresponding path.

名称	修改日期	类型
startup	2022/3/30 14:06	文件夹
n32g430.h	2022/3/1 10:44	H 文件
n32g430_conf.h	2022/2/25 10:16	H 文件
n32g430_flash.ld	2022/3/30 14:32	LD 文件
system_n32g430.c	2022/2/25 14:50	C 文件
system_n32g430.h	2022/2/25 14:50	H 文件

4.4 Printing Remapping

The "print_remap.c" file is added in the "bsp/src" directory of the SDK package for serial port printing remapping.

名称	修改日期	类型
log.c	2022/3/30 14:39	C 文件
print_remap.c	2022/3/30 14:34	C 文件

4.5 J-Link Script

Added the jlink folder in the SDK home directory, which contains a Jlink download script for

downloading firmware using the J-Link tool.



名称	修改日期	类型
flash.jlink	2020/11/24 15:28	JLINK 文件

4.6 Clearing Scripts

The “script” folder is added in the SDK package home directory, and there is a .bat script in the folder, which is used to clear intermediate files generated during compilation.

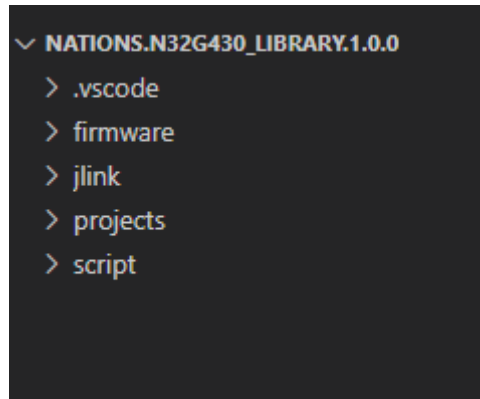


名称	修改日期	类型
Project_Clear.bat	2021/7/14 11:51	Windows 批处理文件

5. Compile and download

5.1 Workspace

Open the SDK folder in VScode and save it as a workspace. At this point, the ".vscode" folder will be generated under the SDK folder to place the workspace configuration file.



5.2 Working Directory

Take the GPIO routine LedBlink as an example to enter the project directory:

```
"Nations. N32G430_Library. 1.0.0 \ projects \ n32g430_EVAL \ examples \ GPIO \ LedBlink"
```

KEIL project "MDK - ARM"

GCC project "GCC"

Project source file "src /xxx.c"

Project header file "inc/XXX.h"

Makefile file "GCC/Makefile"

5.3 Code Compilation

In the terminal of the VScode editor, switch to the "GCC" folder directory and type "make" to start compiling

```
PS E:\workspace_linqi\3605\GCC\Nations.N32G430_Library.1.0.0\projects\n32g430_EVAL\examples\GPIO\LedBlink\GCC> make
```

And the .elf, .bin and .hex files are generated when compiled error-free

```

/output.map -T./../../../../../firmware/CMSIS/device/n32g430_flash.ld -o build/output.elf
arm-none-eabi-size build/output.elf
  text  data  bss   dec   hex filename
 2264  1088  1572  4924  133c build/output.elf
arm-none-eabi-objcopy -O ihex -S build/output.elf build/output.hex
arm-none-eabi-objcopy -O binary -S build/output.elf build/output.bin
  
```

In this case, the "build" folder is created under the "GCC" folder. The compiled firmware and intermediate files are stored in this folder.

