



# CodeWarrior Development Studio ColdFire™ Architectures Edition Build Tools Reference

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# Table of Contents

---

<b>1</b>	<b>Introduction</b>	<b>19</b>
	CodeWarrior Build Tools Versions . . . . .	19
	Compiler Architecture . . . . .	19
	Linker Architecture . . . . .	20
<b>2</b>	<b>Using Build Tools with the CodeWarrior IDE</b>	<b>23</b>
	Invoking CodeWarrior Compilers and Linkers . . . . .	23
	Specifying File Locations . . . . .	23
	IDE Options and Pragmas . . . . .	24
	IDE Settings Panels . . . . .	24
	C/C++ Language Settings Panel . . . . .	24
	C/C++ Preprocessor Panel . . . . .	30
	C/C++ Warnings Panel . . . . .	32
<b>3</b>	<b>Using Build Tools on the Command Line</b>	<b>39</b>
	Configuring Command-Line Tools . . . . .	39
	CWFold Environment Variable . . . . .	40
	Setting the PATH Environment Variable . . . . .	40
	Invoking Command-Line Tools . . . . .	40
	Getting Help . . . . .	41
	Help Guidelines . . . . .	41
	File Name Extensions . . . . .	43
<b>4</b>	<b>Command-Line Standard C Conformance</b>	<b>45</b>
	-ansi . . . . .	45
	-stdkeywords . . . . .	45
	-strict . . . . .	46
<b>5</b>	<b>Command-Line Standard C++ Conformance</b>	<b>47</b>
	-ARM . . . . .	47
	-bool . . . . .	47
	-Cpp_exceptions . . . . .	47



## Table of Contents

---

-dialect . . . . .	48
-for_scoping . . . . .	48
-instmgr . . . . .	49
-iso_templates . . . . .	49
-RTTI . . . . .	50
-som . . . . .	50
-som_env_check . . . . .	50
-wchar_t . . . . .	50

## **6 Command-Line Language Translation 51**

-char . . . . .	51
-defaults . . . . .	51
-encoding . . . . .	52
-flag . . . . .	53
-gccext . . . . .	53
-gcc_extensions . . . . .	53
-M . . . . .	54
-make . . . . .	54
-mapcr . . . . .	54
-MM . . . . .	55
-MD . . . . .	55
-MMD . . . . .	55
-msex . . . . .	56
-multibyteaware . . . . .	56
-once . . . . .	56
-pragma . . . . .	57
-relax_pointers . . . . .	57
-requireprotos . . . . .	57
-search . . . . .	58
-trigraphs . . . . .	58

## **7 Command-Line Diagnostic Messages 59**

-disassemble . . . . .	59
-help . . . . .	59
-maxerrors . . . . .	60

---

-maxwarnings . . . . .	61
-msgstyle . . . . .	61
-nofail . . . . .	62
-progress . . . . .	62
-S . . . . .	62
-stderr . . . . .	62
-verbose . . . . .	63
-version . . . . .	63
-timing . . . . .	63
-warnings . . . . .	64
-wraplines . . . . .	67
<b>8 Command-Line Preprocessing and Precompilation</b>	<b>69</b>
-convertpaths . . . . .	69
-cwd . . . . .	70
-D+ . . . . .	70
-define . . . . .	70
-E . . . . .	71
-EP . . . . .	71
-gccincludes . . . . .	71
-I . . . . .	72
-I+ . . . . .	72
-include . . . . .	73
-ir . . . . .	73
-P . . . . .	73
-precompile . . . . .	74
-preprocess . . . . .	74
-ppopt . . . . .	75
-prefix . . . . .	75
-noprecompile . . . . .	76
-nosyspath . . . . .	76
-stdinc . . . . .	76
-U+ . . . . .	76
-undefine . . . . .	77



## Table of Contents

---

<b>9</b>	<b>Command-Line Library and Linking</b>	<b>79</b>
	-keepobjects . . . . .	79
	-nolink . . . . .	79
	-o . . . . .	80
<b>10</b>	<b>Command-Line Object Code</b>	<b>81</b>
	-c . . . . .	81
	-codegen. . . . .	81
	-enum. . . . .	81
	-min_enum_size. . . . .	82
	-ext . . . . .	82
	-strings . . . . .	83
<b>11</b>	<b>Command-Line for Optimization</b>	<b>85</b>
	-inline. . . . .	85
	-O . . . . .	86
	-O+ . . . . .	86
	-opt. . . . .	87
<b>12</b>	<b>Linker</b>	<b>91</b>
	Specifying Link Order in the IDE. . . . .	91
	Defining Sections in Source Code. . . . .	92
	Using a Linker Command File . . . . .	92
	Dead-Stripping. . . . .	93
	Defining the Target's Memory Map . . . . .	93
	Defining Sections in the Output File . . . . .	94
	Associating Input Sections With Output Sections. . . . .	95
	Controlling Alignment. . . . .	96
	Specifying Memory Area Locations and Sizes . . . . .	97
	Linker Command File Syntax . . . . .	98
	Commands, Directives, and Keywords . . . . .	102
	. (location counter) . . . . .	102
	ADDR . . . . .	103
	ALIGN. . . . .	104

---

ALIGNALL . . . . .	104
EXCEPTION . . . . .	105
EXPORTSTRTAB . . . . .	105
EXPORTSYMTAB . . . . .	106
FORCE_ACTIVE . . . . .	107
IMPORTSTRTAB . . . . .	107
IMPORTSYMTAB . . . . .	108
INCLUDE . . . . .	109
KEEP_SECTION . . . . .	109
MEMORY . . . . .	110
OBJECT . . . . .	111
REF_INCLUDE . . . . .	112
SECTIONS . . . . .	112
SIZEOF . . . . .	113
SIZEOF_ROM . . . . .	114
WRITEB . . . . .	114
WRITEH . . . . .	114
WRITEW . . . . .	115
WRITES0COMMENT . . . . .	115
ZERO_FILL_UNINITIALIZED . . . . .	116
<b>13 ColdFire Linker</b>	<b>119</b>
Deadstripping . . . . .	119
Executable files in Projects . . . . .	120
S-Record Comments . . . . .	120
LCF Structure . . . . .	120
Memory Segment . . . . .	120
Closure Segments . . . . .	121
Sections Segment . . . . .	122
LCF Syntax . . . . .	123
Variables, Expressions, and Integrals . . . . .	123
Arithmetic, Comment Operators . . . . .	124
Alignment . . . . .	125
Specifying Files and Functions . . . . .	126
Stack and Heap . . . . .	127

---

## Table of Contents

---

Static Initializers . . . . .	127
Exception Tables . . . . .	128
Position-Independent Code and Data . . . . .	128
ROM-RAM Copying . . . . .	129
Writing Data Directly to Memory . . . . .	130

## 14 C Compiler 133

Extensions to Standard C . . . . .	133
Controlling Standard C Conformance . . . . .	133
C++-style Comments . . . . .	134
Unnamed Arguments . . . . .	134
Extensions to the Preprocessor . . . . .	134
Non-Standard Keywords . . . . .	135
C99 Extensions . . . . .	135
Controlling C99 Extensions . . . . .	136
Trailing Commas in Enumerations . . . . .	136
Compound Literal Values . . . . .	137
Designated Initializers . . . . .	137
Predefined Symbol <code>__func__</code> . . . . .	137
Implicit Return From <code>main()</code> . . . . .	138
Non-constant Static Data Initialization . . . . .	138
Variable Argument Macros . . . . .	138
Extra C99 Keywords . . . . .	139
C++-Style Comments . . . . .	139
C++-Style Digraphs . . . . .	140
Empty Arrays in Structures . . . . .	140
Hexadecimal Floating-Point Constants . . . . .	140
Variable-Length Arrays . . . . .	141
Unsuffixes Decimal Literal Values . . . . .	142
GCC Extensions . . . . .	142
Controlling GCC Extensions . . . . .	143
Initializing Automatic Arrays and Structures . . . . .	143
The <code>sizeof()</code> Operator . . . . .	143
Statements in Expressions . . . . .	144
Redefining Macros . . . . .	144

---



---

The typeof() Operator . . . . .	145
Void and Function Pointer Arithmetic . . . . .	145
The __builtin_constant_p() Operator . . . . .	145
Forward Declarations of Static Arrays . . . . .	145
Omitted Operands in Conditional Expressions . . . . .	146
The __builtin_expect() Operator . . . . .	146
Void Return Statements . . . . .	147
Minimum and Maximum Operators . . . . .	147
<b>15 C++ Compiler</b>	<b>149</b>
C++ Compiler Performance . . . . .	149
Precompiling C++ Source Code . . . . .	149
Using the Instance Manager . . . . .	149
Extensions to Standard C++ . . . . .	150
__PRETTY_FUNCTION__ Identifier . . . . .	150
Standard and Non-Standard Template Parsing . . . . .	150
Implementation-Defined Behavior . . . . .	153
GCC Extensions . . . . .	156
Using the :: Operator in Class Declarations . . . . .	156
Embedded C++ . . . . .	157
Activating EC++ . . . . .	157
Differences Between ISO C++ and EC++ . . . . .	157
EC++ Specifications . . . . .	158
<b>16 Tool Performance</b>	<b>161</b>
Precompiling . . . . .	161
When to Use Precompiled Files . . . . .	161
What Can be Precompiled . . . . .	162
Using a Precompiled Header File . . . . .	162
Preprocessing and Precompiling . . . . .	163
Pragma Scope in Precompiled Files . . . . .	164
Precompiling a File in the CodeWarrior IDE . . . . .	164
Updating a Precompiled File Automatically . . . . .	165

---

<b>17 Intermediate Optimizations</b>	<b>167</b>
Interprocedural Analysis . . . . .	167
Invoking Interprocedural Analysis . . . . .	168
File-Level Optimizations . . . . .	168
Program-Level Optimizations . . . . .	168
Program-Level Requirements . . . . .	168
Intermediate Optimizations . . . . .	171
Dead Code Elimination . . . . .	171
Expression Simplification . . . . .	172
Common Subexpression Elimination . . . . .	174
Copy Propagation . . . . .	175
Dead Store Elimination . . . . .	176
Live Range Splitting . . . . .	177
Loop-Invariant Code Motion . . . . .	178
Strength Reduction . . . . .	180
Loop Unrolling . . . . .	181
Inlining . . . . .	182
Choosing Which Functions to Inline . . . . .	182
Inlining Techniques . . . . .	184
<b>18 Inline Assembly</b>	<b>187</b>
Inline Assembly Syntax . . . . .	187
Statements . . . . .	187
Additional Syntax Rules . . . . .	188
Preprocessor Features . . . . .	189
Local Variables and Arguments . . . . .	189
Returning From a Routine . . . . .	191
Inline Assembly Directives . . . . .	191
dc . . . . .	192
ds . . . . .	192
entry . . . . .	193
fralloc . . . . .	194
frfree . . . . .	194
machine . . . . .	195

---

naked . . . . .	195
opword. . . . .	196
return . . . . .	196
<b>19 ColdFire Code Generation</b>	<b>197</b>
Code Generation Limits . . . . .	197
Integer Representation . . . . .	197
Calling Conventions . . . . .	199
Variable Allocation . . . . .	200
Register Variables . . . . .	200
Position-Independent Code . . . . .	201
Cryptographic Acceleration Instructions . . . . .	201
<b>20 ColdFire Runtime Libraries</b>	<b>205</b>
MSL for ColdFire Development . . . . .	205
Customizing MSL Libraries . . . . .	206
Using MSL for ColdFire . . . . .	206
Serial I/O and UART Libraries . . . . .	217
Reduced Working Set Libraries . . . . .	218
Memory, Heaps, and Other Libraries . . . . .	219
Runtime Libraries . . . . .	220
Position-Independent Code . . . . .	224
Board Initialization Code . . . . .	225
Custom Modifications . . . . .	225
<b>21 Predefined Symbols</b>	<b>227</b>
__cplusplus . . . . .	227
__DATE__ . . . . .	227
__embedded_cplusplus . . . . .	228
__FILE__ . . . . .	228
__func__ . . . . .	228
__FUNCTION__ . . . . .	229
__ide_target() . . . . .	229
__LINE__ . . . . .	230
__MWERKS__ . . . . .	230

---



## Table of Contents

---

__PRETTY_FUNCTION__	230
__profile__	231
__STDC__	231
__TIME__	232
<b>22 ColdFire Predefined Symbols</b>	<b>233</b>
__BACKENDVERSION__	233
__COLDFIRE__	233
__STDABI__	234
__REGABI__	235
<b>23 Using Pragmas</b>	<b>237</b>
Checking Pragma Settings	237
Saving and Restoring Pragma Settings	238
Determining Which Settings Are Saved and Restored	239
Illegal Pragmas	240
Pragma Scope	240
<b>24 Pragmas for Standard C Conformance</b>	<b>243</b>
ANSI_strict	243
c99	243
ignore_oldstyle	245
only_std_keywords	245
require_prototypes	246
<b>25 Pragmas for C++</b>	<b>249</b>
access_errors	249
always_inline	249
arg_dep_lookup	249
ARM_conform	250
ARM_scoping	250
array_new_delete	251
auto_inline	251
bool	251
cplusplus	252

---



## Table of Contents

---

cpp_extensions	252
debuginline	253
def_inherited	254
defer_codegen	255
defer_defarg_parsing	255
direct_destruction	256
direct_to_som	256
dont_inline	256
ecplusplus	256
exceptions	257
extended_errorcheck	257
inline_bottom_up	259
inline_bottom_up_once	260
inline_depth	260
inline_max_auto_size	261
inline_max_size	261
inline_max_total_size	262
internal	262
new_mangler	263
no_conststringconv	263
no_static_dtors	264
nosyminline	264
old_pods	265
old_vtable	265
opt_classresults	265
parse_func_tmpl	266
parse_mfunc_tmpl	266
RTTI	267
suppress_init_code	267
template_depth	268
thread_safe_init	268
warn_hidevirtual	269
warn_no_explicit_virtual	270
warn_no_typename	271
warn_notinlined	271

---

## Table of Contents

---

warn_structclass . . . . .	272
wchar_type . . . . .	272

## **26 Pragmas for Language Translation 275**

asmpoundcomment . . . . .	275
asmsemicoloncomment . . . . .	275
const_strings . . . . .	276
dollar_identifiers . . . . .	276
gcc_extensions . . . . .	277
mark . . . . .	278
mpwc_newline . . . . .	278
mpwc_relax . . . . .	279
multibyteaware . . . . .	279
multibyteaware_preserve_literals . . . . .	280
text_encoding . . . . .	280
trigraphs . . . . .	281
unsigned_char . . . . .	282

## **27 Pragmas for Diagnostic Messages 283**

extended_errorcheck . . . . .	283
maxerrorcount . . . . .	284
message . . . . .	285
showmessagenumber . . . . .	285
show_error_filestack . . . . .	286
suppress_warnings . . . . .	286
sym . . . . .	286
unused . . . . .	287
warning . . . . .	288
warning_errors . . . . .	289
warn_any_ptr_int_conv . . . . .	289
warn_emptydecl . . . . .	290
warn_extracomma . . . . .	291
warn_filenameecaps . . . . .	291
warn_filenameecaps_system . . . . .	292
warn_hiddenlocals . . . . .	293

---

---

warn_illpragma . . . . .	293
warn_illtokenpasting . . . . .	294
warn_illunionmembers . . . . .	294
warn_impl_f2i_conv . . . . .	295
warn_impl_i2f_conv . . . . .	295
warn_impl_s2u_conv . . . . .	296
warn_implicitconv . . . . .	297
warn_largeargs . . . . .	298
warn_missingreturn . . . . .	298
warn_no_side_effect . . . . .	299
warn_padding . . . . .	299
warn_pch_portability . . . . .	300
warn_possunwant . . . . .	300
warn_ptr_int_conv . . . . .	302
warn_resultnotused . . . . .	302
warn_undefmacro . . . . .	303
warn_uninitializedvar . . . . .	304
warn_unusedarg . . . . .	304
warn_unusedvar . . . . .	305

## **28 Pragmas for Preprocessing and Precompilation 307**

check_header_flags . . . . .	307
faster_pch_gen . . . . .	307
flat_include . . . . .	308
fullpath_file . . . . .	308
fullpath_prepdump . . . . .	309
keepcomments . . . . .	309
line_prepdump . . . . .	309
macro_prepdump . . . . .	310
msg_show_lineref . . . . .	310
msg_show_realref . . . . .	310
notonce . . . . .	311
old_pragma_once . . . . .	311
once . . . . .	311
pop, push . . . . .	312

## Table of Contents

---

pragma_prepdump . . . . .	313
precompile_target . . . . .	313
simple_prepdump . . . . .	314
space_prepdump . . . . .	314
srcrelincludes . . . . .	315
syspath_once . . . . .	315
<b>29 Pragmas for Library and Linking</b>	<b>317</b>
always_import . . . . .	317
export . . . . .	317
force_active . . . . .	318
import . . . . .	318
lib_export . . . . .	319
<b>30 Pragmas for Code Generation</b>	<b>321</b>
dont_reuse_strings . . . . .	321
enumsalwaysint . . . . .	322
errno_name . . . . .	323
explicit_zero_data . . . . .	323
float_constants . . . . .	324
instmgr_file . . . . .	324
longlong . . . . .	325
longlong_enums . . . . .	325
min_enum_size . . . . .	326
options . . . . .	326
pool_strings . . . . .	327
readonly_strings . . . . .	328
reverse_bitfields . . . . .	328
store_object_files . . . . .	329
<b>31 Pragmas for Optimization</b>	<b>331</b>
global_optimizer . . . . .	331
ipa . . . . .	331
opt_common_subs . . . . .	332
opt_dead_assignments . . . . .	332

---



---

opt_dead_code . . . . .	333
opt_lifetimes . . . . .	333
opt_loop_invariants . . . . .	333
opt_propagation . . . . .	334
opt_strength_reduction . . . . .	334
opt_strength_reduction_strict . . . . .	335
opt_unroll_loops . . . . .	335
opt_vectorize_loops . . . . .	335
optimization_level . . . . .	336
optimize_for_size . . . . .	336
optimizewithasm . . . . .	337
strictheadchecking . . . . .	337
<b>32 Pragmas for ColdFire</b>	<b>339</b>
ColdFire Diagnostic Pragmas . . . . .	339
SDS_debug_support . . . . .	339
ColdFire Library and Linking Pragmas . . . . .	339
define_section . . . . .	339
ColdFire Code Generation Pragmas . . . . .	341
codeColdFire . . . . .	341
const_multiply . . . . .	342
emac . . . . .	342
explicit_zero_data . . . . .	342
inline_intrinsics . . . . .	343
interrupt . . . . .	343
readonly_strings . . . . .	344
section . . . . .	344
ColdFire Optimization Pragmas . . . . .	345
opt_unroll_count . . . . .	345
opt_unroll_instr_count . . . . .	345
profile . . . . .	345



## Table of Contents

---

# Introduction

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This reference describes how to use CodeWarrior build tools to build programs. CodeWarrior build tools translate source code into object code then organize that object code to create a program that is ready to execute. CodeWarrior build tools often run on a different platform than the programs they generate. Build tools run on the *host* platform to generate software that runs on the *target* platform.

