

## Application note

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# **GCC development environment based on Windows Application Note**

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# 1. Overview

Taking N32G45x 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 debug tool JLink\_v6.40(need to be no higher than the hardware support version) or above

### 2.2 hardware

- 1) Development board N32G457QEL\_EVB
- 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.
```

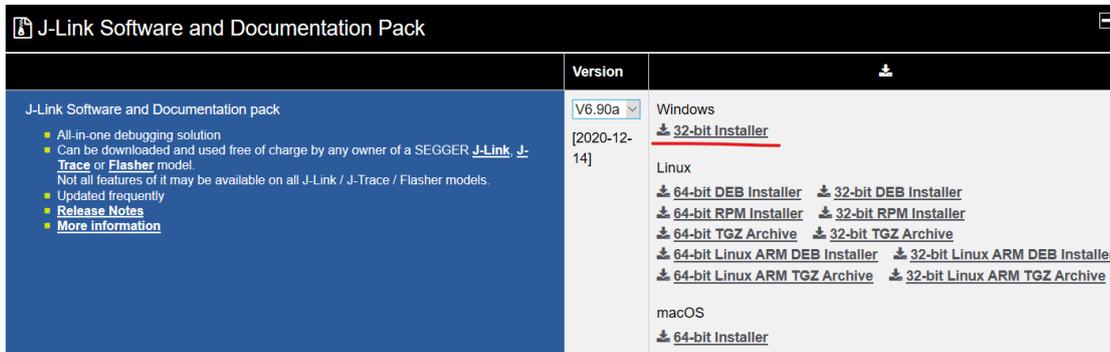
If you don't succeed

- 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 JLink 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\_V690a*, type *JLink.exe*.

```
C:\Program Files (x86)\SEGGER\JLink_V690a>JLink.exe
SEGGER J-Link Commander V6.90a (Compiled Dec 14 2020 17:16:04)
DLL version V6.90a, compiled Dec 14 2020 17:14:31

Connecting to J-Link via USB...O.K.
Firmware: J-Link V9 compiled Dec 13 2019 11:14:50
Hardware version: V9.20
S/N: 59800902
License(s): RDI, GDB, FlashDL, FlashBP, JFlash
VTref=3.340V

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", "N32G457QE", "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>: N32G457QE
Type '?' for selection dialog
Device>
Please specify target interface:
  J) JTAG (Default)
  S) SWD
  T) cJTAG
TIF>S
Specify target interface speed [kHz]. <Default>: 4000 kHz
Speed>
Device "N32G457QE" selected.

```