5.4 Downloading Firmware

1. Connect PC->JLink->development board
2. On the terminal, type “[make download](#)”

```
PS E:\workspace_linqi\3605\GCC\Watsons.N32G430_Library.1.0.0\projects\n32g430_EVAL\examples\GPIO\LedBlink\GCC> make download
```

Some information will be printed in the process...Finally, the download is complete

```
Writing target memory failed.
J-Link>r
Reset delay: 0 ms
Reset type NORMAL: Resets core & peripherals via SYSRESETREQ & VECTRESET bit.
Reset: Halt core after reset via DEMCR.VC_CORERESSET.
Reset: Reset device via AIRCR.SYSRESETREQ.
J-Link>g
J-Link>qc

Script processing completed.

"Download Completed!"
```

3. After downloading, the system will automatically reset and start running
4. If the download fails, check the JLink configuration

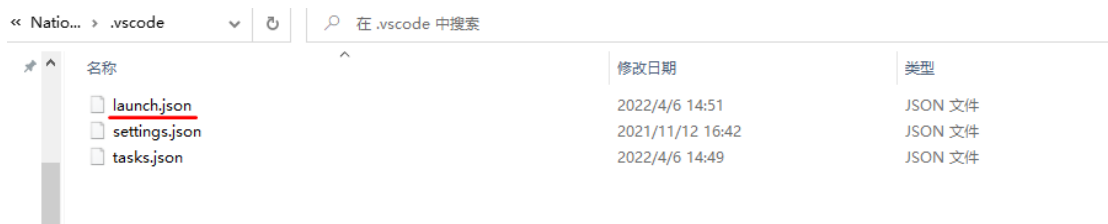
5.5 Clearing Intermediate Files

Type "[make clean](#)" on the terminal to clear the intermediate files generated by the compilation.

6. Code debugging

6.1 VSCode set

There is a ".vscode" folder in the SDK working path, which contains "launch.json" workspace configuration files that need to be configured for code debugging:



launch.json:

```

1  {
2    "version": "1.0.0",
3    "configurations": [
4      {
5        "name": "gdb-arm",
6        "type": "cppdbg",
7        "request": "launch",
8        "targetArchitecture": "arm",
9        "program": "blink",
10       "args": [],
11       "stopAtEntry": true,
12       "cwd": "${workspaceFolder}",
13       "environment": [],
14       "externalConsole": false,
15       "MIMode": "gdb",
16       "miDebuggerPath": "C:\\Program Files (x86)\\GNU Arm Embedded Toolchain\\10-2020-q4-major\\bin\\arm-none-eabi-gdb.exe",
17       "miDebuggerServerAddress": "localhost:2331",
18       "setupCommands": [
19         {
20           "description": "Enable pretty-printing for gdb",
21           "text": "--enable-pretty-printing",
22           "ignoreFailures": false
23         }
24       ],
25       "customLaunchSetupCommands": [
26         {
27           "text": "target remote :2331",
28           "description": "connect to server",
29           "ignoreFailures": false
30         },
31         {
32           "text": "file 'E:/workspace_linzi/3685/GCC/Nations/N326430_Library.1.0.0/projects/n32g430_EVAL/examples/GPIO/LedBlink/GCC/build/output.elf'",
33           "description": "load file to gdb",
34           "ignoreFailures": false
35         },
36         {
37           "text": "load",
38           "description": "download file to MCU",
39           "ignoreFailures": false
40         }
41       ],
42       "text": "monitor reset",
43       "description": "reset MCU",
44       "ignoreFailures": false
45     },
46     {
47       "text": "b main",
48       "description": "set breakpoints at main",
49       "ignoreFailures": false
50     }
51   ],
52   "launchCompleteCommand": "None",
53   //"preLaunchTask": "build"
54 }
55 ]
56

```

This is the vscode debugger configuration file, and the following changes should be made according to your project path:

1, specify the path to the **GDB** debugger :(absolute path)

```
"miDebuggerPath": "C:\\Program Files (x86)\\GNU Arm Embedded Toolchain\\10-2020-q4-major\\bin\\arm-none-eabi-gdb.exe",
```

The version of the **GDB** tool must match the version of the compiler tool. Otherwise, errors will be reported or some functions will be unavailable. The **arm-none-eabi-gdb.exe** tool is usually in the

same directory as the [arm-none-eabi-gcc.exe](#) tool.