This chapter describes what this reference covers and the processes that CodeWarrior build tools use to create software:

- [CodeWarrior Build Tools Versions](#)
- [Compiler Architecture](#)
- [Linker Architecture](#)

## CodeWarrior Build Tools Versions

This reference covers the CodeWarrior compiler version 4.0 and its related linker.

## Compiler Architecture

From a programmer's point of view, the CodeWarrior compiler translates source code into object code. Internally, however, the CodeWarrior compiler organizes its work into several steps.

[Figure 1.1](#) shows the steps the compiler takes to coordinate its front-end and back-end to translate source code into object code.

- reading settings: the compiler retrieves your settings from the CodeWarrior IDE or the command line to determine what files to translate and how they should be translated in subsequent steps
- preprocessing: reads your program's source code files then preprocesses them
- front-end translation: translates your program's preprocessed source code into a platform-independent intermediate representation
- front-end optimization: rearranges the intermediate representation to reduce your program's size or improve its performance while preserving its logic

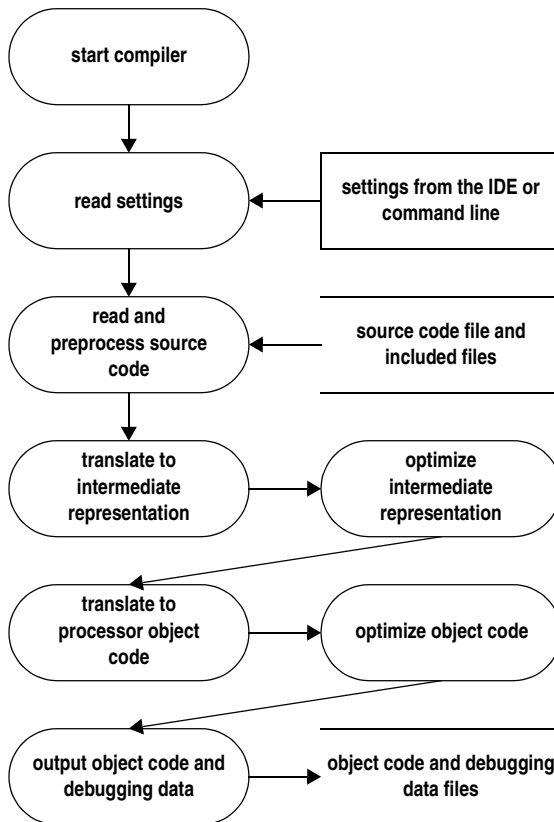
## Introduction

### Linker Architecture

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- back-end translation: converts the optimized intermediate representation into native object code, containing data and instructions, for the target processor
- back-end optimization: specific to a target platform, rearranges the native object code to reduce its size or improve performance
- output: writes object code and other data, ready for linking

**Figure 1.1 CodeWarrior compiler steps**



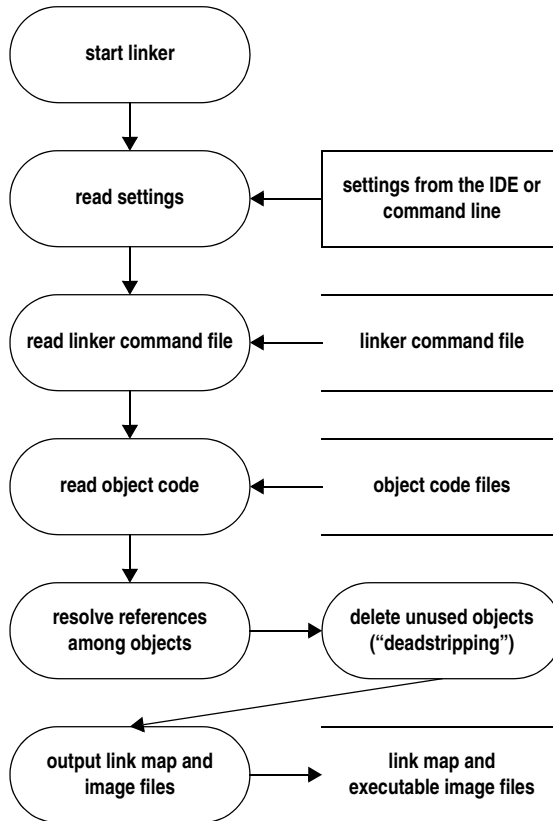
## Linker Architecture

A linker combines and arranges data and instructions from one or more object code files into a single file, or *image*. This image is ready to execute on the target platform. The CodeWarrior linker uses settings from the CodeWarrior IDE or command line to

determine how to generate the image file. The linker also uses an optional linker command file. A linker command file allows you to specify precise details of how data and instructions should be arranged in the linker's output file.

[Figure 1.2](#) shows the steps the CodeWarrior linker takes to build an executable image.

**Figure 1.2 CodeWarrior linker steps**





**Introduction**  
*Linker Architecture*

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# Using Build Tools with the CodeWarrior IDE

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The CodeWarrior Integrated Development Environment (IDE) uses settings in a project's build target to choose which compilers and linkers to invoke, which files those compilers and linkers will process, and which options the compilers and linkers will use.

This chapter describes how to use CodeWarrior compilers and linkers with the CodeWarrior IDE:

- [Invoking CodeWarrior Compilers and Linkers](#)
- [Specifying File Locations](#)
- [IDE Options and Pragmas](#)
- [IDE Settings Panels](#)

## Invoking CodeWarrior Compilers and Linkers

The IDE uses settings in the **Target Settings** panel of the *build-target Settings* window, where *build-target* is the name of the current build target, to determine which compilers and linkers to use. The **Linker** option in this settings panel specifies the platform or processor to build for. From this option, the IDE also determines which compilers, pre-linkers, and post-linkers to use.

The IDE uses the settings in the **File Mappings** panel of the *build-target Settings* window to determine which types of files may be added to a project's build target and which compiler should be invoked to process each file. The menu of compilers in the **Compiler** option of this panel is determined by the **Linker** setting in the **Target Settings** panel.

## Specifying File Locations

The IDE uses the settings in a build target's **Access Paths** and **Source Trees** panels to choose the source code and object code files to dispatch to the CodeWarrior build tools. See the *IDE User's Guide* for more information on these panels.

## IDE Options and Pragmas

The build tools determine their settings by IDE settings and directives in source code.

The CodeWarrior compiler follows these steps to determine the settings to apply to each file that the compiler translates under the IDE:

- before translating the source code file, the compiler gets option settings from the IDE's settings panels in the current build target
- the compiler updates the settings for pragmas that correspond to panel settings
- the compiler translates the source code in the **Prefix Text** field of the build target's **C/C++ Preprocessor** panel

The compiler applies pragma directives and updates their settings as pragmas directives are encountered in this source code.

- the compiler translates the source code file and the files that it includes

The compiler applies pragma settings as it encounters them.

## IDE Settings Panels

A build target that uses a CodeWarrior C or C++ compiler has these settings panels to control the compiler:

- [C/C++ Language Settings Panel](#)
- [C/C++ Preprocessor Panel](#)
- [C/C++ Warnings Panel](#)

### C/C++ Language Settings Panel

This settings panel controls compiler language features and some object code storage features for the current build target.

- [Force C++ Compilation](#)
- [ISO C++ Template Parser](#)
- [Use Instance Manager](#)
- [Enable C++ Exceptions](#)
- [Enable RTTI](#)
- [Enable bool Support](#)
- [Enable wchar\\_t Support](#)
- [EC++ Compatibility Mode](#)



- [Inline Depth](#)
- [Auto-Inline](#)
- [Bottom-up Inlining](#)
- [ANSI Strict](#)
- [ANSI Keywords Only](#)
- [Expand Trigraphs](#)
- [Legacy for-scoping](#)
- [Require Function Prototypes](#)
- [Enable C99 Extensions](#)
- [Enable GCC Extensions](#)
- [Enums Always Int](#)
- [Use Unsigned Chars](#)
- [Pool Strings](#)
- [Reuse Strings](#)

## Force C++ Compilation

When on, translates all C source files as C++ source code. When off, the IDE uses the file name's extension to determine whether to use the C or C++ compiler. The entries in the IDE's **File Mappings** settings panel specify the suffixes that the compiler assigns to each compiler.

This setting corresponds to the `pragma cplusplus` and the command-line option `-lang c++`.

## ISO C++ Template Parser

When on, follows the ISO/IEC 14882-1998 standard for C++ to translate templates, enforcing more careful use of the `typename` and `template` keywords. When on, the compiler also follows stricter rules for resolving names during declaration and instantiation. When off, the C++ compiler does not expect template source code to follow the ISO C++ standard as closely.

This setting corresponds to the `parse_func_tmpl` pragma. It corresponds to the command-line option `-iso_templates`.

## Use Instance Manager

When on, reduces compile time by generating any instance of a C++ template (or non-inlined inline) function only once. When off, generates a new instance of a template or non-inlined function each time it appears in source code.

You can control where the instance database is stored using the `#pragma instmgr_file`. This setting corresponds to the command-line option `-instmgr`.

## Enable C++ Exceptions

When on, generates executable code for C++ exceptions. When off, generates smaller, faster executable code.

Enable the **Enable C++ Exceptions** setting if you use the `try`, `throw`, and `catch` statements specified in the ISO/IEC 14882-1998 C++ standard. Otherwise, disable this setting to generate smaller and faster code.

This setting corresponds to the `pragma exceptions` and the command-line option `-cpp_exceptions`.

## Enable RTTI

When on, allows the use of the C++ runtime type information (RTTI) capabilities, including the `dynamic_cast` and `typeid` operators. When off, the compiler generates smaller, faster object code but does not allow runtime type information operations.

This setting corresponds to the `pragma RTTI` and the command-line option `-RTTI`.

## Enable bool Support

When on, the C++ compiler recognizes the `bool` type and its `true` and `false` values specified in the ISO/IEC 14882-1998 C++ standard. When off, the compiler does not recognize this type or its values.

This setting corresponds to the `pragma bool` and the command-line option `-bool`.

## Enable wchar\_t Support

When on, the C++ compiler recognizes the `wchar_t` data type specified in the ISO/IEC 14882-1998 C++ standard. When off, the compiler does not recognize this type.

Turn off this option when compiling source code that defines its own `wchar_t` type.

This setting corresponds to the `pragma wchar_type` and the command-line option `-wchar_t`.

## EC++ Compatibility Mode

When on, expects C++ source code files to contain Embedded C++ source code. When off, the compiler expects regular C++ source code in C++ source files.

This setting corresponds to the pragma `ecplusplus` and the command-line option `-dialect ec++`.

## Inline Depth

Specifies the policy to follow to determine the level of function calls to replace with function bodies. These policies are listed in [Table 2.1](#).

**Table 2.1 Settings for the Inline Depth Pop-up Menu**

This setting	Does this...
<b>Don't Inline</b>	Inlines no functions, not even C or C++ functions declared <code>inline</code> .
<b>Smart</b>	Inlines small functions to a depth of 2 to 4 inline functions deep.
<b>1 to 8</b>	Inlines to the depth specified by the numerical selection.

The **Smart** and **1 to 8** items correspond to the pragma `inline_depth` and the command-line option `-inline level=n`, where  $n$  is 1 to 8. The **Don't Inline** item corresponds to the pragma `dont_inline` and the command-line option `-inline off`.

## Auto-Inline

Lets the compiler choose which functions to inline. Also inlines C++ functions declared `inline` and member functions defined within a class declaration. This setting corresponds to the pragma `auto_inline` and the command-line option `-inline auto`.

## Bottom-up Inlining

Inline functions starting at the last function to the first function in a chain of function calls. This setting corresponds to the pragma `inline_bottom_up` and the command-line option `-inline bottomup`.

## ANSI Strict

Only recognizes source code that conforms to the ISO/IEC 9899-1990 standard for C. The compiler does not recognize several CodeWarrior extensions to the C language:

- C++-style comments
- unnamed arguments in function definitions
- a # not followed by a macro directive
- using an identifier after a #endif directive
- using typecasted pointers as lvalues
- converting points to type of the same size
- arrays of zero length in structures
- the D constant suffix
- enumeration constant definitions that cannot be represented as signed integers when the **Enums Always Int** option is on in the IDE's **C/C++ Language** settings panel or the `enumsalwaysint` pragma is on
- a C++ `main()` function that does not return an integer value

You cannot enable individual extensions that are controlled by the **ANSI Strict** setting.

This setting corresponds to the pragma `ANSI_strict` and the command-line option `-ansi strict`.

## ANSI Keywords Only

Controls whether the compiler recognizes non-standard keywords.

(ISO/IEC 9899-1990 C, §6.4.1) The CodeWarrior compiler can recognize several additional reserved keywords. If you enable this setting, the compiler generates an error message if it encounters any of the additional keywords that it recognizes. If you must write source code that strictly adheres to the ISO standard, enable the **ANSI Strict** setting.

If you disable this setting, the compiler recognizes the following non-standard keywords: `far`, `inline`, `__inline__`, `__inline`, and `pascal`.

This setting corresponds to the pragma `only_std_keywords` and the command-line option `-stdkeywords`.

## Expand Trigraphs

(ISO/IEC 9899-1990 C, §5.2.1.1) The compiler normally ignores trigraph characters. Many common character constants look like trigraph sequences, and this extension lets you use them without including escape characters.

This setting corresponds to the pragma `trigraphs` and the command-line option `-trigraphs`.

## Legacy for-scoping

Generates an error message when the compiler encounters a variable scope usage that the ISO/IEC 14882-1998 C++ standard disallows, but is allowed in the C++ language specified in *The Annotated C++ Reference Manual* (“ARM”).

This setting corresponds to the pragma `ARM_scoping` and the command-line option `-for_scoping`.

## Require Function Prototypes

Enforces the requirement of function prototypes. If you enable the **Require Function Prototypes** setting, the compiler generates an error message if you define a previously referenced function that does not have a prototype. If you define the function before it is referenced but do not give it a prototype, then enabling the **Require Function Prototypes** setting causes the compiler to issue a warning message.

This setting corresponds to the pragma `require_prototypes` and the command-line option `-requireprotos`.

## Enable C99 Extensions

Recognizes ISO/IEC 9899-1999 (“C99”) language features that are supported by the CodeWarrior compiler.

This setting corresponds to the pragma `c99` and the command-line option `-dialect c99`.

## Enable GCC Extensions

Lets you use language features of the GCC (Gnu Compiler Collection) C compiler that are supported by CodeWarrior.

This setting corresponds to the pragma `gcc_extensions` and the command-line option `-gcc_extensions`.

## Enums Always Int

Uses signed integers to represent enumerated constants. This option corresponds to the `enumsalwaysint` pragma and the command-line option `-enum`.

## Use Unsigned Chars

Treats `char` declarations as `unsigned char` declarations. This setting corresponds to the pragma `unsigned_char` and the command-line option `-char unsigned`.

## Pool Strings

Controls where the compiler stores character string literals.

If you enable this setting, the compiler collects all string constants into a single data section in the object code it generates. If you disable this setting, the compiler creates a unique section for each string constant.

This option corresponds to the pragma `pool_strings` and the command-line option `-strings pool`.

## Reuse Strings

When on, the compiler stores only one copy of identical string literals. When off, the compiler stores each string literal separately.

The **Reuse Strings** setting corresponds to opposite of the pragma `dont_reuse_strings` and the command-line option `-string reuse`.

## C/C++ Preprocessor Panel

The C/C++ Preprocessor settings panel controls the operation of the CodeWarrior compiler's preprocessor.

- [Prefix Text](#)
- [Source encoding](#)
- [Use prefix text in precompiled header](#)
- [Emit file changes](#)
- [Emit #pragmas](#)
- [Show full paths](#)
- [Keep comments](#)
- [Use #line](#)
- [Keep whitespace](#)

## Prefix Text

Contains source code that the compiler inserts at the beginning of each translation unit. A translation unit is the combination of a source code file and all the files that it includes.

## Source encoding

Allows you to specify the default encoding of source files. The compiler recognizes Multibyte and Unicode source text. To replicate the obsolete option **Multi-Byte Aware**, set this option to **System** or **Autodetect**. Additionally, options that affect the preprocess request appear in this panel.

## Use prefix text in precompiled header

Controls whether the compiler inserts the source code in the **Prefix Text** field at the beginning of a precompiled header file.

This option defaults to disabled to correspond with previous versions of the compiler that ignore the prefix file when building precompiled headers. If any pragmas are imported from old C/C++ Language Panel settings, this option is enabled.

## Emit file changes

Controls whether notification of file changes (or #line changes) appear in the output.

## Emit #pragmas

Controls whether pragmas directives encountered in the source text appear in the preprocessor output.

---

**NOTE** This option is essential for producing reproducible test cases for bug reports.

---

## Show full paths

Controls whether file changes show the full path or the base filename of the file.

## Keep comments

Controls whether comments are emitted in the output.

## Use #line

Controls whether file changes appear in comments (as before) or in #line directives.

## Keep whitespace

Controls whether whitespace is stripped out or copied into the output. This is useful for keeping the starting column aligned with the original source, though the compiler attempts to preserve space within the line. This doesn't apply when macros are expanded.

## C/C++ Warnings Panel

The C/C++ **Warnings** settings panel contains options that control which warning messages the CodeWarrior C/C++ compiler issues as it translates source code:

- [Illegal Pragmas](#)
- [Possible Errors](#)
- [Extended Error Checking](#)
- [Hidden Virtual Functions](#)
- [Implicit Arithmetic Conversions](#)
- [Float To Integer](#)
- [Signed/Unsigned](#)
- [Integer To Float](#)
- [Pointer/Integral Conversions](#)
- [Unused Variables](#)
- [Unused Arguments](#)
- [Missing 'return' Statements](#)
- [Expression Has No Side Effect](#)
- [Enable All](#)
- [Disable All](#)
- [Extra Commas](#)
- [Inconsistent 'class'/'struct' Usage](#)
- [Empty Declarations](#)
- [Include File Capitalization](#)
- [Check System Includes](#)
- [Pad Bytes Added](#)
- [Undefined Macro in #if](#)
- [Non-Inlined Functions](#)
- [Treat All Warnings As Errors](#)



## Illegal Pragmas

Issues a warning message if the compiler encounters an unrecognized pragma.

This setting corresponds to the `warn_illpragma` pragma and the command-line option `-warnings illpragmas`.

## Possible Errors

Issues warning messages for common, usually-unintended logical errors:

- in conditional statements, using the assignment (`=`) operator instead of the equality comparison (`==`) operator
- in expression statements, using the `==` operator instead of the `=` operator
- placing a semicolon (`;`) immediately after a `do`, `while`, `if`, or `for` statement

This setting corresponds to `pragma warn_possunwant` and the command-line option `-warnings possible`.