```

Connecting to target via SWD
Found SW-DP with ID 0x2BA01477
DPv0 detected
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 r0p1, 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
ROMTbl[0][5]: E0041000, CID: B105900D, PID: 000BB925 ETM
Cortex-M4 identified.
J-Link>_

```

## 4.SDK Contents

SDK follows the issued SDK version, currently using V2.0.0, 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)

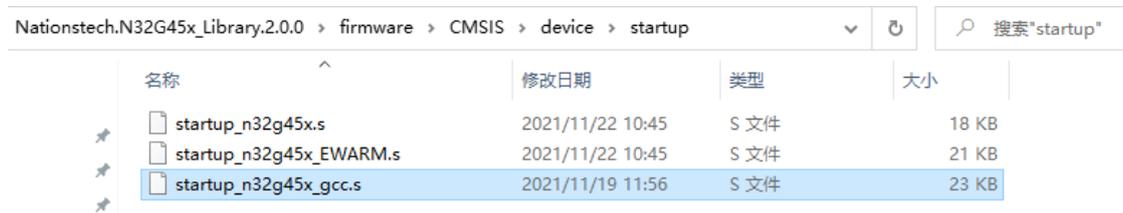


名称	修改日期	类型	大小
Makefile	2021/11/12 11:28	文件	6 KB

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

### 4.2 .s file

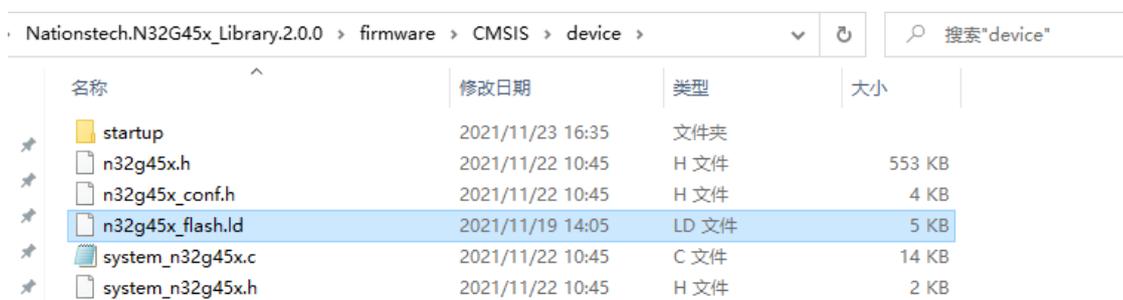
In the SDK package "[Nationstech.N32G45x\\_Library.2.0.0\firmware\CMSIS\device\startup](#)" there is a GCC compiler .s file "[startup\\_n32g45x\\_gcc.s](#)" in the corresponding path.



名称	修改日期	类型	大小
startup_n32g45x.s	2021/11/22 10:45	S 文件	18 KB
startup_n32g45x_EWARM.s	2021/11/22 10:45	S 文件	21 KB
startup_n32g45x_gcc.s	2021/11/19 11:56	S 文件	23 KB

### 4.3 .ld file

In the SDK package "[Nationstech.N32G45x\\_Library.2.0.0\firmware\CMSIS\device](#)" there is a .ld file "[n32g45x\\_flash.ld](#)" in the corresponding path.



名称	修改日期	类型	大小
startup	2021/11/23 16:35	文件夹	
n32g45x.h	2021/11/22 10:45	H 文件	553 KB
n32g45x_conf.h	2021/11/22 10:45	H 文件	4 KB
n32g45x_flash.ld	2021/11/19 14:05	LD 文件	5 KB
system_n32g45x.c	2021/11/22 10:45	C 文件	14 KB
system_n32g45x.h	2021/11/22 10:45	H 文件	2 KB

## 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.

Added "`delay.c`" file, using systick timer to achieve `us`, `ms` delay.

Nationtech.N32G45x\_Library.2.0.0 > projects > n32g45x\_EVAL > bsp > src

名称	修改日期	类型	大小
delay.c	2021/11/22 10:45	C 文件	4 KB
log.c	2021/11/22 10:45	C 文件	4 KB
print_remap.c	2021/10/12 15:04	C 文件	3 KB

## 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.

此电脑 > 软件 (D:) > Nations > demo > Nationtech.N32G45x\_Library.2.0.0 > jlink

名称	修改日期	类型	大小
flash.jlink	2020/11/24 15:28	JLINK 文件	1 KB

## 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.

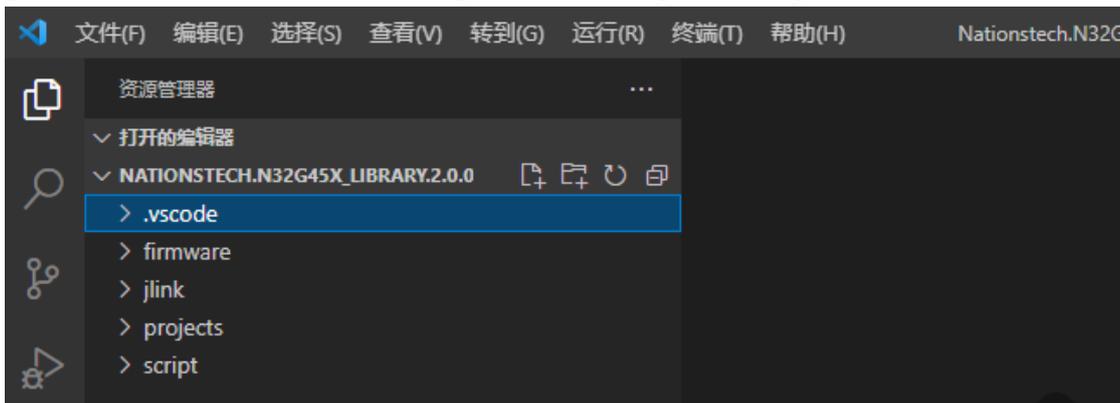
此电脑 > 软件 (D:) > Nations > demo > Nationtech.N32G45x\_Library.2.0.0 > script

名称	修改日期	类型	大小
Project_Clear.bat	2021/7/14 11:51	Windows 批处理...	1 KB

## 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:

*"Nationstech.N32G45x\_Library.2.0.0\projects\n32g45x\_EVAL\examples\GPIO\LedBlink"*

IAR project "EWARM"

KEIL project "MDK - ARM"

GCC project "GCC"

Project source file "src /xxx.c"

Project header file "inc/xxx.h"

Makefile "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



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