2, specify debug code [xxx.elf](#) file path: (Note: path cannot be too long)

```
32 "text": "file 'E:/workspace_linq1/3605/GCC/Nations.N32G430_Library.1.0.0/projects/n32g430_EVAL/examples/GPIO/LedBlink/GCC/build/output.elf'",
```

6.2 Makefile Settings

Open the routine "[GCC/Makefile](#)" file:

```
download:
  @$(JK_DPATH)JLink.exe -device $(CHIP_TYPE) -if SWD -speed 4000 -autoconnect 1 -CommanderScript $(JKS_DIR)/flash.jlink
  @echo "Download Completed!"

debug:
  @$(JK_DPATH)JLinkGDBServer.exe -select USB -device $(CHIP_TYPE) -if SWD -speed auto -noir -LocalhostOnly

# *** EOF ***
```

1, you can see that there is a debug startup configuration pointing to the JLinkGDBserver server in the JLink installation directory.

2. The [make](#) command is in debug mode by default, with some debugging information. If you want to switch to the release version, compile the code with the following command: [make Release=y](#)

6.3 Debugging Examples

Using the GPIO LedBlink project as an example, see how to start code debugging:

1. Open SDK project in vscode, switch to [LedLink/GCC](#) directory in terminal, and type [make](#) to compile code

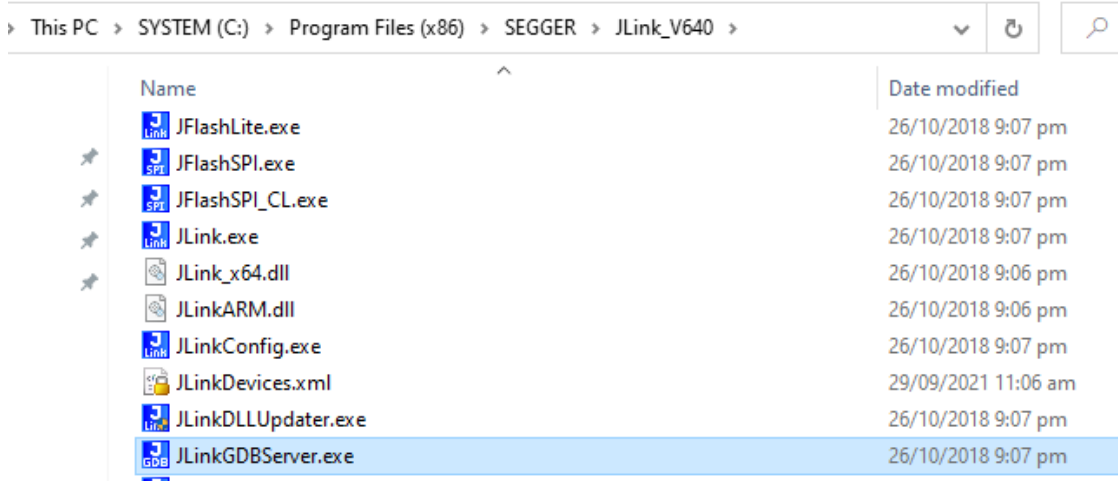
```
PS E:\workspace_linq1\3605\GCC\Nations.N32G430_Library.1.0.0\projects\n32g430_EVAL\examples\GPIO\LedBlink\GCC> make
ild/n32g030_lpuart.o build/n32g030_opamp.o build/n32g030_pwr.o build/n32g030_rcc
030_wwdg.o build/startup_n32g030_gcc.o -mcpu=cortex-m0 -mthumb -wl,--gc-sections
build/output.elf
arm-none-eabi-size build/output.elf
text  data  bss  dec  hex  filename
1508  1080  1572  4160  1040  build/output.elf
arm-none-eabi-objcopy -O ihex -S build/output.elf build/output.hex
arm-none-eabi-objcopy -O binary -S build/output.elf build/output.bin
```

output.elf, output.bin, output.hex files are generated in [GCC/build](#) folder.