## Extended Error Checking

Issues warning messages for common programming errors:

- mis-matched return type in a function's definition and the return statement in the function's body
- mismatched assignments to variables of enumerated types

This setting corresponds to `pragma extended_errorcheck` and the command-line option `-warnings extended`.

## Hidden Virtual Functions

Generates a warning message if you declare a non-virtual member function that prevents a virtual function, that was defined in a superclass, from being called.

This setting corresponds to `pragma warn_hidevirtual` and the command-line option `-warnings hidevirtual`.

## Implicit Arithmetic Conversions

Issues a warning message when the compiler applies implicit conversions that may not give results you intend:

- assignments where the destination is not large enough to hold the result of the conversion
- a signed value converted to an unsigned value

- an integer or floating-point value is converted to a floating-point or integer value, respectively

This setting corresponds to the `warn_implicitconv` pragma and the command-line option `-warnings implicitconv`.

## Float To Integer

Issues a warning message for implicit conversions from floating point values to integer values.

This setting corresponds to the `warn_impl_f2i_conv` pragma and the command-line option `-warnings impl_float2int`.

## Signed/Unsigned

Issues a warning message for implicit conversions from a signed or unsigned integer value to an unsigned or signed value, respectively.

This setting corresponds to the `warn_impl_s2u_conv` pragma and the command-line option `-warnings signedunsigned`.

## Integer To Float

Issues a warning message for implicit conversions from integer to floating-point values.

This setting corresponds to the `warn_impl_i2f_conv` pragma and the command-line option `-warnings impl_int2float`.

## Pointer/Integral Conversions

Issues a warning message for implicit conversions from pointer values to integer values and from integer values to pointer values.

This setting corresponds to the `warn_any_ptr_int_conv` and `warn_ptr_int_conv` pragmas and the command-line option `-warnings ptrintconv, anyptrintconv`.

## Unused Variables

Issues a warning message for local variables that are not referred to in a function.

This setting corresponds to the `warn_unusedvar` pragma and the command-line option `-warnings unusedvar`.

## Unused Arguments

Issues a warning message for function arguments that are not referred to in a function.

This setting corresponds to the `warn_unusedarg` pragma and the command-line option `-warnings unusedarg`.

## Missing 'return' Statements

Issues a warning message if a function that is defined to return a value has no `return` statement.

This setting corresponds to the `warn_missingreturn` pragma and the command-line option `-warnings missingreturn`.

## Expression Has No Side Effect

Issues a warning message if a statement does not change the program's state.

This setting corresponds to the `warn_no_side_effect` pragma and the command-line option `-warnings unusedexpr`.

## Enable All

Turns on all warning options.

## Disable All

Turns off all warning options.

## Extra Commas

Issues a warning message if a list in an enumeration terminates with a comma. The compiler ignores terminating commas in enumerations when compiling source code that conforms to the ISO/IEC 9899-1999 ("C99") standard.

This setting corresponds to the `warn_extracomma` pragma and the command-line option `-warnings extracomma`.

## Inconsistent 'class'/'struct' Usage

Issues a warning message if the `class` and `struct` keywords are used interchangeably in the definition and declaration of the same identifier in C++ source code.

This setting corresponds to the `warn_structclass` pragma and the command-line option `-warnings structclass`.

## Empty Declarations

Issues a warning message if a declaration has no variable name.

This setting corresponds to the pragma `warn_emptydecl` and the command-line option `-warnings emptydecl`.

## Include File Capitalization

Issues a warning message if the name of the file specified in a `#include "file"` directive uses different letter case from a file on disk.

This setting corresponds to the `warn_filenameecaps` pragma and the command-line option `-warnings filecaps`.

## Check System Includes

Issues a warning message if the name of the file specified in a `#include <file>` directive uses different letter case from a file on disk.

This setting corresponds to the `warn_filenameecaps_system` pragma and the command-line option `-warnings sysfilecaps`.

## Pad Bytes Added

Issues a warning message when the compiler adjusts the alignment of components in a data structure.

This setting corresponds to the `warn_padding` pragma and the command-line option `-warnings padding`.

## Undefined Macro in #if

Issues a warning message if an undefined macro appears in `#if` and `#elif` directives.

This setting corresponds to the `warn_undefmacro` pragma and the command-line option `-warnings undefmacro`.

## Non-Inlined Functions

Issues a warning message if a call to a function defined with the `inline`, `__inline__`, or `__inline` keywords could not be replaced with the function body.

This setting corresponds to the `warn_notinlined` pragma and the command-line option `-warnings notinlined`.



## Treat All Warnings As Errors

Issues warning messages as error messages.

This setting corresponds to the `warning_errors` pragma and the command-line option `-warnings error`.



## Using Build Tools with the CodeWarrior IDE

### *IDE Settings Panels*

---

# Using Build Tools on the Command Line

---

The CodeWarrior command line compilers and assemblers translate source code into object code, storing this object code in files. CodeWarrior command-line linkers then combine one or more of these object code files to produce an executable image ready to load and execute on the target platform.

Each command-line tool has options that you configure when you invoke the tool.

The CodeWarrior IDE (Integrated Development Environment) uses these same compilers and linkers, however CodeWarrior provides versions of these tools that you can directly invoke on the command line. Many command-line options correspond to settings in the IDE's **Target Settings** window.

This chapter contains these topics:

- [Configuring Command-Line Tools](#)
- [Invoking Command-Line Tools](#)
- [Getting Help](#)
- [File Name Extensions](#)

## Configuring Command-Line Tools

To use the command-line tools, several environment variables must be changed or defined.

If you are using CodeWarrior command-line tools with Microsoft Windows, environment variables may be assigned in the `autoexec.bat` file in Windows 95/98 operating systems or in the **Environment** tab under the **System** control panel in Windows NT/2000/XP operating systems.

The CodeWarrior command-line tools refer to environment variables for configuration information:

- [CWFolder Environment Variable](#)
- [Setting the PATH Environment Variable](#)

## Using Build Tools on the Command Line

### Invoking Command-Line Tools

---

## CWFolder Environment Variable

In this example, `CWFolder` refers to the path where you installed your CodeWarrior software. Note that you must not include quote marks when defining environment variables that include spaces. The Windows operating system will not remove the quotes, which leads to warning messages for unknown directories. Use the following syntax if defining variables in batch files or at the command line ([Listing 3.1](#)).

#### Listing 3.1 Example of setting CWFolder.

---

```
set CWFolder=C:\Program Files\CodeWarrior
```

---

## Setting the PATH Environment Variable

The `PATH` variable should include the paths for your CodeWarrior tools, shown in [Listing 3.2](#). `Toolset` represents the name of the folder that contains the command line tools for your build target.

#### Listing 3.2 Example of setting PATH

---

```
%CWFolder%\Bin  
%CWFolder%\toolset\Command_Line_Tools
```

---

The first path in [Listing 3.2](#) contains the FlexLM license manager DLL, and the second path contains the tools.

In order for FlexLM to work properly, you can simply copy the following file into the directory from which you will be using the command line tools:

```
..\CodeWarrior\license.dat
```

Alternately, you can define the variable `LM_LICENSE_FILE` as:

```
%CWFolder%\license.dat
```

This variable points to license information. It may point to alternate versions of this file, as needed.

## Invoking Command-Line Tools

To compile, assemble, link, or perform some other programming task with the CodeWarrior command-line tools, you type a command at a command line's prompt. This command specifies the tool you want to run, what options to use while the tool runs, and what files the tool should operate on.

The form of a command to run a command-line tool is



*tool options files*

where *tool* is the name of the CodeWarrior command-line tool to invoke, *options* is a list of zero or more options that specify to the tool what operation it should perform and how it should be performed, and *files* is a list of files zero or more files that the tool should operate on.

Which options and files you should specify depend on what operation you want the tool to perform.

The tool then performs the operation on the files you specify. If the tool is successful it simply finishes its operation and a new prompt appears at the command line. If the tool encounters problems it reports these problems as text messages on the command-line before a new prompt appears.

Scripts that automate the process to build a piece of software contain commands to invoke command-line tools. For example, the `make` tool, a common software development tool, uses scripts to manage dependencies among source code files and invoke command-line compilers, assemblers and linkers as needed, much like the CodeWarrior IDE's project manager.

## Getting Help

To show short descriptions of a tool's options, type this command at the command line:

```
tool -help
```

where *tool* is the name of the CodeWarrior build tool.

To show only a few lines of help information at a time, pipe the tool's output to a pager program. For example,

```
tool -help | more
```

will use the `more` pager program to display the help information.

## Help Guidelines

Enter the following command in a **Command Prompt** window to see a list of specifications that describe how options are formatted:

```
tool -help usage
```

where *tool* is the name of the CodeWarrior build tool.

## Parameter Formats

Parameters in an option are formatted as follows:

- A parameter included in brackets “[ ]” is optional.

- Use of the ellipsis “. . .” character indicates that the previous type of parameter may be repeated as a list.

## Option Formats

Options are formatted as follows:

- For most options, the option and the parameters are separated by a space as in “-xxx param”.  
When the option’s name is “-xxx+”, however, the parameter must directly follow the option, without the “+” character (as in “-xxx45”) and with no space separator.
- An option given as “- [no] xxx” may be issued as “-xxx” or “-noxxx”.  
The use of “-noxxx” reverses the meaning of the option.
- When an option is specified as “-xxx | yy[y] | zzz”, then either “-xxx”, “-yy”, “-yyy”, or “-zzz” matches the option.
- The symbols “,” and “=” separate options and parameters unconditionally; to include one of these symbols in a parameter or filename, escape it (e.g., as “\,” in `mwcc file.c\,v`).

## Common Terms

These common terms appear in many option descriptions:

- A “cased” option is considered case-sensitive. By default, no options are case-sensitive.
- “compatibility” indicates that the option is borrowed from another vendor’s tool and its behavior may only approximate its counterpart.
- A “global” option has an effect over the entire command line and is parsed before any other options. When several global options are specified, they are interpreted in order.
- A “deprecated” option will be eliminated in the future and should no longer be used. An alternative form is supplied.
- An “ignored” option is accepted by the tool but has no effect.
- A “meaningless” option is accepted by the tool but probably has no meaning for the target operating system.
- An “obsolete” option indicates a deprecated option that is no longer available.
- A “substituted” option has the same effect as another option. This points out a preferred form and prevents confusion when similar options appear in the help.
- Use of “default” in the help text indicates that the given value or variation of an option is used unless otherwise overridden.

This tool calls the linker (unless a compiler option such as `-c` prevents it) and understands linker options – use “`-help tool=other`” to see them. Options marked “passed to linker” are used by the compiler and the linker; options marked “for linker” are used only by the linker. When using the compiler and linker separately, you must pass the common options to both.

## File Name Extensions

Files specified on the command line are identified by contents and file extension, as in the CodeWarrior IDE.

The command-line version of the CodeWarrior C/C++ compiler accepts non-standard file extensions as source code but also emits a warning message. By default, the compiler assumes that a file with any extensions besides `.c`, `.h`, `.pch` is C++ source code. The linker ignores all files that it can not identify as object code, libraries, or command files.

Linker command files must end in `.lcf`. They may be simply added to the link line, for example ([Listing 3.3](#)).

### Listing 3.3 Example of using linker command files

---

```
mwldtarget file.o lib.a commandfile.lcf
```

---

For more information on linker command files, refer to the *Targeting* manual for your platform.



## Using Build Tools on the Command Line

*File Name Extensions*

---

# Command-Line Standard C Conformance

---

## **-ansi**

Controls the ISO/IEC 9899-1990 (“C89”) conformance options, overriding the given settings.

### **Syntax**

`-ansi keyword`

The arguments for `keyword` are:

`off`

Turns ISO conformance off. Same as

`-stdkeywords off -enum min -strict off.`

`on | relaxed`

Turns ISO conformance on in relaxed mode. Same as

`-stdkeywords on -enum min -strict on  
strict`

Turns ISO conformance on in strict mode. Same as

`-stdkeywords on -enum int -strict on`

---

## **-stdkeywords**

Controls the use of ISO/IEC 9899-1990 (“C89”) keywords.

### **Syntax**

`-stdkeywords on | off`



## Command-Line Standard C Conformance

---

### Remarks

Default setting is `off`.

---

## **-strict**

Controls the use of non-standard ISO/IEC 9899-1990 (“C89”) language features.

### Syntax

`-strict on | off`

### Remarks

If this option is `on`, the compiler generates an error message if it encounters some CodeWarrior extensions to the C language defined by the ISO/IEC 9899-1990 (“C89”) standard:

- C++-style comments
- unnamed arguments in function definitions
- non-standard keywords

The default setting is `off`.

# Command-Line Standard C++ Conformance

---

## -ARM

Deprecated. Use [-for\\_scoping](#) instead.

---

## -bool

Controls the use of `true` and `false` keywords for the C++ `bool` data type.

### Syntax

```
-bool on | off
```

### Remarks

When `on`, the compiler recognizes the `true` and `false` keywords in expressions of type `bool`. When `off`, the compiler does not recognize the keywords, forcing the source code to provide definitions for these names. The default is `on`.

---

## -Cpp\_exceptions

Controls the use of C++ exceptions.

### Syntax

```
-cpp_exceptions on | off
```

---

## Command-Line Standard C++ Conformance

---

### Remarks

When `on`, the compiler recognizes the `try`, `catch`, and `throw` keywords and generates extra executable code and data to handle exception throwing and catching. The default is `on`.

---

## -dialect

Specify the source language.

### Syntax

`-dialect keyword`

`-lang keyword`

The arguments for *keyword* are:

`c`

Compiles source code using the language specified by the ISO/IEC 9899-1990 (“C89”) standard.

`c99`

Compiles source code using the language specified by the ISO/IEC 9899-1999 (“C99”) standard.

`c++ | cplusplus`

Always treat source as the C++ language.

`ec++`

Generate error messages for use of C++ features outside the Embedded C++ subset. Implies `dialect cplusplus`.

`objc`

Always treat source as the Objective-C language.

---

## -for\_scoping

Controls legacy scope behavior in for loops.

### Syntax

`-for_scoping`

---



**Remarks**

When enabled, variables declared in `for` loops are visible to the enclosing scope; when disabled, such variables are scoped to the loop only. The default is `off`.

---

**-instmgr**

Controls whether the instance manager for templates is active.

**Syntax**

```
-inst[mgr] keyword [, ...]
```

The options for *keyword* are:

`off`

Turn off the C++ instance manager. This is the default.

`on`

Turn on the C++ instance manager.

```
file=path
```

Specify the path to the database used for the C++ instance manager. Unless specified the default database is `cwinst.db`.

**Remarks**

This command is global. The default setting is `off`.

---

**-iso\_templates**

Controls whether the ISO/IEC 14882-1998 standard C++ template parser is active.

**Syntax**

```
-iso_templates on | off
```

**Remarks**

Default setting is `off`.

---

## Command-Line Standard C++ Conformance

---

### **-RTTI**

Controls the availability of runtime type information (RTTI).

#### **Syntax**

`-RTTI on | off`

#### **Remarks**

Default setting is on.

---

### **-som**

Obsolete. This option is no longer available.

---

### **-som\_env\_check**

Obsolete. This option is no longer available.

---

### **-wchar\_t**

Controls the use of the `wchar_t` data type in C++ source code.

#### **Syntax**

`-wchar_t on | off`

#### **Remarks**

The `-wchar on` option tells the C++ compiler to recognize the `wchar_t` type as a built-in type for wide characters. The `-wchar off` option tells the compiler not to allow this built-in type, forcing the user to provide a definition for this type. Default setting is on.

---

# Command-Line Language Translation

---

## **-char**

Controls the default sign of the char data type.

### **Syntax**

```
-char keyword
```

The arguments for *keyword* are:

```
signed
```

```
char data items are signed.
```

```
unsigned
```

```
char data items are unsigned.
```

### **Remarks**

The default is signed.

---

## **-defaults**

Controls whether the compiler uses additional environment variables to provide default settings.

### **Syntax**

```
-defaults
```

```
-nodefaults
```

## Command-Line Language Translation

---

### Remarks

This option is global. To tell the command-line compiler to use the same set of default settings as the CodeWarrior IDE, use `-defaults`. For example, in the IDE, all access paths and libraries are explicit. `defaults` is the default setting. Use `-nodefaults` to disable the use of additional environment variables.

---

## -encoding

Specify the default source encoding used by the compiler.

### Syntax

`-enc[oding] keyword`

The options for *keyword* are:

`ascii`

American Standard Code for Information Interchange (ASCII) format. This is the default.

`autodetect | multibyte | mb`

Scan file for multibyte encoding.

`system`

Uses local system format.

`UTF[8 | -8]`

Unicode Transformation Format (UTF).

`SJIS | Shift-JIS | ShiftJIS`

Shift Japanese Industrial Standard (Shift-JIS) format.

`EUC[JP | -JP]`

Japanese Extended UNIX Code (EUCJP) format.

`ISO[2022JP | -2022-JP]`

International Organization of Standards (ISO) Japanese format.

### Remarks

The compiler automatically detects UTF-8 (Unicode Transformation Format) header or UCS-2/UCS-4 (Uniform Communications Standard) encodings regardless of setting. The default setting is `ascii`.

## **-flag**

Specifies compiler `#pragma` as either `on` or `off`.

### **Syntax**

```
-fl[ag] [no-]pragma
```

### **Remarks**

For example, this option setting

```
-flag require_prototypes
```

is equivalent to

```
#pragma require_prototypes on
```

This option setting

```
-flag no-require_prototypes
```

is the same as

```
#pragma require_prototypes off
```

---

## **-gccext**

Enables GCC (Gnu Compiler Collection) C language extensions.

### **Syntax**

```
-gcc[ext] on | off
```

### **Remarks**

See [“GCC Extensions” on page 142](#) for a list of language extensions that the compiler recognizes when this option is `on`.

The default setting is `off`.

---

## **-gcc\_extensions**

Equivalent to the `-gccext` option.

---

## Command-Line Language Translation

---

### Syntax

`-gcc[_extensions] on | off`

---

## **-M**

Scan source files for dependencies and emit a Makefile, without generating object code.

### Syntax

`-M`

### Remarks

This command is global and case-sensitive.

---

## **-make**

Scan source files for dependencies and emit a Makefile, without generating object code.

### Syntax

`-make`

### Remarks

This command is global.

---

## **-mapcr**

Swaps the values of the `\n` and `\r` escape characters.

### Syntax

`-mapcr`

`-nomapcr`

### Remarks

The `-mapcr` option tells the compiler to treat the `'\n'` character as ASCII 13 and the `'\r'` character as ASCII 10. The `-nomapcr` option tells the compiler to treat these characters as ASCII 10 and 13, respectively.

---

**-MM**

Scan source files for dependencies and emit a Makefile, without generating object code or listing system `#include` files.

**Syntax**

-MM

**Remarks**

This command is global and case-sensitive.

---

**-MD**

Scan source files for dependencies and emit a Makefile, generate object code, and write a dependency map.

**Syntax**

-MD

**Remarks**

This command is global and case-sensitive.