```

问题 输出 调试控制台 终端
arm-none-eabi-gcc build/n32g45x_it.o build/main.o build/delay.o build/log.o build/print_remap.o build/system_n32g45x.o build/n32g45x_gpio.o build/n32g45x_rcc.o build/n32g45x_sdio.o build/n32g45x_eth.o build/misc.o build/n32g45x_qspi.o build/n32g45x_pwm.o build/n32g45x_dma.o build/n32g45x_wwdg.o build/n32g45x_tim.o build/n32g45x_exti.o build/n32g45x_comp.o build/n32g45x_dvp.o build/n32g45x_iwdg.o build/n32g45x_dbg.o build/startup_n32g45x.o -mcpu=cortex-m4 -mthumb -mfpu=fpv4-sp-d16 -mfloat-abi=hard -Wl,--gc-sections -re/CMSIS/device/n32g45x_flash.ld -o build/output.elf
arm-none-eabi-size build/output.elf
text  data  bss  dec  hex  filename
1632  1088  2592  5312  14c0  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

tan.dengwang@E01961007 MINGW64 /d/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC
$
    
```

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 correctly PC→JLink→development board
2. On the terminal, type `make download`.

```

问题 输出 调试控制台 终端
tan.dengwang@E01961007 MINGW64 /d/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC
$ make download
SEGGER J-Link Commander V6.90a (Compiled Dec 14 2020 17:16:04)
DLL version V6.90a, compiled Dec 14 2020 17:14:31

J-Link Command File read successfully.
Processing script file...
    
```

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

```

问题 输出 调试控制台 终端
J-Link: Flash download: Bank 0 @ 0x08000000: 1 range affected (4096 bytes)
J-Link: Flash download: Total: 0.577s (Prepare: 0.143s, Compare: 0.208s, Erase: 0.025s, Program: 0.164s, Verify: 0.030s, Restore: 0.004s)
J-Link: Flash download: Program speed: 23 KB/s
O.K.

Reset delay: 0 ms
Reset type NORMAL: Resets core & peripherals via SYSRESETREQ & VECTRESET bit.
Reset: Halt core after reset via DEMCR.VC_CORERESET.
Reset: Reset device via AIRCR.SYSRESETREQ.

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 setting

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:

tasks.json	2021/11/12 10:51	JSON 文件	1 KB
launch.json	2021/11/12 11:28	JSON 文件	3 KB

### launch.json:

```

1  {
2    "version": "0.2.0",
3    "configurations": [
4      {
5        "name": "gdb-arm",
6        "type": "c_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 'D:/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_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     "launchCompleteCommand": "None",
52     "preLaunchTask": "build"
53   ]
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:

```
"text": "file '${workspaceFolder}/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC/build/output.elf'",
```

If relative paths are not recognized correctly, specify absolute paths: (Note: path cannot be too long)

```
"text": "file 'D:/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC/build/output.elf'",
```

## 6.2 the Makefile Settings

Open the routine "GCC/Makefile" file:

```
165 #####
166 # download .hex/.bin by jlink
167 #####
168 #Your JLink installation directory
169 PATH_WINPC = 'C:/Program Files (x86)/SEGGER/JLink_V690a/'
170 #PATH_LINUX = /opt/SEGGER/JLink_V640b/JLinkExe
171 JK_DPATH = $(PATH_WINPC)
172 #Jlink script store directory
173 JKS_DIR = ../../../../../../jlink
174 #Chip type
175 CHIP_TYPE = N32G457QE
176 download:
177     @$(JK_DPATH)JLink.exe -device $(CHIP_TYPE) -if SWD -speed 4000 -autoconnect 1 -CommanderScript $(JKS_DIR)/flash.jlink
178     @echo "Download Completed!"
179
180 debug:
181     @$(JK_DPATH)JLinkGDBServer.exe -select USB -device $(CHIP_TYPE) -if SWD -speed auto -noir -localhostonly
182
183 # *** 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

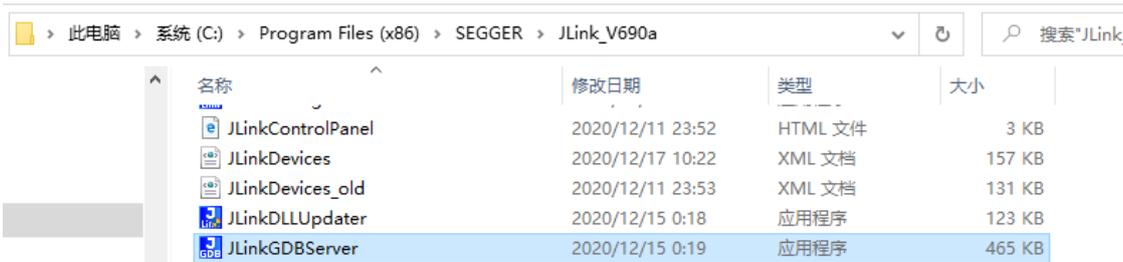
```
tan.dengwang@E01961007 MINGW64 /d/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC
$ make
arm-none-eabi-gcc -mcpu=cortex-m4 -mthumb -mfpv4-sp-d16 -mfloat-abi=hard -Wall -O0 -ffunction-sections -fdata-sections -g -gdwarf-4 -I../../../../firmware/CMSIS/core/ -I../../../../firmware/CMSIS/device/ -I../../../../firmware/n32g45x_std_periph_driver/inc/ src/n32g45x_it.c -o build/n32g45x_it.o
arm-none-eabi-gcc -mcpu=cortex-m4 -mthumb -mfpv4-sp-d16 -mfloat-abi=hard -Wall -O0 -ffunction-sections -fdata-sections -g -gdwarf-4 -I../../../../firmware/CMSIS/core/ -I../../../../firmware/CMSIS/device/ -I../../../../firmware/n32g45x_std_periph_driver/inc/ -I../../../../firmware/n32g45x_flash.ld -o build/main.o
```

```
tan.dengwang@E01961007 MINGW64 /d/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC
$ make
arm-none-eabi-gcc build/n32g45x_it.o build/main.o build/delay.o build/log.o build/print_remap.o build/system_n32g45x.o build/n32g45x_gpio.o build/n32g45x_rcc.o build/n32g45x_sdio.o build/n32g45x_eth.o build/misc.o build/n32g45x_qspi.o build/n32g45x_pwm.o build/n32g45x_dma.o build/n32g45x_wwdg.o build/n32g45x_tim.o build/n32g45x_exti.o build/n32g45x_comp.o build/n32g45x_dvp.o build/n32g45x_iwdg.o build/n32g45x_dbg.o build/startup_n32g45x.o -mcpu=cortex-m4 -mthumb -mfpv4-sp-d16 -mfloat-abi=hard -Wl,--gc-sections -I../../../../firmware/CMSIS/device/n32g45x_flash.ld -o build/output.elf
arm-none-eabi-size build/output.elf
text      data      bss      dec      hex filename
1632      1088      2592      5312     14c0 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

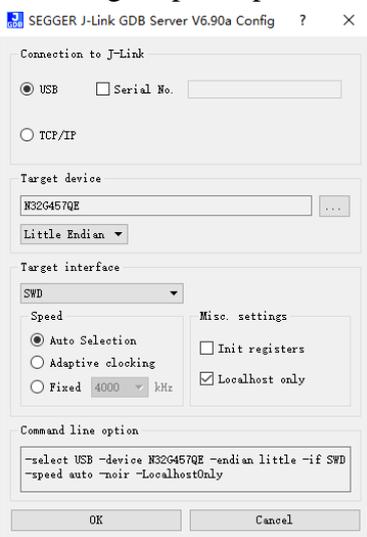
tan.dengwang@E01961007 MINGW64 /d/Nations/demo/Nationstech.N32G45x_Library.2.0.0/projects/n32g45x_EVAL/examples/GPIO/LedBlink/GCC
$
```

Then output.elf, output.bin, output.hex files are generated in **GCC/build** folder.