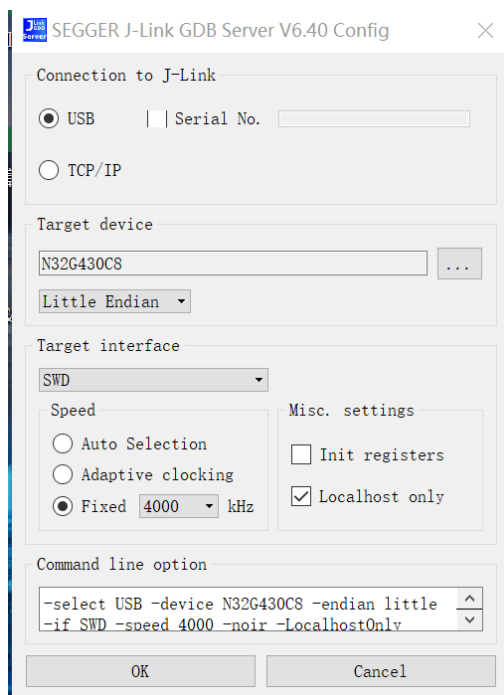
2. Refer to 6.1 and 6.2 section to configure the path in the launch.json files.

3, connect the JLink debugger to the development board, power on and prepare.

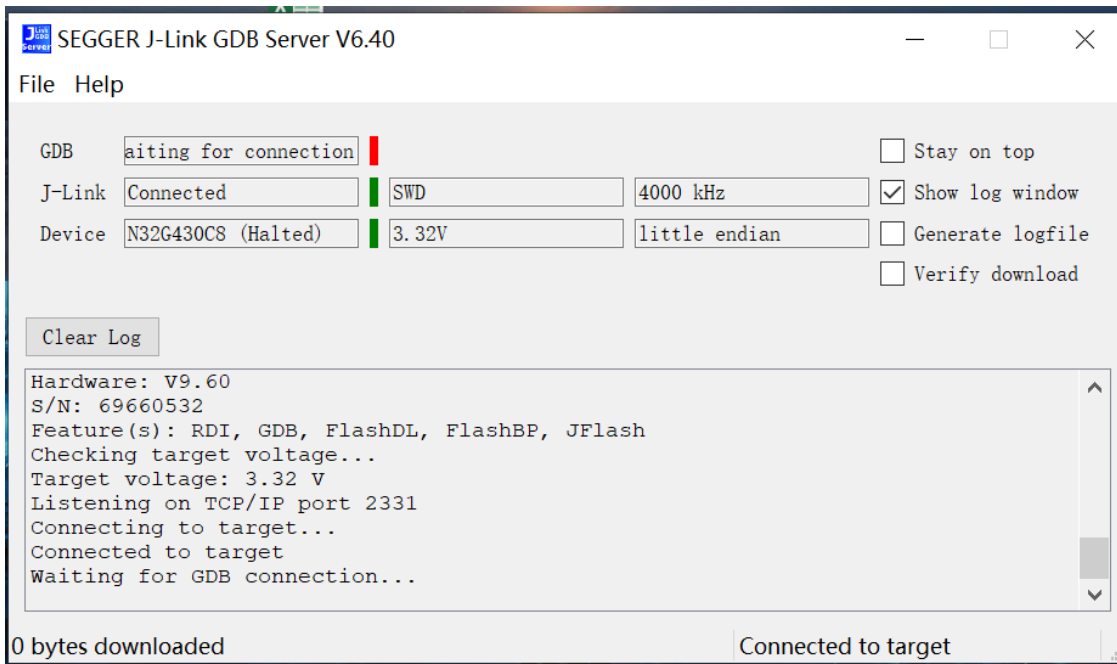
4, Go to your JLink installation directory and double-click [JlinkGDBServer.exe](#)