---

**-MMD**

Scan source files for dependencies and emit a Makefile, generate object code, write a dependency map, without listing system `#include` files.

**Syntax**

-MMD

**Remarks**

This command is global and case-sensitive.

---

## Command-Line Language Translation

---

### **-msex**

Allows Microsoft Visual C++ extensions.

#### **Syntax**

`-msex on | off`

#### **Remarks**

Turn on this option to allow Microsoft Visual C++ extensions:

- Redefinition of macros
- Allows `XXX : :yyy` syntax when declaring method `yyy` of class `XXX`
- Allows extra commas
- Ignores casts to the same type
- Treats function types with equivalent parameter lists but different return types as equal
- Allows pointer-to-integer conversions, and various syntactical differences

---

### **-multibyteaware**

Allows multi-byte characters encodings in source text.

#### **Syntax**

`-multibyte[aware]`

`-nomultibyte[aware]`

---

### **-once**

Prevents header files from being processed more than once.

#### **Syntax**

`-once`

#### **Remarks**

You can also add `#pragma once` on in a prefix file.



## **-pragma**

Defines a pragma for the compiler.

### **Syntax**

```
-pragma 'name ["setting"]'
```

The arguments are:

`name`

Name of the new pragma enclosed in single-quotes.

`setting`

Setting for the new pragma. When adding a setting, setting must be enclosed in double-quotes.

---

## **-relax\_pointers**

Relaxes the pointer type-checking rules in C.

### **Syntax**

```
-relaxpointers
```

### **Remarks**

This option is equivalent to

```
#pragma mpwc_relax on
```

---

## **-requireprotos**

Controls whether or not the compiler should expect function prototypes.

### **Syntax**

```
-r[requireprotos]
```

## Command-Line Language Translation

---

---

### **-search**

Globally searches across paths for source files, object code, and libraries specified in the command line.

#### **Syntax**

`-search`

---

### **-trigraphs**

Controls the use of trigraph sequences specified by the ISO/IEC standards for C and C++.

#### **Syntax**

`-trigraphs on | off`

#### **Remarks**

Default setting is `off`.

# Command-Line Diagnostic Messages

---

## **-disassemble**

Tells the command-line tool to disassemble files and send result to `stdout`.

### **Syntax**

```
-dis[assemble]
```

### **Remarks**

This option is global.

---

## **-help**

Lists descriptions of the CodeWarrior tool's command-line options.

### **Syntax**

```
-help [keyword [, ...]]
```

The options for *keyword* are:

`all`

Show all standard options

`group=keyword`

Show help for groups whose names contain *keyword* (case-sensitive).

`[no]compatible`

Use `compatible` to show options compatible with this compiler. Use `nocompatible` to show options that do not work with this compiler.

---

## Command-Line Diagnostic Messages

---

[no]deprecated

Shows deprecated options

[no]ignored

Shows ignored options

[no]meaningless

Shows options meaningless for this target

[no]normal

Shows only standard options

[no]obsolete

Shows obsolete options

[no]spaces

Inserts blank lines between options in printout.

opt[ion]=name

Shows help for a given option; for 'name', maximum length 63 chars

search=keyword

Shows help for an option whose name or help contains 'keyword' (case-sensitive); for 'keyword', maximum length 63 chars

tool=keyword[ all | this | other|skipped | both ]

Categorizes groups of options by tool; default.

- all—show all options available in this tool
- this—show options executed by this tool; default
- other | skipped—show options passed to another tool
- both—show options used in all tools

usage

Displays usage information.

---

### -maxerrors

Specify the maximum number of errors messages to show.

#### Syntax

-maxerrors *max*

`max`

Use `max` to specify the number of error messages. Common values are:

- 0 (zero) – disable maximum count, show all error messages.
  - 100 – Default setting.
- 

## **-maxwarnings**

Specify the maximum number of warning messages to show.

### **Syntax**

`-maxerrors max`

`max`

Specifies the number of warning messages. Common values are:

- 0 (zero) – Disable maximum count (default).
  - *n* – Maximum number of warnings to show.
- 

## **-msgstyle**

Controls the style used to show error and warning messages.

### **Syntax**

`-msgstyle keyword`

The options for *keyword* are:

`gcc`

Uses the message style that the Gnu Compiler Collection tools use.

`ide`

Uses CodeWarrior's Integrated Development Environment (IDE) message style.

`mpw`

Uses Macintosh Programmer's Workshop (MPW®) message style.

`parseable`

Uses context-free machine parseable message style.

---

## Command-Line Diagnostic Messages

---

`std`

Uses standard message style. This is the default.

---

### **-nofail**

Continues processing after getting error messages in earlier files.

#### **Syntax**

`-nofail`

---

### **-progress**

Shows progress and version information.

#### **Syntax**

`-progress`

---

### **-S**

Disassembles all files and send output to a file. This command is global and case-sensitive.

#### **Syntax**

`-S`

---

### **-stderr**

Use the standard error stream to report error and warning messages.

#### **Syntax**

`-stderr`

---

`-nostderr`

**Remarks**

The `-stderr` option specifies to the compiler, and other tools that it invokes, that error and warning messages should be sent to the standard error stream.

The `-nostderr` option specifies that error and warning messages should be sent to the standard output stream.

---

**-verbose**

Tells the compiler to provide extra, cumulative information in messages.

**Syntax**

`-v[erbose]`

**Remarks**

This option also gives progress and version information.

---

**-version**

Displays version, configuration, and build data.

**Syntax**

`-v[ersion]`

---

**-timing**

Shows the amount of time that the tool used to perform an action.

**Syntax**

`-timing`

---

## Command-Line Diagnostic Messages

---

### -warnings

Specify which warning messages the command-line tool issues. This command is global.

#### Syntax

```
-w[arning] keyword [, ...]
```

The options for `keyword` are:

`off`

Turns off all warning messages. Passed to all tools. Equivalent to

```
#pragma warning off
```

`on`

Turns on most warning messages. Passed to all tools. Equivalent to

```
#pragma warning on
```

`[no]cmdline`

Passed to all tools.

`[no]err[or] | [no]iserr[or]`

Treats warnings as errors. Passed to all tools. Equivalent to

```
#pragma warning_errors
```

`all`

Turns on all warning messages and require prototypes.

`[no]pragmas | [no]illpragmas`

Issues warning messages on illegal pragmas. Equivalent to

```
#pragma warn_illpragma
```

`[no]empty[decl]`

Issues warning messages on empty declarations. Equivalent to

```
#pragma warn_emptydecl
```

`[no]possible | [no]unwanted`

Issues warning messages on possible unwanted effects. Equivalent to

```
#pragma warn_possunwanted
```

`[no]unusedarg`

Issues warning messages on unused arguments. Equivalent to

```
#pragma warn_unusedarg
```



[no]unusedvar

Issues warning messages on unused variables. Equivalent to

#pragma warn\_unusedvar

[no]unused

Same as

-w [no]unusedarg, [no]unusedvar

[no]extracomma | [no]comma

Issues warning messages on extra commas in enumerations. The compiler ignores terminating commas in enumerations when compiling source code that conforms to the ISO/IEC 9899-1999 (“C99”) standard. Equivalent to

#pragma warn\_extracomma

[no]pedantic | [no]extended

Pedantic error checking.

[no]hidevirtual | [no]hidden[virtual]

Issues warning messages on hidden virtual functions. Equivalent to

#pragma warn\_hidevirtual

[no]implicit[conv]

Issues warning messages on implicit arithmetic conversions. Implies

-warn impl\_float2int, impl\_signedunsigned

[no]impl\_int2float

Issues warning messages on implicit integral to floating conversions. Equivalent to

#pragma warn\_impl\_i2f\_conv

[no]impl\_float2int

Issues warning messages on implicit floating to integral conversions. Equivalent to

#pragma warn\_impl\_f2i\_conv

[no]impl\_signedunsigned

Issues warning messages on implicit signed/unsigned conversions.

[no]notinlined

Issues warning messages for functions declared with the inline qualifier that are not inlined. Equivalent to

#pragma warn\_notinlined

## Command-Line Diagnostic Messages

---

- [no]largeargs  
 Issues warning messages when passing large arguments to unprototyped functions. Equivalent to  
`#pragma warn_largeargs`
- [no]structclass  
 Issues warning messages on inconsistent use of `class` and `struct`. Equivalent to  
`#pragma warn_structclass`
- [no]padding  
 Issue warning messages when padding is added between `struct` members. Equivalent to  
`#pragma warn_padding`
- [no]notused  
 Issues warning messages when the result of non-void-returning functions are not used. Equivalent to  
`#pragma warn_resultnotused`
- [no]missingreturn  
 Issues warning messages when a return without a value in non-void-returning function occurs. Equivalent to  
`#pragma warn_missingreturn`
- [no]unusedexpr  
 Issues warning messages when encountering the use of expressions as statements without side effects. Equivalent to  
`#pragma warn_no_side_effect`
- [no]p rintconv  
 Issues warning messages when lossy conversions occur from pointers to integers.
- [no]anyp rintconv  
 Issues warning messages on any conversion of pointers to integers. Equivalent to  
`#pragma warn_ptr_int_conv`
- [no]undef [macro]  
 Issues warning messages on the use of undefined macros in `#if` and `#elif` conditionals. Equivalent to  
`#pragma warn_undefmacro`

[no]filecaps  
Issues warning messages when #include " " directives use incorrect capitalization. Equivalent to  
#pragma warn\_filenamecaps

[no]sysfilecaps  
Issue warning messages when #include <> statements use incorrect capitalization. Equivalent to  
#pragma warn\_filenamecaps\_system

[no]tokenpasting  
Issue warning messages when token is not formed by the ## preprocessor operator. Equivalent to  
#pragma warn\_illtokenpasting

display | dump  
Display list of active warnings.

---

## **-wraplines**

Controls the word wrapping of messages.

### **Syntax**

-wraplines  
-nowraplines



## Command-Line Diagnostic Messages

---

# Command-Line Preprocessing and Precompilation

---

## **-convertpaths**

Instructs the compiler to interpret `#include` file paths specified for a foreign operating system. This command is global.

### **Syntax**

`-[no]convertpaths`

### **Remarks**

The CodeWarrior compiler can interpret file paths from several different operating systems. Each operating system uses unique characters as path separators. These separators include:

- Mac OS® – colon “:” (`:sys:stat.h`)
- UNIX – forward slash “/” (`sys/stat.h`)
- Windows® operating systems – backward slash “\” (`sys\stat.h`)

When `convertpaths` is enabled, the compiler can correctly interpret and use paths like `<sys/stat.h>` or `<:sys:stat.h>`. However, when enabled, `(/)` and `(:)` separate directories and cannot be used in filenames.

---

**NOTE** This is not a problem on Windows since these characters are already disallowed in file names. It is safe to leave this option on.

---

When `noconvertpaths` is enabled, the compiler can only interpret paths that use the Windows form, like `<\sys\stat.h>`.

## Command-Line Preprocessing and Precompilation

---

### -cwd

Controls where a search begins for `#include` files.

#### Syntax

`-cwd keyword`

The options for *keyword* are:

`explicit`

No implicit directory. Search `-I` or `-ir` paths.

`include`

Begins searching in directory of referencing file.

`proj`

Begins searching in current working directory (default).

`source`

Begins searching in directory that contains the source file.

#### Remarks

The path represented by *keyword* is searched before searching access paths defined for the build target.

---

### -D+

Same as the `-define` option.

#### Syntax

`-D+name`

The parameters are:

`name`

The symbol name to define. Symbol is set to 1.

---

### -define

Defines a preprocessor symbol.

---

**Syntax**

```
-d[efine] name [= value]
```

The parameters are:

*name*

The symbol name to define.

*value*

The value to assign to symbol name. If no value is specified, set symbol value equal to 1.

---

**-E**

Tells the command-line tool to preprocess source files.

**Syntax**

```
-E
```

**Remarks**

This option is global and case sensitive.

---

**-EP**

Tells the command-line tool to preprocess source files that are stripped of `#line` directives.

**Syntax**

```
-EP
```

**Remarks**

This option is global and case sensitive.

---

**-gccincludes**

Controls the compilers use of GCC `#include` semantics.

---

## Command-Line Preprocessing and Precompilation

---

### Syntax

`-gccinc[ludes]`

### Remarks

Use `-gccinclude` to control the CodeWarrior compiler understanding of Gnu Compiler Collection (GCC) semantics. When enabled, the semantics include:

- Adds `-I-` paths to the systems list if `-I-` is not already specified
- Search referencing file's directory first for `#include` files (same as `-cwd include`) The compiler and IDE only search access paths, and do not take the currently `#include` file into account.

This command is global.

---

## -I-

Changes the build target's search order of access paths to start with the system paths list.

### Syntax

`-I-`

`-i-`

### Remarks

The compiler can search `#include` files in several different ways. Use `-I-` to set the search order as follows:

- For include statements of the form `#include "xyz"`, the compiler first searches user paths, then the system paths
- For include statements of the form `#include <xyz>`, the compiler searches only system paths

This command is global.

---

## -I+

Appends a non-recursive access path to the current `#include` list.

### Syntax

`-I+path`

---



`-i path`

The parameters are:

`path`

The non-recursive access path to append.

### Remarks

This command is global and case-sensitive.

---

## **-include**

Defines the name of the text file or precompiled header file to add to every source file processed.

### Syntax

`-include file`

`file`

Name of text file or precompiled header file to prefix to all source files.

### Remarks

With the command line tool, you can add multiple prefix files all of which are included in a meta-prefix file.

---

## **-ir**

Appends a recursive access path to the current `#include` list. This command is global.

### Syntax

`-ir path`

`path`

The recursive access path to append.

---

## **-P**

Preprocess the source files without generating object code, and send output to file.

---

## Command-Line Preprocessing and Precompilation

---

### Syntax

-P

### Remarks

This option is global and case-sensitive.

---

## -precompile

Precompile a header file from selected source files.

### Syntax

```
-precompile file | dir | ""
```

*file*

If specified, the precompiled header name.

*dir*

If specified, the directory to store the header file.

""

If "" is specified, write header file to location specified in source code. If neither argument is specified, the header file name is derived from the source file name.

### Remarks

The driver determines whether to precompile a file based on its extension. The option

```
-precompile filesource
```

is equivalent to

```
-c -o filesource
```

---

## -preprocess

Preprocess the source files. This command is global .

### Syntax

```
-preprocess
```

---

## -ppopt

Specify options affecting the preprocessed output.

### Syntax

```
-ppopt keyword [, ...]
```

The arguments for *keyword* are:

[no]break

Emits file and line breaks. This is the default.

[no]line

Controls whether #line directives are emitted or just comments. The default is line.

[no]full[path]

Controls whether full paths are emitted or just the base filename. The default is fullpath.

[no]pragma

Controls whether #pragma directives are kept or stripped. The default is pragma.

[no]comment

Controls whether comments are kept or stripped.

[no]space

Controls whether whitespace is kept or stripped. The default is space.

### Remarks

The default settings is break.

---

## -prefix

Add contents a text file or precompiled header as a prefix to all source files.

### Syntax

```
-prefix file
```

---

## Command-Line Preprocessing and Precompilation

---

---

### **-noprocompile**

Do not precompile any source files based upon the filename extension.

#### **Syntax**

`-noprocompile`

---

### **-nosyspath**

Perform searches of both the user and system paths, treating `#include` statements of the form `#include <xyz>` the same as the form `#include "xyz"`.

#### **Syntax**

`-nosyspath`

#### **Remarks**

This command is global.

---

### **-stdinc**

Use standard system include paths as specified by the environment variable `%MWCIncludes%`.

#### **Syntax**

`-stdinc`

`-nostdinc`

#### **Remarks**

Add this option after all system `-I` paths.

---

### **-U+**

Same as the `-undefine` option.

---

**Syntax**

`-U+name`

---

**-undefine**

Undefine the specified symbol name.

**Syntax**

`-u[undefine] name`

`-U+name`

*name*

The symbol name to undefine.

**Remarks**

This option is case-sensitive.



## Command-Line Preprocessing and Precompilation

---

# Command-Line Library and Linking

---

## **-keepobjects**

Retains or deletes object files after invoking the linker.

### **Syntax**

`-keepobj[ects]`  
`-nokeepobj[ects]`

### **Remarks**

Use `-keepobjects` to retain object files after invoking the linker. Use `-nokeepobjects` to delete object files after linking. This option is global.

---

**NOTE** Object files are always kept when compiling.

---

## **-nolink**

Compile the source files, without linking.

### **Syntax**

`-nolink`

### **Remarks**

This command is global.

## Command-Line Library and Linking

---

---

### **-o**

Specify the output filename or directory for storing object files or text output during compilation, or the the output file if calling the linker.

#### **Syntax**

```
-o file | dir
```

*file*

The output file name.

*dir*

The directory to store object files or text output.



# Command-Line Object Code

---

---

## **-c**

Instructs the compiler to compile but not invoke the linker to link the object code.

### **Syntax**

-c

### **Remarks**

This option is global.

---

## **-codegen**

Instructs the compiler to compile without generating object code.

### **Syntax**

-codegen

-nocodegen

### **Remarks**

This option is global.

---

## **-enum**

Specify the default size for enumeration types.

### **Syntax**

-enum *keyword*

The arguments for *keyword* are:

---

## Command-Line Object Code

---

`int`

Uses `int` size for enumerated types.

`min`

Uses minimum size for enumerated types. This is the default.

---

### **-min\_enum\_size**

Specifies the size, in bytes, of enumerated types.

#### **Syntax**

```
-min_enum_size 1 | 2 | 4
```

#### **Remarks**

Specifying this option also invokes the `-enum min` option by default.

---

### **-ext**

Tells the command-line tool the extension to apply to object files.

#### **Syntax**

```
-ext extension
```

*extension*

The extension to apply to object files. Use these rules to specify the extension:

- Limited to a maximum length of 14-characters
- Extensions specified without a leading period (*extension*) replace the source file's extension. For example, if *extension* is "o" (without quotes), then `source.cpp` becomes `source.o`.
- Extensions specified with a leading period (`.extension`) are appended to the object files name. For example, if *extension* is ".o" (without quotes), then `source.cpp` becomes `source.cpp.o`.

#### **Remarks**

This command is global. The default setting is no extension.

---

## **-strings**

Controls how string literals are stored and used.

### **Remarks**

`-str[ings] keyword[, ...]`

The *keyword* arguments are:

`[no]pool`

All string constants are stored as a single data object so your program needs one data section for all of them.

`[no]reuse`

All equivalent string constants are stored as a single data object so your program can reuse them. This is the default.

`[no]readonly`

Make all string constants read-only. This is the default.



## Command-Line Object Code

---

# Command-Line for Optimization

---

## -inline

Specify inline options. Default settings are `smart`, `noauto`.

### Syntax

`-inline keyword`

The options for *keyword* are:

`off` | `none`

Turns off inlining.

`on` | `smart`

Turns on inlining for functions declared with the `inline` qualifier. This is the default.