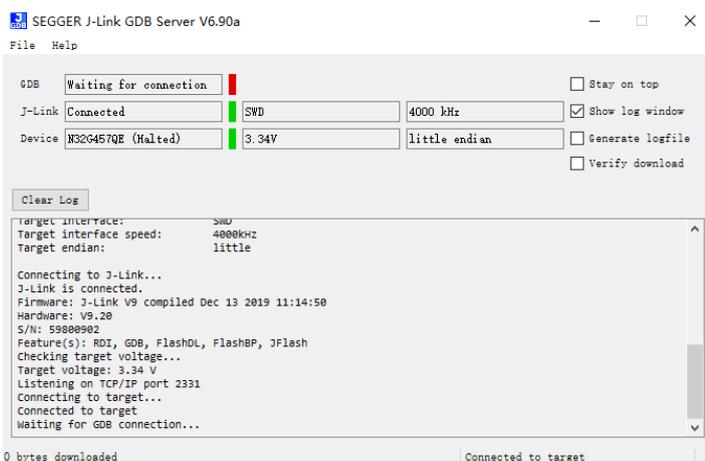
2. Refer to 6.1 and 6.2 section to configure the path in the launch.json files.
- 3, connect the JLink debugger to the development board, power on and prepare.
- 4, Go to your JLink installation directory and double-click **JLinkGDBServer.exe**.



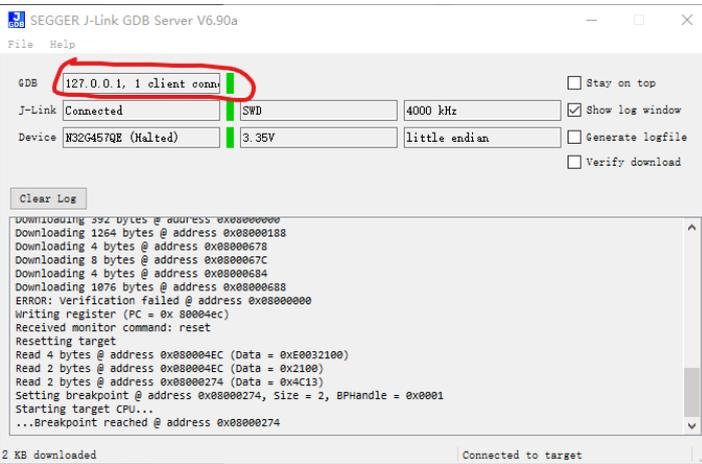
To configure ports, protocols, and chip models, click **OK**



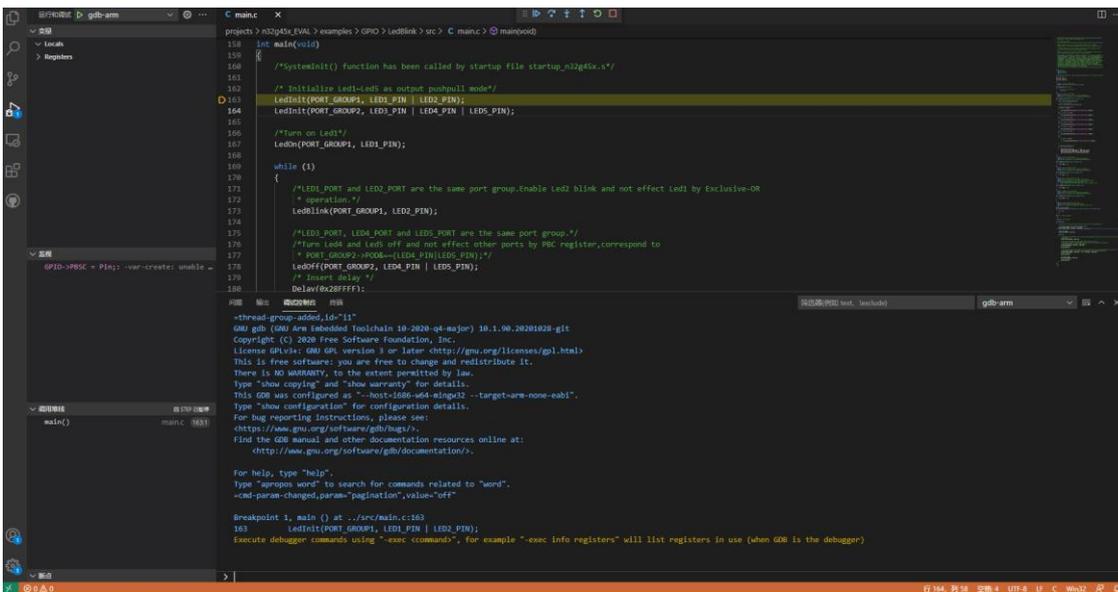
If the JLink debugger is successfully connected to the chip:



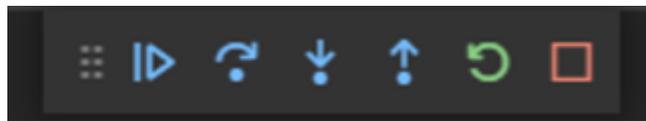
5. Under vscode working environment, press "F5" or click "Run" -> "Start debugging". At this time, it can be seen that the label below turns green, indicating that gdb tool successfully connects to JLinkGDBserver.



6, vscode automatically switches to the debug window



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



8. Now you can step and run at full speed

```

运行和调试  ▾ gdb-arm  ▾  C main.c  x
projects > n32g45x_EVAL > examples > GPIO > LedBlink > src > C main.c > ...
169     while (1)
170     {
171         /*LED1_PORT and LED2_PORT are the same port group.Enable Led2 blink and not effect Led1 by Exclusive-OR
172         /* operation.*/
173         LedBlink(PORT_GROUP1, LED2_PIN);
174
175         /*LED3_PORT, LED4_PORT and LED5_PORT are the same port group.*/
176         /*Turn Led4 and Led5 off and not effect other ports by PBC register,correspond to
177         /* PORT_GROUP2->POD&==(LED4_PIN|LED5_PIN);*/
178         LedOff(PORT_GROUP2, LED4_PIN | LED5_PIN);
179         /* Insert delay */
180         Delay(0x28FFFF);
181
182         /*Turn Led4 and Led5 on,turn Led3 off and not effect other ports by PBSC register,correspond to
183         /* PORT_GROUP2->POD&==(LED3_PIN),then PORT_GROUP2->POD|=(LED4_PIN|LED5_PIN);*/
184         LedOnOff(PORT_GROUP2, (LED3_PIN << 16) | LED4_PIN | LED5_PIN);
185         /* Insert delay */
186         Delay(0x28FFFF);

```

## 7. Configuration changes

### 7.1 Chip Models

If you are using chips other than the N32G45x family, you need to modify the variables "TARGET\_PLATFORM" and "DEFS" in the makefile.

```

33  #####
34  # chip platform info
35  #####
36  TARGET_PLATFORM := n32g45x
37  DEFS += -DN32G45X
38  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.

```

174 #Chip type
175 CHIP_TYPE = N32G457QE

```

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

```

168 #Your JLink installation directory
169 PATH_WINPC = 'C:/Program Files (x86)/SEGGER/JLink_V690a/'
170 #PATH_LINUX = /opt/SEGGER/JLink_V640b/JLinkExe
171 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.

```

40 #####
41 # Algo libs
42 #####
43 USELIB = 0

```

## 7.4 the DEBUG configuration

The default "make" compilation is with "-g" debugging information. If you want to build a release version, please use command "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

Date	Version	Modify
2021/10/12	V1.0	The initial release
2021/11/15	V1.1	1, Update part description 2, Add Chapter 6
2021/11/24	V3.0	1, Update SDK development package to V2.0.0 2, Description about automatically starting JLinkGDBserver deleted 3, Modify the software and hardware version requirements in the development tools

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