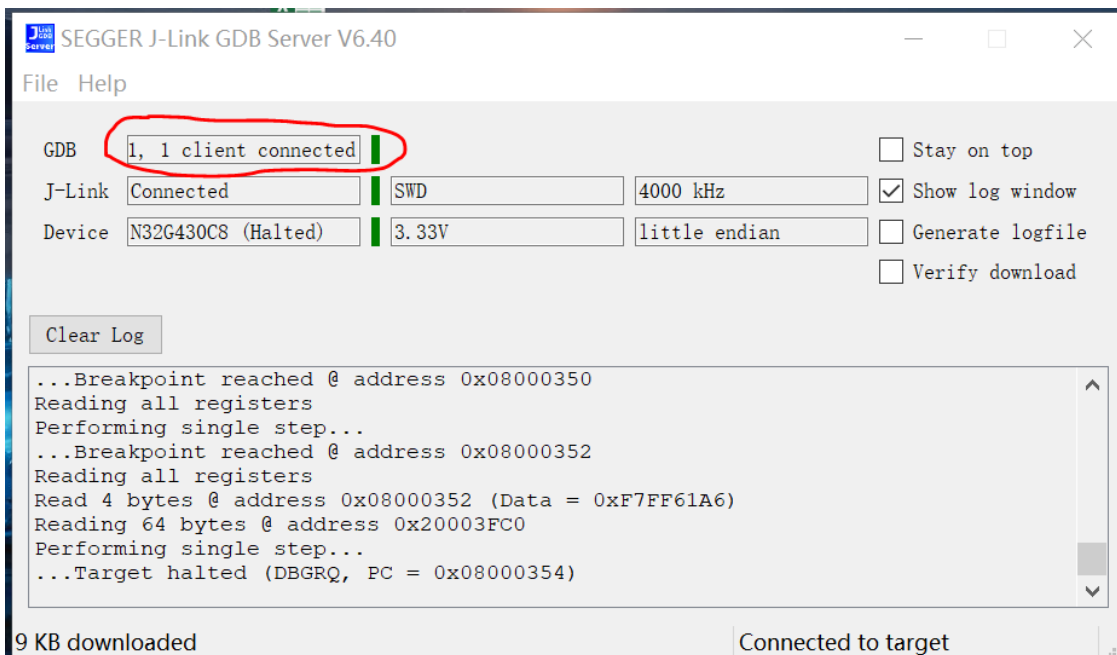
To configure ports, protocols, and chip models, click **OK**



If the JLink debugger is successfully connected to the chip:



5. Under vscode working environment, press "F5" or click "Run" -> "Start debugging". At this time, it can be seen that the label below turns green, indicating that gdb tool successfully connects to JLinkGDBserver.



6, vscode automatically switches to the debug window

```

projects > n32g430_EVAL > examples > GPIO > LedBlink > src > C main.c
51 LED_Initialize(LED2_GPIO_PORT, LED2_GPIO_PIN | LED3_GPIO_PORT, LED3_GPIO_PIN);
52 /* Turn off Led1-Led3 */
53 LED_Off(LED2_GPIO_PORT, LED1_GPIO_PIN | LED2_GPIO_PIN | LED3_GPIO_PIN);
54
55 /* Turn on Led2-Led3 */
56 LED_On(LED2_GPIO_PORT, LED2_GPIO_PIN | LED3_GPIO_PIN);
57
58 /* Delay 1s */
59 SysTick_Delay_Ms(1000);
60
61 while(1)
62 {
63     /* Turn on Led1 */
64     LED1_On;
65
66     /* Toggle LED2 */
67     LED_Toggle(LED2_GPIO_PORT, LED2_GPIO_PIN);
68
69     /* Delay 1s */
70     SysTick_Delay_Ms(1000);
71
72     /* Toggle LED3 */
73     LED_Toggle(LED3_GPIO_PORT, LED3_GPIO_PIN);
74
75     /* Delay 1s */
76     SysTick_Delay_Ms(1000);
77
78     /* Turn off LED1 */
79     LED1_Off;
80
81     /* Delay 1s */
82     SysTick_Delay_Ms(1000);
83 }
84

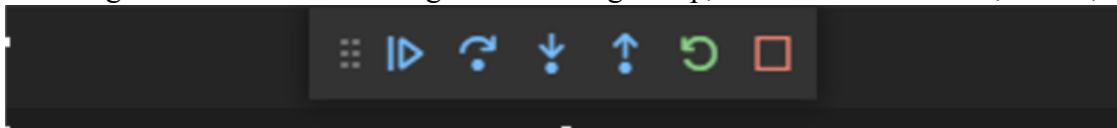
```