`auto`

Attempts to inline small functions even if they are declared with `inline`.

`noauto`

Does not auto-inline. This is the default auto-inline setting.

`deferred`

Refrains from inlining until a file has been translated. This allows inlining of functions in both directions.

`level=n`

Inlines functions up to *n* levels deep. Level 0 is the same as `-inline on`. For *n*, enter 1 to 8 levels. This argument is case-sensitive.

`all`

Turns on aggressive inlining. This option is the same as `-inline on`, `-inline auto`.

## Command-Line for Optimization

---

### **-O**

Sets optimization settings to `-opt level=2`.

#### **Syntax**

`-O`

#### **Remarks**

Provided for backwards compatibility.

---

### **-O+**

Controls optimization settings.

#### **Syntax**

`-O+keyword [ , ... ]`

The *keyword* arguments are:

0

Equivalent to `-opt off`.

1

Equivalent to `-opt level=1`.

2

Equivalent to `-opt level=2`.

3

Equivalent to `-opt level=3`.

4

Equivalent to `-opt level=4, intrinsics`.

p

Equivalent to `-opt speed`.

s

Equivalent to `-opt space`.

---

---

**Remarks**

Options can be combined into a single command. Command is case-sensitive.

---

**-opt**

Specify code optimization options to apply to object code.

**Remarks**

`-optkeyword [ , ... ]`

The *keyword* arguments are:

`off` | `none`

Suppresses all optimizations. This is the default.

`on`

Same as `-opt level=2`

`all` | `full`

Same as `-opt speed,level=4,intrinsics,noframe`

`l[level]=num`

Sets a specific optimization level. The options for *num* are:

- 0 – Global register allocation only for temporary values. Equivalent to `#pragma optimization_level 0`.
- 1 – Adds dead code elimination, branch and arithmetic optimizations, expression simplification, and peephole optimization. Equivalent to `#pragma optimization_level 1`.
- 2 – Adds common subexpression elimination, copy and expression propagation, stack frame compression, stack alignment, and fast floating-point to integer conversions. Equivalent to: `#pragma optimization_level 2`.
- 3 – Adds dead store elimination, live range splitting, loop-invariant code motion, strength reduction, loop transformations, loop unrolling (with `-opt speed` only), loop vectorization, lifetime-based register allocation, and instruction scheduling. Equivalent to `optimization_level 3`.
- 4 – Like level 3, but with more comprehensive optimizations from levels 1 and 2. Equivalent to `#pragma optimization_level 4`.

For *num* options 0 through 4 inclusive, the default is 0.

`[no]space`

## Command-Line for Optimization

---

Optimizes object code for size. Equivalent to `#pragma optimize_for_size on`.

`[no]speed`  
 Optimizes object code for speed. Equivalent to `#pragma optimize_for_size off`.

`[no]cse` | `[no]commonsubs`  
 Common subexpression elimination. Equivalent to `#pragma opt_common_subs`.

`[no]deadcode`  
 Removes of dead code. Equivalent to `#pragma opt_dead_code`.

`[no]deadstore`  
 Removes of dead assignments. Equivalent to `#pragma opt_dead_assignments`.

`[no]lifetimes`  
 Computation of variable lifetimes. Equivalent to `#pragma opt_lifetimes`.

`[no]loop[invariants]`  
 Removes of loop invariants. Equivalent to `#pragma opt_loop_invariants`.

`[no]prop[agation]`  
 Propagation of constant and copy assignments. Equivalent to `#pragma opt_propagation`.

`[no]strength`  
 Strength reduction. Reducing multiplication by an array index variable to addition. Equivalent to `#pragma opt_strength_reduction`.

`[no]dead`  
 Same as `-opt [no]deadcode` and `[no]deadstore`. Equivalent to `#pragma opt_dead_code on|off` and `#pragma opt_dead_assignments`.

`[no]peep[hole]`  
 Peephole optimization. Equivalent to `#pragma peephole`.

`[no]color[ing]`  
 Register coloring. Equivalent to `#pragma register_coloring`.

`[no]intrinsic`s  
 Inlines intrinsic functions.

`[no]schedule`





Performs instruction scheduling.

`display` | `dump`

Displays complete list of active optimizations.



## Command-Line for Optimization

---

# Linker

---

The compiler organizes its object code into sections that the linker arranges when it creates its output file.

To generate an output file, the linker reads from input ELF (Executable and Linkable Format) files generated by compiler and other tools. The linker also reads a linker command file to determine how to build its output file. The linker then writes to its output file, an ELF file. This output file is the executable image, ready to load and run on the target platform.

This chapter describes the sections in the object code of and how to arrange them in the linker's output file:

- [Specifying Link Order in the IDE](#)
- [Defining Sections in Source Code](#)
- [Using a Linker Command File](#)
- [Linker Command File Syntax](#)

## Specifying Link Order in the IDE

To specify link order, use the **Link Order** page of the CodeWarrior IDE's Project window. (For certain targets, the name of this page is **Segments**.)

Regardless of the order that the **Link Order** page specifies, the linker always processes source code files before it processes relocatable (.o) files or archive (.a) files. This policy means that the linker prefers using a symbol definition from a source file rather than a library file definition for the same symbol.

There is an exception, however: if the source file defines a weak symbol, the linker uses a global-symbol definition from a library. Use `#pragma overload` to create weak symbols.

Well-constructed projects usually do not have strong link-order dependencies.

The linker ignores executable files of the project. You may find it convenient to keep the executable files in the project folder so that you can disassemble it. If a build is successful, a check mark appears in the touch column on the left side of the project window. This indicates that the new file in the project is out of date. If a build is unsuccessful, the IDE is not be able to find the executable file and it stops the build with an appropriate message.

## Linker

### Defining Sections in Source Code

---

## Defining Sections in Source Code

The compiler defines its own sections to organize the data and executable code it generates. You may also define your own sections directly in your program's source code.

The `section` pragma specifies to the compiler where to place proceeding definitions in source code. Use the `push`, `section`, and `pop` pragmas to enclose source code definitions. [Listing 12.1](#) shows an example that places variables named `red` and `sky` in a section named `.myData`.

### Listing 12.1 Using pragma section to specify where to place definitions

---

```
#pragma push /* Save the compiler's state. */
#pragma section data_type ".myData" ".myData" data_mode=far_abs
int red;
int sky;
#pragma pop /* Restore the compiler's state. */
```

---

An alternative to using the section pragma is to use `__declspec` to specify where to place a single definition in object code. [Listing 12.2](#) shows an example.

### Listing 12.2 Using \_\_declspec to specify where to place definitions

---

```
__declspec (section ".myData") int red;
__declspec (section ".myData") int sky;
__declspec (section ".myISRSection") ISRType
InterruptVectorTable[256];
```

---

## Using a Linker Command File

A linker command file (`.lcf` file) is a text file that the linker reads to determine how to arrange object code from input files to produce an output file.

Use a linker command file to control dead-stripping, describe the target platform's memory map, define and arrange sections, and control addresses and alignment:

- [Dead-Stripping](#)
- [Defining the Target's Memory Map](#)
- [Defining Sections in the Output File](#)
- [Associating Input Sections With Output Sections](#)
- [Controlling Alignment](#)
- [Specifying Memory Area Locations and Sizes](#)

---

## Dead-Stripping

Normally, the CodeWarrior linker ignores object code that is not referred to by other object code. If the linker detects that an object is not referred to by the rest of the program being linked, the linker will not place that object in its output file. In other words, the linker “dead-strips” objects that are not used.

Dead-stripping ensures the smallest possible output file. Also, dead-stripping relieves you from having to manually exclude unused source code from the compiler and unused object code from the linker.

There are some objects, however, that need to be in the linker’s output file even if these objects are not explicitly referred to by other parts of your program. For example, an executable image might contain an interrupt table that the target platform needs, but this interrupt table is not referred to by the rest of the image.

Use the `FORCEACTIVE` and `FORCEFILES` directives in a linker command file to specify to the linker which objects and files must not be dead-stripped.

[Listing 12.3](#) shows an example from a linker command file that tells the linker not to dead-strip an object named `InterruptVectorTable` and all the objects in an input file named `segfault.o`.

### Listing 12.3 `FORCEACTIVE` and `FORCEFILES` example

---

```
FORCEACTIVE { InterruptVectorTable }  
FORCEFILES { segfault.o }
```

---

## Defining the Target’s Memory Map

Use the linker command file’s `MEMORY` directive to delineate areas in the target platform’s memory map and associate a name for each of these areas. Names defined in a `MEMORY` directive may be used later in the linker command file to specify where object code should be stored. [Listing 12.4](#) shows an example.

### Listing 12.4 `MEMORY` directive example

---

```
MEMORY  
{  
    ISR_table : org = 0x00000000, len = 0x400  
    data : org = 0x00000400, len = 0x10000  
    flash: org = 0x10000000, len = 0x10000  
    text : org = 0x80000000  
}
```

---

## Linker

### Using a Linker Command File

---

This example defines 3 memory areas named `ISR_table`, `data`, and `text`. The `org` argument specifies the beginning byte address of a memory area. The `len` argument is optional. It specifies how many bytes of data or executable code the linker may store in an area. The linker issues a warning message if an attempt to store object code in an area exceeds its length.

## Defining Sections in the Output File

Use the linker command file's `SECTIONS` directive to

- define sections in the linker's output file
- to specify in which memory area on the target platform a section in the output file should be loaded at runtime

Use `GROUP` directives in a `SECTIONS` directive to organize objects.

The linker will only create a section in the output file if the section is not empty, even if the section is defined in a `SECTION` or `GROUP` directive.

[Listing 12.5](#) shows an example.

### Listing 12.5 `SECTIONS` and `GROUP` example

---

```
SECTIONS
{
    GROUP :
    {
        .text : {}
        .rodata : {}
    } > text

    GROUP
    {
        .sdata : {}
        .sbss : {}
    } > data

    GROUP
    {
        .sdata2 : {}
        .sbss2 : {}
    } > data
}
```

---

This example defines the `.text` and `.rodata` sections in the output file and specifies that they should be loaded in the memory area named `text` on the target platform at runtime. The example then defines sections named `.sdata` and `.sbss`. These sections will be loaded in the memory named `data`. The last `GROUP` directive in the example

---

defines sections named `.sdata2`, and `.sbss2`. These sections will also be loaded in the memory area named `data`, after the sections `.sdata` and `.sbss`.

## Associating Input Sections With Output Sections

Normally the linker stores sections from input object code in the sections of the linker's output file that have the same name. The linker command file's `SECTIONS` and `GROUP` directives allow you to specify other ways to associate input object code with sections in linker output. [Listing 12.6](#) shows an example.

**Listing 12.6 Associating object code with sections in linker output**

```
SECTIONS
{
  GROUP :
  {
    .myText : { main.o (.text) }
    .text : ( *(.text) )
  } > text
}
```

This example defines a section in the output file named `.myText`. This section will contain the objects that are in the `.text` section in the object code taken from the input file named `main.o`. The example also defines a section in the output file named `.text`. This section will contain all objects in the `.text` sections of all input files containing object code. Both these sections in the output file, `.myText` and `.text`, will be loaded in the memory area named `text` on the target platform.

The `SECTIONS` and `GROUP` directives also allow you to filter what kinds of object code from input files will be stored in a section in the output file. [Table 12.1](#) shows the kinds of data that may be filtered.

**Table 12.1 Filter types for object code in input files**

This filter	allows input objects that have these permissions	and contain this kind of object code
TEXT	readable, executable	initialized
CODE	readable, executable	initialized
DATA	readable, writable	initialized
BSS	readable, writable	uninitialized

## Linker

Using a Linker Command File

**Table 12.1 Filter types for object code in input files**

This filter	allows input objects that have these permissions	and contain this kind of object code
CONST	readable	initialized
MIXED	readable, writable, executable	initialized

[Listing 12.7](#) shows an example.

**Listing 12.7 Filtering objects from input files**

```
SECTIONS
{
    .text (TEXT) : { } > text
    .bss (BSS) : { } > data
}
```

This example defines a section in the output file named `.text`. The linker will only store objects from input object code that are readable, executable, and initialized. This example also defines a section in the output file named `.bss`. This section will only contain objects from the linker's input files that are readable, writable, and uninitialized.

## Controlling Alignment

Use the `ALIGN` argument in a `SECTIONS` or `GROUP` directive to specify a byte boundary on which to align a section in the output file.

[Listing 12.8](#) shows an example.

**Listing 12.8 Example of the `ALIGN` directive**

```
SECTIONS
{
    GROUP:
    {
        .init ALIGN(0x1000) : {}
        .text ALIGN(0x1000) : {}
    } > text
}
```

This example defines two sections named `.init` and `.text`. At runtime, each section will be loaded at the next available address that is evenly divisible by `0x1000` in the memory area named `text` on the target platform.



---

## Specifying Memory Area Locations and Sizes

Normally, the linker stores sections in the output file in sequential order. Each object from the linker's output is stored after the last object in the output file. Use the `BIND`, `ADDR`, and `SIZEOF` keywords in `SECTIONS` and `GROUP` directives to precisely specify where sections in the output file will be loaded.

[Listing 12.9](#) shows an example.

### Listing 12.9 `BIND`, `ADDR`, and `SIZEOF` example

---

```
SECTIONS
{
    .text BIND(0x00010000) : (
        .rodata : {}
        .data BIND(ADDR(.rodata + SIZEOF(.rodata)) ALIGN(0x010)) : {}
    }
```

---

This example defines a section in the output file named `.text`. This section will be loaded at address `0x00010000` on the target platform at runtime. The next section, `.rodata`, will be loaded at the address immediately proceeding the last byte in the `.text` section. The last section, `.data`, will be loaded at the address that is the sum of the beginning of the `.rodata` section's address and the size of the `.rodata` section. This last section will be aligned at the next address that is evenly divisible by `0x10`.

The dot keyword ("`.`"), is a convenient way to set the linker's place in the current output section.

[Listing 12.10](#) shows an example.

### Listing 12.10 Skipping areas of memory

---

```
SECTIONS
{
    GROUP :
    {
        .ISR_Table : {}
        . = 0x2000
    } > flash

    GROUP :
    {
        .paramsection : {}
    } > flash
}
```

---

## Linker

### Linker Command File Syntax

---

This example defines two sections. The first section, `.ISRTable`, will be loaded at beginning of the memory area named `flash` on the target platform at runtime. The second section, `.paramsection`, will be loaded at the address that is 0x2000 bytes past the beginning of the memory area named `flash`.

## Linker Command File Syntax

[Listing 12.11](#) shows the syntax for linker command files.

### Listing 12.11 Linker Command File Syntax

---

```
<linker command file> =
    <commands>* <memory>? <commands>* <sections>? <commands>*

<commands> =
    <exclude files> |
    <force active> |
    <force files> |
    <include dwarf> |
    <shorten names for tornado 101 > |
    <cats bss mod> |
    <cats header mod> |
    <data type converts> |
    <entry> |
    <init> |
    <term> |
    <external symbol> |
    <internal symbol> |
    <memory gaps>

<exclude files> =
    "EXCLUDEFILES" "{" <file name> }"

<force active> =
    "FORCEACTIVE" "{" <identifier> + }"

<letter> =
    'a' | 'b' | 'c' | 'd' | 'e' | 'f' | 'g' | 'h' | 'i' | 'j' | 'k' | 'l' | 'm' |
    'n' | 'o' | 'p' | 'q' | 'r' | 's' | 't' | 'u' | 'v' | 'w' | 'x' | 'y' | 'z' |
    'A' | 'B' | 'C' | 'D' | 'E' | 'F' | 'G' | 'H' | 'I' | 'J' | 'K' | 'L' | 'M' |
    'N' | 'O' | 'P' | 'Q' | 'R' | 'S' | 'T' | 'U' | 'V' | 'W' | 'X' | 'Y' | 'Z'

<file name> =
    (<letter> | "_") (<letter> | <digit> | "_")*
    (".")? (<letter> | <digit> | "_")*
```

```

<object file> =
    (<letter> | "_" ) (<letter> | <digit> | "_" ) * ( "." ) ( "o" | "O" )

<archive file> =
    (<letter> | "_" ) (<letter> | <digit> | "_" ) * ( "." ) ( "a" | "A" )

<force files> =
    "FORCEFILES" "{" ( <object file> | <archive file> )
    "(" object file ")" ) + "}"

<include dwarf>=
    "INCLUDEDWARF" "{" <file name> "}"

<shorten names for tornado 101>=
    "SHORTEN_NAMES_FOR_TOR_101"

<cats bss mod> =
    "CATS_BSS_MOD"

<cats header mod> =
    "CATS_HEADER_MOD"

<data type converts> =
    "DATA_TYPE_CONVERTS"

<entry> =
    "ENTRY" "(" <identifier> ")"

<init> =
    "INIT" "(" <identifier> ")"

<term> =
    "TERM" "(" <identifier> ")"

<external symbol> =
    "EXTERNAL_SYMBOL" "{" <identifier> "}"

<internal symbol> =
    "INTERNAL_SYMBOL" "{" <identifier> "}"

<group>=
    "GROUP" <address modifiers> ":"
    "{" (<section spec> ) * "}" ["=" <fill shortnumber> ]
    [ "> " <mem area symbolic name> ]

<hexadigit> =
    '0' | '1' | '2' | '3' | '4' | '5' | '6' | '7' | '8' | '9' |
    'A' | 'B' | 'C' | 'D' | 'E' | 'a' | 'b' | 'c' | 'd' | 'e'

```

## Linker

### Linker Command File Syntax

---

```

<digit> =
    '0'|'1'|'2'|'3'|'4'|'5'|'6'|'7'|'8'|'9'

<hexadecimal number> =
    "0"("x"|"X")(<hexadigit> )+

<decimal number> =
    (<digit> )+

<number> =
    <hexadecimal number> | <decimal number>

<binary op> =
    '+'|'-'|'*'|'/'|'%'|'=='|'!='|'>'|'>='|'<'|'<='|
    '&&'|'|'|'>>'|'<<'|'&'|'|'|' '

<unary op> =
    '++'|'--'|'~'|'!'

<postfix unary op> =
    '++'|'--'

<symbol declaration> =
    ( <identifier> "=" <address spec> ) |
    ( "PROVIDE" "("<identifier> "=" <address spec> ")" )

<identifier> =
    (<letter> |"_") (<letter> |"_"|<digit> )*

<operand> =
    <number> |
    ("ADDR" "(" <output section spec> | <address expr> ")" ) |
    ("ROMADDR" "("<output section spec> | <address expr> ")" |
    ("SIZEOF" "("<output section spec> | <address expr> ")" )

<address spec> =
    <number> |
    "." |
    <operand> |
    (<address spec> <binary op> <operand> ) |
    (<unary op> <address spec> ) |
    (<address spec> <postfix unary op> )

<memory spec> =
    <mem area symbolic name> ":" "origin" |
    "org" |
    "o" "=" <number> "," "length" |

```

```

    "len" |
    "l" "=" <number>

<memory gaps>=
    "." "=" <address spec>

<memory>=
    "MEMORY" ":" "{" <memory spec> +"}"

<sections>=
    "SECTIONS" "{"
    (<section spec> | <memory gaps> | <symbol declaration> | <group> )*
    "}"

<section spec> =
    <output section name>
    ["(" <input type> ")"]
    [<address modifiers> ] ":" "{"
        [( <input section spec> )*] "}"
    [= fill shortnumber] [ > mem area symbolic name ]

<output section name> =
    <section name>

<input type> =
    [ "TEXT" | "DATA" | "BSS" | "CONST" | "MIXED" | "ZTEXT" | "ZCODE" ]

<address modifiers> =
    ["BIND" "(" <address spec> ")" ]
    ["ALIGN" "(" <address spec> ")" | "NEXT" "(" <address spec> ")"]
    [ ("LOAD" | "INTERNAL_LOAD") "(" <address spec> ")" ]

<input section spec> =
    (<file name> |
     <file name> "(" <section name> ")" |
     "*" "(" <section name> ")" |
     <symbol declaration> |
     <data write> )+

<data write> =
    ("LONG" | "SHORT" | "BYTE" ) "(" <number> ")"

<fill shortnumber> =
    <number>

```

---

# Commands, Directives, and Keywords

The rest of this chapter consists of explanations of all valid LCF functions, keywords, directives, and commands, in alphabetic order.

**Table 12.2 LCF Functions, Keywords, Directives, and Commands**

<a href="#">.(location counter)</a>	<a href="#">ADDR</a>	<a href="#">ALIGN</a>
<a href="#">ALIGNALL</a>	<a href="#">EXCEPTION</a>	<a href="#">EXPORTSTRTAB</a>
<a href="#">EXPORTSYMTAB</a>	<a href="#">FORCE_ACTIVE</a>	<a href="#">IMPORTSTRTAB</a>
<a href="#">IMPORTSYMTAB</a>	<a href="#">INCLUDE</a>	<a href="#">KEEP_SECTION</a>
<a href="#">MEMORY</a>	<a href="#">OBJECT</a>	<a href="#">REF_INCLUDE</a>
<a href="#">SECTIONS</a>	<a href="#">SIZEOF</a>	<a href="#">SIZEOF_ROM</a>
<a href="#">WRITEB</a>	<a href="#">WRITEH</a>	<a href="#">WRITEW</a>
<a href="#">WRITES0COMMENT</a>	<a href="#">ZERO_FILL_UNINITIALIZED</a>	

## **. (location counter)**

Denotes the current output location.

### **Remarks**

The period always refers to a location in a sections segment, so is valid only in a sections-section definition. Within such a definition, '.' may appear anywhere a symbol is valid.

Assigning a new, greater value to '.' causes the location counter to advance. But it is not possible to decrease the location-counter value, so it is not possible to assign a new, lesser value to '.' You can use this effect to create empty space in an output section, as the [Listing 12.12](#) example does.

### **Example**

The code of [Listing 12.12](#) moves the location counter to a position 0x10000 bytes past the symbol `__start`.

**Listing 12.12 Moving the Location Counter**

```
..data :
```

```
{
    *(.data)
    *(.bss)
    *(COMMON)
    __start = .;
    . = __start + 0x10000;
    __end = .;
} > DATA
```

---

## ADDR

Returns the address of the named section or memory segment.

ADDR (*sectionName* | *segmentName*)

### Parameters

*sectionName*

Identifier for a file section.

*segmentName*

Identifier for a memory segment

### Example

The code of [Listing 12.13](#) uses the ADDR function to assign the address of ROOT to the symbol `__rootbasecode`.

### Listing 12.13 ADDR() Function

---

```
MEMORY{
    ROOT (RWX) : ORIGIN = 0x80000400, LENGTH = 0
}

SECTIONS{
    .code :
    {
        __rootbasecode = ADDR(ROOT);
        *(.text);
    } > ROOT
}
```

---

## Linker

### Commands, Directives, and Keywords

---

## ALIGN

Returns the location-counter value, aligned on a specified boundary.

```
ALIGN(alignValue)
```

### Parameter

alignValue

Alignment-boundary specifier; must be a power of two.

### Remarks

The ALIGN function does *not* update the location counter; it only performs arithmetic. Updating the location counter requires an assignment such as:

```
. = ALIGN(0x10); #update location counter to
                  16-byte alignment
```

---

## ALIGNALL

Forces minimum alignment for all objects in the current segment to the specified value.

```
ALIGNALL(alignValue);
```

### Parameter

alignValue

Alignment-value specifier; must be a power of two.

### Remarks

ALIGNALL is the command version of the ALIGN function. It updates the location counter as each object is written to the output.

### Example

[Listing 12.14](#) is an example use for ALIGNALL () command.

#### Listing 12.14 ALIGNALL Example

---

```
.code :
{
    ALIGNALL(16); // Align code on 16-byte boundary
    * (.init)
```



```
*      (.text)

ALIGNL(64); //align data on 64-byte boundary
*      (.rodata)
} > .text
```

---

## EXCEPTION

Creates the exception table index in the output file.

EXCEPTION

Remarks

Only C++ code requires exception tables. To create an exception table, add the EXCEPTION command, with symbols `__exception_table_start__` and `__exception_table_end__`, to the end of your code section segment, just as [Listing 12.15](#) shows. (At runtime, the system knows the values of the two symbols.)

### Example

[Listing 12.15](#) shows the code for creating an exception table.

#### Listing 12.15 Creating an Exception Table

---

```
__exception_table_start__ = .;
EXCEPTION
__exception_table_end__ = .;
```

---

## EXPORTSTRTAB

Creates a string table from the names of exported symbols.

EXPORTSTRTAB

### Remarks

[Table 12.3](#) shows the structure of the export string table. As with an ELF string table, the system zero-terminates the library and symbol names.

## Linker

### Commands, Directives, and Keywords

---

**Table 12.3 Export String Table Structure**

0x00	1 byte
<i>library</i> name	varies
<i>symbol1</i> name	varies
<i>symbol2</i> name	varies

### Example

[Listing 12.16](#) shows the code for creating an export string table.

**Listing 12.16 Creating an Export String Table**

---

```
.expstr:
{
  EXPORTSTRTAB
} > EXPSTR
```

---

## EXPORTSYMTAB

Creates a jump table of the exported symbols.

EXPORTSYMTAB

### Remarks

[Table 12.4](#) shows the structure of the export symbol table. The start of the export symbol table must be aligned on at least a four-byte boundary.

**Table 12.4 Export Symbol Table Structure**

Size (in bytes) of export table	4 bytes
Index to <i>library</i> name in export string table	4 bytes
Index to <i>symbol1</i> name in export string table	4 bytes
Address of <i>symbol1</i>	4 bytes
A5 value for <i>symbol1</i>	4 bytes

**Table 12.4 Export Symbol Table Structure (continued)**

Index to <i>symbol2</i> name in export string table	4 bytes
Address of <i>symbol2</i>	4 bytes
A5 value for <i>symbol2</i>	4 bytes

### Example

[Listing 12.17](#) shows the code for creating an export symbol table.

### Listing 12.17 Creating an Export Symbol Table

```
.expsym:
{
EXPORTSYMTAB
} > EXPSYM
```

## FORCE\_ACTIVE

Starts an optional LCF closure segment that specifies symbols the linker should *not* deadstrip.

```
FORCE_ACTIVE{ symbol[, symbol] }
```

### Parameter

*symbol*

Any defined symbol.

## IMPORTSTRTAB

Creates a string table from the names of imported symbols.

```
IMPORTSTRTAB
```

### Remarks

[Table 12.5](#) shows the structure of the import string table. As with an ELF string table, the system zero-terminates the library and symbol names.

## Linker

### Commands, Directives, and Keywords

---

**Table 12.5 Import String Table Structure**

0x00	1 byte
<i>library</i> name	varies
<i>symbol1</i> name	varies
<i>symbol2</i> name	varies

### Example

[Listing 12.18](#) shows the code for creating an import string table.

**Listing 12.18 Creating an Import String Table**

```
.impstr:
{
  IMPORTSTRTAB
} > IMPSTR
```

---

## IMPORTSYMTAB

Creates a jump table of the imported symbols.

IMPORTSYMTAB

### Remarks

[Table 12.6](#) shows the structure of the import symbol table. The start of the import symbol table must be aligned on at least a four-byte boundary.

**Table 12.6 Import Symbol Table Structure**

Size (in bytes) of import table	4 bytes
Index to <i>library1</i> name in import string table	4 bytes
Number of entries in <i>library1</i>	4 bytes
Index to <i>symbol1</i> name in import string table	4 bytes
Address of <i>symbol1</i> vector in export string table	4 bytes
Index to <i>symbol2</i> name in import string table	4 bytes

**Table 12.6 Import Symbol Table Structure (*continued*)**

Address of <i>symbol2</i> vector in export string table	4 bytes
Index to <i>library2</i> name in import string table	4 bytes
Number of entries in <i>library2</i>	4 bytes

### Example

[Listing 12.19](#) shows the code for creating an import symbol table.

### Listing 12.19 Creating an Import Symbol Table

```
.expsym:
{
IMPORTSYMTAB
} > EXPSYM
```

## INCLUDE

Include a specified binary file in the output file.

```
INCLUDE filename
```

### Parameter

*filename*

Name of a binary file in the project. The File Mappings target settings panel must specify resource file for all files that have the same extension as this file.

## KEEP\_SECTION

Starts an optional LCF closure segment that specifies sections the linker should *not* deadstrip.

```
KEEP_SECTION{ sectionType[, sectionType] }
```

### Parameter

*sectionType*

Identifier for any user-defined or predefined section.

## Linker

### Commands, Directives, and Keywords

---

## MEMORY

Starts the LCF memory segment, which defines segments of target memory.

```
MEMORY { memory_spec [, memory_spec] }
```

### Parameters

`memory_spec`

```
segmentName (accessFlags) : ORIGIN = address,
LENGTH = length [> fileName]
```

`segmentName`

Name for a new segment of target memory. Consists of alphanumeric characters; can include the underscore character.

`accessFlags`

ELF-access permission flags — R = read, W = write, or X = execute.

`address`

A memory address, such as 0x80000400, or an AFTER command. The format of the AFTER command is AFTER (name [, name]); this command specifies placement of the new memory segment at the end of the named segments.

`length`

Size of the new memory segment: a value greater than zero. Optionally, the value zero for *autolength*, in which the linker allocates space for all the data and code of the segment. (Autolength cannot increase the amount of target memory, so the feature can lead to overflow.)

`fileName`

Optional, binary-file destination. The linker writes the segment to this binary file on disk, instead of to an ELF program header. The linker puts this binary file in the same folder as the ELF output file. This option has two variants:

- > `fileName`: writes the segment to a new binary file.
- >> `fileName`: appends the segment to an existing binary file.

### Remarks

The LCF contains only one MEMORY directive, but this directive can define as many memory segments as you wish.

For each memory segment, the ORIGIN keyword introduces the starting address, and the LENGTH keyword introduces the length value.

There is no overflow checking for the autolength feature. To prevent overflow, you should use the `AFTER` keyword to specify the segment's starting address.

If an `AFTER` keyword has multiple parameter values, the linker uses the highest memory address.

### Example

[Listing 12.20](#) is an example use of the `MEMORY` directive.

#### Listing 12.20 `MEMORY` Directive Example

---

```
MEMORY {  
    TEXT (RX) : ORIGIN = 0x00003000, LENGTH = 0  
    DATA (RW) : ORIGIN = AFTER(TEXT), LENGTH = 0  
}
```

---

---

## OBJECT

Sections-segment keyword that specifies a function. Multiple `OBJECT` keywords control the order of functions in the output file.

```
OBJECT (function, sourcefile.c)
```

### Parameters

`function`

Name of a function.

`sourcefile.c`

Name of the C file that contains the function.

### Remarks

If an `OBJECT` keyword tells the linker to write an object to the output file, the linker does not write the same object again, in response to either the `GROUP` keyword or the '\*' wildcard character.

## Linker

### Commands, Directives, and Keywords

---

## REF\_INCLUDE

Starts an optional LCF closure segment that specifies sections the linker should *not* deadstrip, if program code references the files that contain these sections.

```
REF_INCLUDE{ sectionType[, sectionType] }
```

### Parameter

*sectionType*

Identifier for any user-defined or predefined section.

### Remarks

Useful if you want to include version information from your source file components.

---

## SECTIONS

Starts the LCF sections segment, which defines the contents of target-memory sections. Also defines global symbols to be used in the output file.

```
SECTIONS { section_spec[, section_spec] }
```

### Parameters

*section\_spec*

```
sectionName : [AT (loadAddress)] {contents}  
> segmentName
```

*sectionName*

Name for the output section, such as `mysection`. Must start with a period.

AT (*loadAddress*)

Optional specifier for the load address of the section. The default value is the relocation address.

*contents*

Statements that assign a value to a symbol or specify section placement, including input sections.

*segmentName*

Predefined memory-segment destination for the contents of the section. The two variants are:

---



- > `segmentName`: puts section contents at the beginning of memory segment `segmentName`.
- >> `segmentName`: appends section contents to the end of memory segment `segmentName`.

### Example

[Listing 12.21](#) is an example sections-segment definition.

#### Listing 12.21 SECTIONS Directive Example

---

```
SECTIONS {
    .text : {
        _textSegmentStart = .;
        alpha.c (.text)
        . = ALIGN (0x10);
        beta.c (.text)
        _textSegmentEnd = .;
    }
    .data : { *(.data) }
    .bss : { *(.bss)
             *(COMMON)
    }
}
```

---

---

## SIZEOF

Returns the size (in bytes) of the specified segment or section.

`SIZEOF(segmentName | sectionName)`

### Parameters

`segmentName`

Name of a segment; must start with a period.

`sectionName`

Name of a section; must start with a period.

## Linker

### Commands, Directives, and Keywords

---

## SIZEOF\_ROM

Returns the size (in bytes) that a segment occupies in ROM.

`SIZEOF_ROM (segmentName)`

### Parameter

`segmentName`

Name of a ROM segment; must start with a period.

### Remarks

Always returns the value 0 until the ROM is built. Accordingly, you should use `SIZEOF_ROM` only within an expression inside a `WRITEB`, `WRITEH`, `WRITEW`, or `AT` function.

Furthermore, you need `SIZEOF_ROM` only if you use the `COMPRESS` option on the memory segment. Without compression, there is no difference between the return values of `SIZEOF_ROM` and `SIZEOF`.

---

## WRITEB

Inserts a byte of data at the current address of a section.

`WRITEB (expression);`

### Parameter

`expression`

Any expression that returns a value 0x00 to 0xFF.

---

## WRITEH

Inserts a halfword of data at the current address of a section.

`WRITEH (expression);`

### Parameter

`expression`

Any expression that returns a value 0x0000 to 0xFFFF

---

## WRITEW

Inserts a word of data at the current address of a section.

```
WRITEW (expression);
```

### Parameter

*expression*

Any expression that returns a value 0x00000000 to 0xFFFFFFFF.

---

## WRITES0COMMENT

Inserts an S0 comment record into an S-record file.

```
WRITES0COMMENT "comment"
```

### Parameter

*comment*

Comment text: a string of alphanumerical characters 0–9, A–Z, and a–z, plus space, underscore, and dash characters. Double quotes *must* enclose the comment string. (If you omit the closing double-quote character, the linker tries to put the entire LCF into the S0 comment.)

### Remarks

This command, valid only in an LCF sections segment, creates an S0 record of the form:

```
S0aa0000bbbbbbbbbbbbbbddd
```

- aa — hexadecimal number of bytes that follow
- bb — ASCII equivalent of *comment*
- dd — the checksum

This command does not null-terminate the ASCII string.

Within a comment string, do not use these character sequences, which are reserved for LCF comments: # /\* \*/ //

---

## Linker

### Commands, Directives, and Keywords

---

#### Example

This example shows that multi-line S0 comments are valid:

```
WRITES0COMMENT "Line 1 comment
Line 2 comment"
```

---

## ZERO\_FILL\_UNINITIALIZED

Forces the linker to put zeroed data into the binary file for uninitialized variables.

```
ZERO_FILL_UNINITIALIZED
```

#### Remarks

This directive must be between directives MEMORY and SECTIONS; placing it anywhere else would be a syntax error.

Using linker configuration files and the `define_section` pragma, you can mix uninitialized and initialized data. As the linker does not normally write uninitialized data to the binary file, forcing explicit zeroing of uninitialized data can help with proper placement.

#### Example

The code of [Listing 12.22](#) tells the linker to write uninitialized data to the binary files as zeros.

#### Listing 12.22 ZERO\_FILL\_UNINITIALIZED Example

---

```
MEMORY {
    TEXT (RX) :ORIGIN = 0x00030000, LENGTH = 0
    DATA (RW) :ORIGIN = AFTER(TEXT), LENGTH = 0
}

ZERO_FILL_UNINITIALIZED

SECTIONS {
    .main_application:
    {
        *(.text)
        .=ALIGN(0x8);
        *(.rodata)
        .=ALIGN(0x8);
    } > TEXT
    ...
}
```



**Linker**  
*Commands, Directives, and Keywords*

---

}

---



## **Linker**

*Commands, Directives, and Keywords*

---

# ColdFire Linker

---

This chapter describes how to use the features in the CodeWarrior linker that are specific to ColdFire software development.

You access these functions through commands in the linker command file (LCF). The LCF syntax and structure are similar to those of a programming language; the syntax includes keywords, directives, and expressions.

This chapter consists of these sections:

- [Deadstripping](#)
- [Executable files in Projects](#)
- [S-Record Comments](#)
- [Deadstripping](#)
- [LCF Syntax](#)

## Deadstripping

As the linker combines object files into one executable file, it recognizes portions of executable code that execution cannot possibly reach. *Deadstripping* is removing such unreachable object code — that is, not including these portions in the executable file. The CodeWarrior linker performs this deadstripping on a per-function basis.

The CodeWarrior linker deadstrips unused code and data from *only* object files that a CodeWarrior compiler generates. The linker never deadstrips assembler-relocatable files, or object files from a different compiler.

Deadstripping is particularly useful for C++ programs or for linking to large, general-purpose libraries. Libraries (archives) built with the CodeWarrior compiler only contribute the used objects to the linked program. If a library has assembly or other compiler built files, only those files that have at least one referenced object contribute to the linked program. The linker always ignores unreferenced object files.

Well-constructed projects probably do not contain unused data or code. Accordingly, you can reduce the time linking takes by disabling deadstripping:

- To disable deadstripping completely, check the **Disable Deadstripping** checkbox of the **ColdFire Linker** panel.
- To disable deadstripping for particular symbols, enter the symbol names in the **Force Active Symbols** text box of the **ColdFire Linker** Panel.

## ColdFire Linker

### Executable files in Projects

---

- To disable deadstripping for individual sections of the linker command file, use the `KEEP_SECTION()` directive. As code does not directly reference interrupt-vector tables, a common use for this directive is disabling deadstripping for these interrupt-vector tables. The subsection [Closure Segments](#) provides additional information about the `KEEP_SECTION()` directive.