<https://www.gnu.org/software/gdb/bugs/>;
 Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
 Type "apropos word" to search for commands related to "word".
 -cmd-param-changed,param="pagination",value="off"

Breakpoint 1, main () at ./src/main.c:49
 49 LED_Initialize(LED1_GPIO_PORT, LED1_GPIO_PIN, LED1_GPIO_CLK);
 Execute debugger commands using "-exec <command>", for example "-exec info registers" will list registers in use (when GDB is the debugger)

7. Debug buttons above the debug window: single step, continuous execution, restart, stop, etc



8. Now you can step and run at full speed

gdb-arm | launchjion | C main.c | settings.jion | tasks.pion | n32g430 | ch | Makefile | C log.c

```

projects > n32g430_EVAL > examples > GPIO > LedBlink > src > C main.c
51 LED_Initialize(LED2_GPIO_PORT, LED2_GPIO_PIN | LED3_GPIO_PORT, LED3_GPIO_PIN);
52 /* Turn off Led1-Led3 */
53 LED_Off(LED2_GPIO_PORT, LED1_GPIO_PIN | LED2_GPIO_PIN | LED3_GPIO_PIN);
54
55 /* Turn on Led2-Led3 */
56 LED_On(LED2_GPIO_PORT, LED2_GPIO_PIN | LED3_GPIO_PIN);
57
58 /* Delay 1s */
59 SysTick_Delay_Ms(1000);
60
61 while(1)
62 {
63     /* Turn on Led1 */
64     LED1_On;
65
66     /* Toggle LED2 */
67     LED_Toggle(LED2_GPIO_PORT, LED2_GPIO_PIN);
68
69     /* Delay 1s */
70     SysTick_Delay_Ms(1000);
71
72     /* Toggle LED3 */
73     LED_Toggle(LED3_GPIO_PORT, LED3_GPIO_PIN);
74
75     /* Delay 1s */
76     SysTick_Delay_Ms(1000);
77
78     /* Turn off LED1 */
79     LED1_Off;
80
81     /* Delay 1s */
82     SysTick_Delay_Ms(1000);
83 }
84

```

7. Configuration Changes

7.1 Chip Models

If you are using chips other than the N32G430 family, you need to modify the variables "[TARGET_PLATFORM](#)" and "[DEFS](#)" in the makefile.

```
#####
# chip platform info
#####
TARGET_PLATFORM := n32g430
DEFS += -DN32G430
DEFS += -DUSE_STDPERIPH_DRIVER
```

7.2 Firmware Download Algorithm

You need to type the full chip model so that JLink can properly match the download algorithm.

```
#Chip type
CHIP_TYPE = N32G430C8
```

Configure the path to download the tool: configure it according to your installation directory

```
#####
# download .hex/.bin by jlink
#####
#Your JLink installation directory
PATH_WINPC = 'C:/Program Files (x86)/SEGGER/JLink_V640/'
#PATH_LINUX = /opt/SEGGER/JLink_V640b/JLinkExe
JK_DPATH = $(PATH_WINPC)
```

7.3 Using the SDK algorithm library

By default, the library is not used. Please modify the variable [USELIB = 1](#) to use the library.

```
36 #####
37 # Algo libs
38 #####
39 USELIB = 0
```

7.4 DEBUG configuration

The default "[make](#)" compilation is with "[-g](#)" debugging information. If you want to build a release

version, use "make release =y".

7.5 Optimization Grade

The default optimization level is "-Os", which takes into account both code size and execution speed.

8. Version History

Version	Date	Changes
V1.0	2022/03/30	The initial release

9. Disclaimer

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