---

**NOTE** To deadstrip files from standalone assembler, you must make each assembly functions start its own section (for example, a new `.text` directive before functions) and using an appropriate directive.

---

## Executable files in Projects

It may be convenient to keep executable files in a project, so that you can disassemble them later. As the linker ignores executable files, the IDE portrays them as out of date — even after a successful build. The IDE out-of-date indicator is a check mark in the *touch* column, at the left side of the project window.

Dragging/dropping the final elf and disassembling it is a useful way to view the absolute code.

## S-Record Comments

You can insert one comment at the beginning of an S-Record file via the linker-command-file directive `WRITES0COMMENT`.

## LCF Structure

Linker command files consist of three kinds of segments, which *must* be in this order:

- A *memory* segment, which begins with the `MEMORY{ }` directive
- Optional *closure* segments, which begin with the `FORCE_ACTIVE{ }`, `KEEP_SECTION{ }`, or `REF_INCLUDE{ }` directives
- A *sections* segment, which begins with the `SECTIONS{ }` directive

## Memory Segment

Use the memory segment to divide available memory into segments. [Listing 13.1](#) shows the pattern.



---

**Listing 13.1 Example Memory Segment**

---

```
MEMORY {
    segment_1 (RWX): ORIGIN = 0x80001000, LENGTH = 0x19000
    segment_2 (RWX): ORIGIN = AFTER(segment_1), LENGTH = 0
    segment_x (RWX): ORIGIN = memory address, LENGTH = segment size
                    and so on...
}
```

---

In this pattern:

- The (RWX) portion consists of ELF-access permission flags: R = read, W = write, or X = execute.
- ORIGIN specifies the start address of the memory segment — either an actual memory address or, via the AFTER keyword, the name of the preceding segment.
- LENGTH specifies the size of the memory segment. The value 0 means *unlimited length*.

The `segment_2` line of [Listing 13.1](#) shows how to use the AFTER and LENGTH commands to specify a memory segment, even though you do not know the starting address or exact length.

## Closure Segments

An important feature of the linker is deadstripping unused code and data. At times, however, an output file should keep symbols even if there are no direct references to the symbols. Linking for interrupt handlers, for example, usually is at special addresses, without any explicit, control-transfer jumps.

Closure segments let you make symbols immune from deadstripping. This closure is *transitive*, so that closing a symbol also forces closure on all other referenced symbols.

For example, suppose that:

- Symbol `_abc` references symbols `_def` and `_ghi`,
- Symbol `_def` references symbols `_jkl` and `_mno`, and
- Symbol `_ghi` references symbol `_pqr`

Specifying symbol `_abc` in a closure segment would force closure on all six of these symbols.

The three closure-segment directives have specific uses:

- `FORCE_ACTIVE` — Use this directive to make the linker include a symbol that it otherwise would not include.
- `KEEP_SECTION` — Use this directive to keep a section in the link, particularly a user-defined section.

## ColdFire Linker

### LCF Structure

---

- `REF_INCLUDE` — Use this directive to keep a section in the link, provided that there is a reference to the file that contains the section. This is a useful way to include version numbers.

[Listing 13.2](#) shows an example of each directive.

#### Listing 13.2 Example Closure Sections

---

```
# 1st closure segment keeps 3 symbols in link
FORCE_ACTIVE {break_handler, interrupt_handler, my_function}

# 2nd closure segment keeps 2 sections in link
KEEP_SECTION {interrupt1, interrupt2}

# 3rd closure segment keeps file-dependent section in link
REF_INCLUDE {version}
```

---

## Sections Segment

Use the sections segment to define the contents of memory sections, and to define any global symbols that you want to use in your output file. [Listing 13.3](#) shows the format of a sections segment.

#### Listing 13.3 Example Sections Segment

---

```
SECTIONS {
    .section_name : #The section name, for your reference,
    {
        # must begin with a period.
        filename.c (.text) #Put .text section from filename.c,
        filename2.c (.text) #then put .text section from filename2.c,
        filename.c (.data) #then put .data section from filename.c,
        filename2.c (.data) #then put .data section from filename2.c,
        filename.c (.bss) #then put .bss section from filename.c,
        filename2.c (.bss) #then put .bss section from filename2.c.
        . = ALIGN (0x10); #Align next section on 16-byte boundary.
    } > segment_1 #Map these contents to segment_1.
    .next_section_name:
    {
        more content descriptions
    } > segment_x #End of .next_section_name definition
} #End of sections segment
```

---

---

## LCF Syntax

This section explains LCF commands, including practical ways to use them. Subsections are:

- [Variables, Expressions, and Integrals](#)
- [Arithmetic, Comment Operators](#)
- [Alignment](#)
- [Specifying Files and Functions](#)
- [Stack and Heap](#)
- [Static Initializers](#)
- [Exception Tables](#)
- [Position-Independent Code and Data](#)
- [ROM-RAM Copying](#)
- [Writing Data Directly to Memory](#)

### Variables, Expressions, and Integrals

In a linker command file, all symbol names must start with the underscore character (`_`). The other characters can be letters, digits, or underscores. These valid lines for an LCF assign values to two symbols:

```
_dec_num = 99999999;  
_hex_num = 0x9011276;
```

Use the standard assignment operator to create global symbols and assign their addresses, according to the pattern:

```
_symbolicname = some_expression;
```

---

**NOTE** There must be a semicolon at the end of a symbol assignment statement. A symbol assignment is valid only at the start of an expression, so a line such as this is not valid:  
you cannot use something like this:  
`_sym1 + _sym2 = _sym3;`

---

When the system evaluates an expression and assigns it to a variable, the expression receives the type value *absolute* or a *relocatable*:

- Absolute expression — the symbol contains the value that it will have in the output file.

- Relocatable expression — the value expression is a fixed offset from the base of a section.

LCF syntax for expressions is very similar to the syntax of the C programming language:

- All integer types are long or unsigned long.
- Octal integers begin with a leading zero; other digits are 0 through 7, as these symbol assignments show:

```
_octal_number = 01374522;
_octal_number2 = 032405;
```

- Decimal integers begin with any non-zero digit; other digits are 0 through 9, as these symbol assignments show:

```
_dec_num = 99999999;
_decimal_number = 123245;
_decvalfour = 9011276;
```

- Hexadecimal integers begin with a zero and the letter x; other digits are 0 through f, as these symbol assignments show:

```
_hex_number = 0x999999FF;
_firstfactorspace = 0X123245EE;
_fifthhexval = 0xFFEE;
```

- Negative integers begin with a minus sign:

```
_decimal_number = -123456;
```

## Arithmetic, Comment Operators

Use standard C arithmetic and logical operations as you define and use symbols in the LCF. All operators are left-associative. [Table 13.1](#) lists these operators in the order of precedence. For additional information about these operators, refer to the *C Compiler Reference*.

**Table 13.1 LCF Arithmetic Operators**

Precedence	Operators
1	- ~ !
2	* / %
3	+ -
4	>> <<

**Table 13.1 LCF Arithmetic Operators (continued)**

Precedence	Operators
5	== != > < <= >=
6	&
7	
8	&&
9	

To add comments to your file, use the pound character, C-style slash and asterisk characters, or C++-style double-slash characters, in any of these formats:

```
# This is a one-line comment
/* This is a
    multiline comment */
* (.text) // This is a partial-line comment
```

## Alignment

To align data on a specific byte boundary, use the ALIGN keyword or the ALIGNALL command. [Listing 13.4](#) and [Listing 13.5](#) are examples for bumping the location counter to the next 16-byte boundary.

### Listing 13.4 ALIGN Keyword Example

```
file.c (.text)
. = ALIGN (0x10);
file.c (.data) # aligned on 16-byte boundary.
```

### Listing 13.5 ALIGNALL Command Example

```
file.c (.text)
ALIGNALL (0x10); #everything past this point aligned
# on 16 byte boundary
file.c (.data)
```

**NOTE** If one segment entry imposes an alignment requirement, that segment's starting address must conform to that requirement. Otherwise, there could be

conflicting section alignment in the code the linker produces.  
 In general, the instructions for data alignment should be last before the end of the section.

---

## Specifying Files and Functions

Defining the contents of a sections segment includes specifying the source file of each section. The standard method is merely listing the files, as [Listing 13.6](#) shows.

### Listing 13.6 Standard Source-File Specification

---

```
SECTIONS {
  .example_section :
  {
    main.c (.text)
    file2.c (.text)
    file3.c (.text)
    # and so forth
```

---

For a large project, however, such a list can be very long. To shorten it, you can use the asterisk ( `*` ) wild-card character, which represents the filenames of every file in your project. The line

```
* (.text)
```

in a section definition tells the system to include the `.text` section from each file.

Furthermore the `*` wildcard does not duplicate sections already specified; you need not replace existing lines of the code. In [Listing 13.6](#), replacing the `# and so forth` comment line with

```
* (.text)
```

would add the `.text` sections from all other project files, without duplicating the `.text` sections from files `main.c`, `file2.c`, or `file3.c`.

Another possibility as you define a sections segment, is specifying sections from a named group of files. To do so, use the `GROUP` keyword:

```
GROUP(fileGroup1) (.text)
GROUP(fileGroup4) (.data)
```

These two lines would specify including the `.text` sections from all `fileGroup1` files, and the `.data` sections from all `fileGroup4` files.

For precise control over function placement within a section, use the `OBJECT` keyword. For example, to place functions `beta` and `alpha` before anything else in a section, your definition could be like [Listing 13.7](#).

---

**Listing 13.7 Function Placement Example**

---

```
SECTIONS {
    .program_section :
    {
        OBJECT (beta, main.c) # Function beta is 1st section item
        OBJECT (alpha, main.c) # Function alpha is 2nd section item
        * (.text) # Remaining_items are .text sections from all files
    } > ROOT
}
```

---

---

**NOTE** For C++, you must specify functions by their mangled names.

---

If you use the OBJECT keyword to specify a function, subsequently using \* wild-card character does *not* specify that function a second time.

## Stack and Heap

Reserving space for the stack requires some arithmetic operations to set the symbol values used at runtime. [Listing 13.8](#) is a sections-segment definition code fragment that shows this arithmetic.

---

**Listing 13.8 Stack Setup Operations**

---

```
_stack_address = __END_BSS;
_stack_address = _stack_address & ~7; /*align top of stack by 8*/
__SP_INIT = _stack_address + 0x4000; /*set stack to 16KB*/
```

---

The heap requires a similar space reservation, which [Listing 13.9](#) shows. Note that the bottom address of the stack is the top address of the heap.

---

**Listing 13.9 Heap Setup Operations**

---

```
__heap_addr = __SP_INIT; /* heap grows opposite stack */
__heap_size = 0x50000; /* heap size set to 500KB */
```

---

## Static Initializers

You must invoke static initializers to initialize static data before the start of `main()`. To do so, use the STATICINIT keyword to have the linker generate the static initializer sections.

In your linker command file, use lines similar to these to tell the linker where to put the table of static initializers (relative to the '.' location counter):

## ColdFire Linker

### LCF Syntax

---

```
__sinit__ = .;
```

```
STATICINIT
```

The program knows the symbol `__sinit__` at runtime. So in startup code, you can use corresponding lines such as these:

```
#ifdef __cplusplus
/* call the c++ static initializers */
__call_static_initializers();
#endif
```

## Exception Tables

You need exception tables only for C++ code. To create one, add the `EXCEPTION` command to the end of your code section — [Listing 13.10](#) is an example.

The program knows the two symbols `__exception_table_start__` and `__exception_table_end__` at runtime.

### Listing 13.10 Creating an Exception Table

---

```
__exception_table_start__ = .;
EXCEPTION
__exception_table_end__ = .;
```

---

## Position-Independent Code and Data

For position-independent code (PIC) and position-independent data (PID), your LCF must include `.picdynrel` and `.piddynrel` sections. These sections specify where to store the PIC and PID dynamic relocation tables.

In addition, your LCF must define these six symbols:

```
__START_PICTABLE   __END_PICTABLE   __PICTABLE_SIZE
__START_PIDTABLE   __END_PIDTABLE   __PIDTABLE_SIZE
```

[Listing 13.11](#) is an example definition for PIC and PID.

### Listing 13.11 PIC, PID Section Definition

---

```
.pictables :
{
. = ALIGN(0x8);
__START_PICTABLE = .;
*(.picdynrel)__END_PICTABLE = .;
__PICTABLE_SIZE = __END_PICTABLE - __START_PICTABLE;
```

---



---

```

__START_PIDTABLE = .;
*(.piddynrel)__END_PIDTABLE = .;
__PIDTABLE_SIZE = __END_PIDTABLE - __START_PIDTABLE;
} >> DATA

```

---

## ROM-RAM Copying

In embedded programming, it is common that data or code of a program residing in ROM gets copied into RAM at runtime.

To indicate such data or code, use the LCF to assign it two addresses:

- The memory segment specifies the intended location in RAM
- The sections segment specifies the resident location in ROM, via its AT (address) parameter

For example, suppose that we want to copy all initialized data into RAM at runtime. At runtime, the system loads the `.main_data` section containing the initialized data to RAM address `0x80000`, but until runtime, this section remains in ROM. [Listing 13.12](#) shows part of the corresponding LCF.

### Listing 13.12 Partial LCF for ROM-to-RAM Copy

---

```

# ROM location: address 0x0
# RAM location: address 0x800000
# For clarity, no alignment directives in this listing

MEMORY {
    TEXT (RX) : ORIGIN = 0x0, LENGTH = 0
    DATA (RW) : ORIGIN = 0x800000, LENGTH = 0
}

SECTIONS{
    .main :
    {
        *(.text)
        *(.rodata)
    } > TEXT

# Locate initialized data in ROM area at end of .main.

    .main_data : AT( ADDR(.main) + SIZEOF(.main) )
    {
        *(.data)
        *(.sdata)
        *(.sbss)
    } > DATA

```

---

## ColdFire Linker

### LCF Syntax

---

```
.uninitialized_data:
{
    *(SCOMMON)
    * (.bss)
    *(COMMON)
} >> DATA
```

---

For program execution to copy the section from ROM to RAM, a copy table such as [Listing 13.13](#) must supply the information that the program needs at runtime. This copy table, which the symbol `__S_romp` identifies, contains a sequence of three word values per entry:

- ROM start address
- RAM start address
- size

The last entry in this table must be all zeros: this is the reason for the three lines `WRITEW(0) ;` before the table closing brace character.

#### Listing 13.13 LCF Copy Table for Runtime ROM Copy

---

```
# Locate ROM copy table into ROM after initialized data
_romp_at = _main_ROM + SIZEOF(.main_data);

.romp : AT (_romp_at)
{
    __S_romp = _romp_at;
    WRITEW(_main_ROM);           #ROM start address
    WRITEW(ADDR(.main_data));    #RAM start address
    WRITEW(SIZEOF(.main_data));  #size
    WRITEW(0);
    WRITEW(0);
    WRITEW(0);
}
__SP_INIT = . + 0x4000; # set stack to 16kb
__heap_addr = __SP_INIT; # heap grows opposite stack direction
__heap_size = 0x10000; # set heap to 64kb
} # end SECTIONS segment
# end LCF
```

---

## Writing Data Directly to Memory

To write data directly to memory, use appropriate `WRITEEx` keywords in your LCF:

- `WRITEB` writes a byte

- WRITEH writes a two-byte halfword
- WRITEW writes a four-byte word.

The system inserts the data at the section's current address. [Listing 13.14](#) shows an example.

#### Listing 13.14 Embedding Data Directly into Output

```
.example_data_section :  
{  
    WRITEB 0x48; /* 'H' */  
    WRITEB 0x69; /* 'i' */  
    WRITEB 0x21; /* '!' */  
}
```

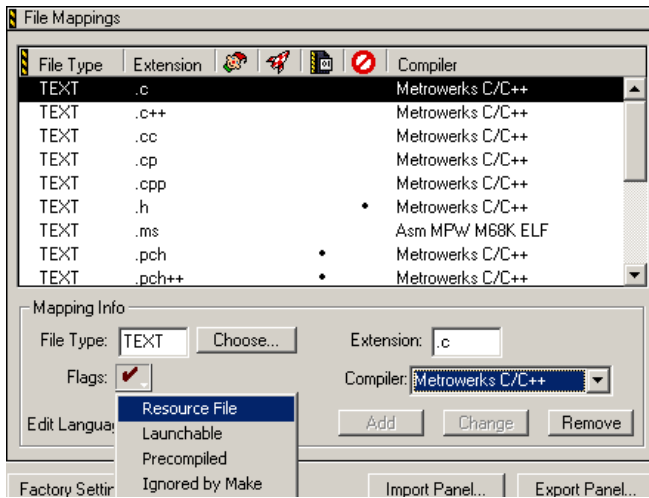
To insert a complete binary file, use the INCLUDE keyword, as [Listing 13.15](#) shows.

#### Listing 13.15 Embedding a Binary File into Output

```
    _musicStart = .;  
    INCLUDE music.mid  
    _musicEnd = .;  
} > DATA
```

You must include the binary file in your IDE project. Additionally, the **File Mappings** target settings panel must specify *resource file* for all files that have the same extension as the binary file. [Figure 13.1](#) shows how to make this type designation.

**Figure 13.1 Marking a Binary File Type as a Resource File**



# C Compiler

---

This chapter describes the CodeWarrior implementation of the C programming language:

- [Extensions to Standard C](#)
- [C99 Extensions](#)
- [GCC Extensions](#)

## Extensions to Standard C

The CodeWarrior C compiler adds extra features to the C programming language. These extensions make it easier to port source code from other compilers and offer some programming conveniences. Note that some of these extensions do not conform to the ISO/IEC 9899-199 C standard (“C89”).

- [Controlling Standard C Conformance](#)
- [C++-style Comments](#)
- [Unnamed Arguments](#)
- [Extensions to the Preprocessor](#)
- [Non-Standard Keywords](#)

## Controlling Standard C Conformance

The compiler offers settings that verify how closely your source code conforms to the ISO/IEC 9899-1990 C standard (“C89”). Enable these settings to check for possible errors or improve source code portability.

Some source code is too difficult or time-consuming to change so that it conforms to the ISO/IEC standard. In this case, disable some or all of these settings.

## C Compiler

Extensions to Standard C

[Table 14.5](#) shows how to control the compiler's features for ISO conformance.

**Table 14.1 Controlling conformance to the ISO/IEC 9899-1990 C language**

To control this option from here...	use this setting
CodeWarrior IDE	<b>ANSI Strict</b> and <b>ANSI Keywords Only</b> in the <b>C/C++ Language Settings</b> panel
source code	#pragma ANSI_strict #pragma only_std_keywords
command line	-ansi

## C++-style Comments

When ANSI strictness is off, the C compiler allows C++-style comments. [Listing 14.1](#) shows an example.

**Listing 14.1 C++ Comments**

```
a = b;    // This is a C++-style comment.
c = d;    /* This is a regular C-style comment. */
```

## Unnamed Arguments

When ANSI strictness is off, the C compiler allows unnamed arguments in function definitions. [Listing 14.2](#) shows an example.

**Listing 14.2 Unnamed Arguments**

```
void f(int ) {} /* OK if ANSI Strict is disabled. */
void f(int i) {} /* Always OK. */
```

## Extensions to the Preprocessor

When ANSI strictness is off, the C compiler allows a # to prefix an item that is not a macro argument. It also allows an identifier after an #endif directive. [Listing 14.3](#) and [Listing 14.4](#) show examples.

---

**Listing 14.3 Using # in Macro Definitions**

---

```
#define add1(x) #x #1
    /* OK, if ANSI_strict is disabled,
       but probably not what you wanted:
       add1(abc) creates "abc"#1
    */

#define add2(x) #x "2"
    /* Always OK: add2(abc) creates "abc2". */
```

---

---

**Listing 14.4 Identifiers After #endif**

---

```
#ifdef __MWERKS__
    /* . . . */
#endif __MWERKS__ /* OK if ANSI_strict is disabled. */

#ifdef __MWERKS__
    /* . . . */
#endif /*__MWERKS__*/ /* Always OK. */
```

---

## Non-Standard Keywords

When the ANSI keywords setting is off, the C compiler recognizes non-standard keywords that extend the language.

## C99 Extensions

The CodeWarrior C compiler accepts most of the enhancements to the C language specified by the ISO/IEC 9899-1999 standard, commonly referred to as “C99.”

- [Controlling C99 Extensions](#)
- [Trailing Commas in Enumerations](#)
- [Compound Literal Values](#)
- [Designated Initializers](#)
- [Predefined Symbol `\_\_func\_\_`](#)
- [Implicit Return From `main\(\)`](#)
- [Non-constant Static Data Initialization](#)
- [Variable Argument Macros](#)
- [Extra C99 Keywords](#)

- [C++-Style Comments](#)
- [C++-Style Digraphs](#)
- [Empty Arrays in Structures](#)
- [Hexadecimal Floating-Point Constants](#)
- [Variable-Length Arrays](#)
- [Unsuffixes Decimal Literal Values](#)

## Controlling C99 Extensions

[Table 14.2](#) shows how to control C99 extensions.

**Table 14.2 Controlling C99 extensions to the C language**

To control this option from here...	use this setting
CodeWarrior IDE	<b>Enable C99 Extensions</b> in the <b>C/C++ Language Settings</b> panel
source code	<code>#pragma c99</code>
command line	<code>-c99</code>

## Trailing Commas in Enumerations

When the C99 extensions setting is on, the compiler allows a comma after the final item in a list of enumerations. [Listing 14.5](#) shows an example.

**Listing 14.5 Trailing comma in enumeration example**

---

```
enum
{
    violet,
    blue,
    green,
    yellow,
    orange,
    red, /* OK: accepted if C99 extensions setting is on. */
};
```

---



---

## Compound Literal Values

When the C99 extensions setting is on, the compiler allows literal values of structures and arrays. [Listing 14.6](#) shows an example.

### Listing 14.6 Example of a Compound Literal

---

```
#pragma c99 on
struct my_struct {
    int i;
    char c[2];
} my_var;

my_var = ((struct my_struct) {x + y, 'a', 0});
```

---

## Designated Initializers

When the C99 extensions setting is on, the compiler allows an extended syntax for specifying which structure or array members to initialize. [Listing 14.7](#) shows an example.

### Listing 14.7 Example of Designated Initializers

---

```
#pragma c99 on

struct X {
    int a,b,c;
} x = { .c = 3, .a = 1, 2 };

union U {
    char a;
    long b;
} u = { .b = 1234567 };

int arr1[6] = { 1,2, [4] = 3,4 };
int arr2[6] = { 1, [1 ... 4] = 3,4 }; /* GCC only, not part of C99. */
```

---

## Predefined Symbol `__func__`

When the C99 extensions setting is on, the compiler offers the `__func__` predefined variable. [Listing 14.8](#) shows an example.

## C Compiler

### C99 Extensions

---

#### Listing 14.8 Predefined symbol `__func__`

---

```
void abc(void)
{
    puts(__func__); /* Output: "abc" */
}
```

---

## Implicit Return From `main()`

When the C99 extensions setting is on, the compiler inserts this statement at the end of a program's `main()` function if the function does not return a value:

```
return 0;
```

## Non-constant Static Data Initialization

When the C99 extensions setting is on, the compiler allows static variables to be initialized with non-constant expressions.

## Variable Argument Macros

When the C99 extensions setting is on, the compiler allows macros to have a variable number of arguments. [Listing 14.9](#) shows an example.

#### Listing 14.9 Variable argument macros example

---

```
#define MYLOG(...) fprintf(myfile, __VA_ARGS__)
#define MYVERSION 1
#define MYNAME "SockSorter"

int main(void)
{
    MYLOG("%d %s\n", MYVERSION, MYNAME);
    /* Expands to: fprintf(myfile, "%d %s\n", 1, "SockSorter"); */

    return 0;
}
```

---

---

## Extra C99 Keywords

When the C99 extensions setting is on, the compiler recognizes extra keywords and the language features they represent. [Table 14.3](#) lists these keywords.

**Table 14.3 Extra C99 Keywords**

This keyword or combination of keywords...	represents this language feature
<code>_Bool</code>	boolean data type
<code>long long</code>	integer data type
<code>restrict</code>	type qualifier
<code>inline</code>	function qualifier
<code>_Complex</code>	complex number data type
<code>_Imaginary</code>	imaginary number data type

## C++-Style Comments

When the C99 extensions setting is on, the compiler allows C++-style comments as well as regular C comments. A C++-style comment begins with

```
//
```

and continue until the end of a source code line.

A C-style comment begins with

```
/*
```

ends with

```
*/
```

and may span more than one line.

## C++-Style Digraphs

When the C99 extensions setting is on, the compiler recognizes C++-style two-character combinations that represent single-character punctuation. [Table 14.4](#) lists these digraphs.

**Table 14.4 C++-Style Digraphs**

This digraph	is equivalent to this character
<:	[
:>	]
<%	{
%>	}
#:	#
%%:	##

## Empty Arrays in Structures

When the C99 extensions setting is on, the compiler allows an empty array to be the last member in a structure definition. [Listing 14.10](#) shows an example.

**Listing 14.10 Example of an Empty Array as the Last struct Member**

---

```
struct {
    int r;
    char arr[];
} s;
```

---

## Hexadecimal Floating-Point Constants

Precise representations of constants specified in hexadecimal notation to ensure an accurate constant is generated across compilers and on different hosts. The compiler generates a warning message when the mantissa is more precise than the host floating point format. The compiler generates an error message if the exponent is too wide for the host float format.

Examples:

```
0x2f.3a2p3
0xEp1f
0x1.8p0L
```

---

The standard library supports printing values of type `float` in this format using the “%a” and “%A” specifiers.

## Variable-Length Arrays

Variable length arrays are supported within local or function prototype scope, as required by the ISO/IEC 9899-1999 (“C99”) standard. [Listing 14.11](#) shows an example.

### Listing 14.11 Example of C99 Variable Length Array usage

---

```
#pragma c99 on

void f(int n) {
    int arr[n];
    /* ... */
}
```

---

While the example shown in [Listing 14.12](#) generates an error message.

### Listing 14.12 Bad Example of C99 Variable Length Array usage

---

```
#pragma c99 on

int n;
int arr[n];
// ERROR: variable length array
// types can only be used in local or
// function prototype scope.
```

---

A variable length array cannot be used in a function template’s prototype scope or in a local template `typedef`, as shown in [Listing 14.13](#).

### Listing 14.13 Bad Example of C99 usage in Function Prototype

---

```
#pragma c99 on

template<typename T> int f(int n, int A[n][n]);
{
};
// ERROR: variable length arrays
// cannot be used in function template prototypes
// or local template variables
```

---

## Unsuffixd Decimal Literal Values

[Listing 14.14](#) shows an example of specifying decimal literal values without a suffix to specify the literal's type.

### Listing 14.14 Examples of C99 Unsuffixd Constants

---

```
#pragma c99 on // Note: ULONG_MAX == 4294967295

sizeof(4294967295) == sizeof(long long)
sizeof(4294967295u) == sizeof(unsigned long)

#pragma c99 off

sizeof(4294967295) == sizeof(unsigned long)
sizeof(4294967295u) == sizeof(unsigned long)
```

---

## GCC Extensions

The CodeWarrior compiler accepts many of the extensions to the C language that the GCC (Gnu Compiler Collection) tools allow. Source code that uses these extensions does not conform to the ISO/IEC 9899-1990 C (“C89”) standard.

- [Controlling GCC Extensions](#)
- [Initializing Automatic Arrays and Structures](#)
- [The sizeof\(\) Operator](#)
- [Statements in Expressions](#)
- [Redefining Macros](#)
- [The typeof\(\) Operator](#)
- [Void and Function Pointer Arithmetic](#)
- [The \\_builtin\\_constant\\_p\(\) Operator](#)
- [Forward Declarations of Static Arrays](#)
- [Omitted Operands in Conditional Expressions](#)
- [The \\_builtin\\_expect\(\) Operator](#)
- [Void Return Statements](#)
- [Minimum and Maximum Operators](#)

## Controlling GCC Extensions

[Table 14.5](#) shows how to turn GCC extensions on or off.

**Table 14.5 Controlling GCC extensions to the C language**

To control this option from here...	use this setting
CodeWarrior IDE	<b>Enable GCC Extensions</b> in the <b>C/C++ Language Settings</b> panel
source code	<code>#pragma gcc_extensions</code>
command line	<code>-gcc_extensions</code>

## Initializing Automatic Arrays and Structures

When the GCC extensions setting is on, array and structure variables that are local to a function and have the automatic storage class may be initialized with values that do not need to be constant. [Listing 14.15](#) shows an example.

**Listing 14.15 Initializing arrays and structures with non-constant values**

```
void f(int i)
{
    int j = i * 10; /* Always OK. */

    /* These initializations are only accepted when GCC extensions
     * are on. */
    struct { int x, y; } s = { i + 1, i + 2 };
    int a[2] = { i, i + 2 };
}
```

## The sizeof() Operator

When the GCC extensions setting is on, the `sizeof()` operator computes the size of function and void types. In both cases, the `sizeof()` operator evaluates to 1. The ISO/IEC 9899-1990 C Standard (“C89”) does not specify the size of the `void` type and functions. [Listing 14.16](#) shows an example.

## C Compiler

### GCC Extensions

---

#### Listing 14.16 Using the sizeof() operator with void and function types

---

```
int f(int a)
{
    return a * 10;
}

void g(void)
{
    size_t voidsize = sizeof(void); /* voidsize contains 1 */
    size_t funcsize = sizeof(f); /* funcsize contains 1 */
}
```

---

## Statements in Expressions

When the GCC extensions setting is on, expressions in function bodies may contain statements and definitions. To use a statement or declaration in an expression, enclose it within braces. The last item in the brace-enclosed expression gives the expression its value. [Listing 14.17](#) shows an example.

---

#### Listing 14.17 Using statements and definitions in expressions

---

```
#define POW2(n) ({ int i,r; for(r=1,i=n; i>0; --i) r *= 2; r;})

int main()
{
    return POW2(4);
}
```

---

## Redefining Macros

When the GCC extensions setting is on, macros may be redefined with the `#define` directive without first undefining them with the `#undef` directive. [Listing 14.18](#) shows an example.

---

#### Listing 14.18 Redefining a macro without undefining first

---

```
#define SOCK_MAXCOLOR 100
#undef SOCK_MAXCOLOR
#define SOCK_MAXCOLOR 200 /* OK: this macro is previously undefined. */

#define SOCK_MAXCOLOR 300
```

---



---

## The typeof() Operator

When the GCC extensions setting is on, the compiler recognizes the `typeof()` operator. This compile-time operator returns the type of an expression. You may use the value returned by this operator in any statement or expression where the compiler expects you to specify a type. The compiler evaluates this operator at compile time. The `__typeof()` operator is the same as this operator. [Listing 14.19](#) shows an example.

### Listing 14.19 Using the typeof() operator

---

```
int *ip;

/* Variables iptr and jptr have the same type. */
typeof(ip) iptr;
int *jptr;

/* Variables i and j have the same type. */
typeof(*ip) i;
int j;
```

---

## Void and Function Pointer Arithmetic

The ISO/IEC 9899-1990 C Standard does not accept arithmetic expressions that use pointers to `void` or functions. With GCC extensions on, the compiler accepts arithmetic manipulation of pointers to `void` and functions.

## The \_\_builtin\_constant\_p() Operator

When the GCC extensions setting is on, the compiler recognizes the `__builtin_constant_p()` operator. This compile-time operator takes a single argument and returns 1 if the argument is a constant expression or 0 if it is not.

## Forward Declarations of Static Arrays

When the GCC extensions setting is on, the compiler will not issue an error when you declare a static array without specifying the number of elements in the array if you later declare the array completely. [Listing 14.20](#) shows an example.

### Listing 14.20 Forward declaration of an empty array

---

```
static int a[]; /* Allowed only when GCC extensions are on. */
/* ... */
static int a[10]; /* Complete declaration. */
```

---

## Omitted Operands in Conditional Expressions

When the GCC extensions setting is on, you may skip the second expression in a conditional expression. The default value for this expression is the first expression. [Listing 14.21](#) shows an example.

### Listing 14.21 Using the shorter form of the conditional expression

---

```
void f(int i, int j)
{
    int a = i ? i : j;
    int b = i ?: j; /* Equivalent to int b = i ? i : j; */
    /* Variables a and b are both assigned the same value. */
}
```

---

## The `__builtin_expect()` Operator

When the GCC extensions setting is on, the compiler recognizes the `__builtin_expect()` operator. Use this compile-time operator in an `if` or `while` statement to specify to the compiler how to generate instructions for branch prediction.

This compile-time operator takes two arguments:

- the first argument must be an integral expression
- the second argument must be a literal value

The second argument is the most likely result of the first argument. [Listing 14.22](#) shows an example.

### Listing 14.22 Example for `__builtin_expect()` operator

---

```
void search(int *array, int size, int key)
{
    int i;

    for (i = 0; i < size; ++i)
    {
        /* We expect to find the key rarely. */
        if (__builtin_expect(array[i] == key, 0))
        {
            rescue(i);
        }
    }
}
```

---

---

## Void Return Statements

When the GCC extensions setting is on, the compiler allows you to place expressions of type `void` in a return statement. [Listing 14.23](#) shows an example.

### Listing 14.23 Returning void

---

```
void f(int a)
{
    /* ... */
    return; /* Always OK. */
}

void g(int b)
{
    /* ... */
    return f(b); /* Allowed when GCC extensions are on. */
}
```

---

## Minimum and Maximum Operators

The compiler recognizes built-in minimum (`<?`) and maximum (`>?`) operators.

### Listing 14.24 Example of minimum and maximum operators

---

```
int a = 1 <? 2; // 1 is assigned to a.
int b = 1 >? 2; // 2 is assigned to b.
```

---



**C Compiler**  
*GCC Extensions*

---

# C++ Compiler

---

This chapter describes the CodeWarrior implementation of the C++ programming language:

- [C++ Compiler Performance](#)
- [Extensions to Standard C++](#)
- [Implementation-Defined Behavior](#)
- [GCC Extensions](#)
- [Embedded C++](#)

## C++ Compiler Performance

Some options affect the C++ compiler's performance. This section describes how to improve compile times when translating C++ source code:

- [Precompiling C++ Source Code](#)
- [Using the Instance Manager](#)

### Precompiling C++ Source Code

The CodeWarrior C++ compiler has these requirements for precompiling source code:

- C source code may not include precompiled C++ header files and C++ source code may not include precompiled C header files.
- C++ source code can contain inline functions
- C++ source code may contain constant variable declarations
- A C++ source code file that will be automatically precompiled must have a `.pch++` file name extension.

### Using the Instance Manager

The instance manager reduces compile time by generating a single instance of some kinds of functions only once:

- template functions

## C++ Compiler

### Extensions to Standard C++

- functions declared with the `inline` qualifier that the compiler was not able to insert in line

The instance manager reduces the size of object code and debug information but does not affect the linker's output file size, though, since the compiler is effectively doing the same task as the linker in this mode.

[Table 15.1](#) shows how to control the C++ instance manager.

**Table 15.1 Controlling the C++ instance manager**

To control this option from here...	use this setting
CodeWarrior IDE	<b>Use Instance Manager</b> in the <b>C/C++ Language Settings</b> panel
source code	<code>#pragma instmgr_file</code>
command line	<code>-instmgr</code>

## Extensions to Standard C++

The CodeWarrior C++ compiler has features and capabilities that are not described in the ISO/IEC 14882-1998 C++ standard:

- [\\_\\_PRETTY\\_FUNCTION\\_\\_ Identifier](#)
- [Standard and Non-Standard Template Parsing](#)

### **\_\_PRETTY\_FUNCTION\_\_ Identifier**

The `__PRETTY_FUNCTION__` predefined identifier represents the qualified (unmangled) C++ name of the function being compiled.

### **Standard and Non-Standard Template Parsing**

CodeWarrior C++ has options to specify how strictly template declarations and instantiations are translated. When using its strict template parser, the compiler expects the `typename` and `template` keywords to qualify names, preventing the same name in different scopes or overloaded declarations from being inadvertently used. When using its regular template parser, the compiler makes guesses about names in templates, but may guess incorrectly about which name to use.

---

A qualified name that refers to a type and that depends on a template parameter must begin with `typename` (ISO/IEC 14882-1998 C++, §14.6). [Listing 15.1](#) shows an example.

#### Listing 15.1 Using the `typename` keyword

---

```
template <typename T> void f()
{
    T::name *ptr; // ERROR: an attempt to multiply T::name by ptr
    typename T::name *ptr; // OK
}
```

---

The compiler requires the `template` keyword at the end of “.” and “->” operators, and for qualified identifiers that depend on a template parameter. [Listing 15.2](#) shows an example.

#### Listing 15.2 Using the `template` keyword

---

```
template <typename T> void f(T* ptr)
{
    ptr->f<int>(); // ERROR: f is less than int
    ptr->template f<int>(); // OK
}
```

---

Names referred to inside a template declaration that are not dependent on the template declaration (that do not rely on template arguments) must be declared before the template’s declaration. These names are bound to the template declaration at the point where the template is defined. Bindings are not affected by definitions that are in scope at the point of instantiation. [Listing 15.3](#) shows an example.

#### Listing 15.3 Binding non-dependent identifiers

---

```
void f(char);

template <typename T> void tpl_func()
{
    f(1); // Uses f(char); f(int), below, is not defined yet.
    g(); // ERROR: g() is not defined yet.
}
void g();
void f(int);
```

---

Names of template arguments that are dependent in base classes must be explicitly qualified (ISO/IEC 14882-1998 C++, §14.6.2). See [Listing 15.4](#).

## C++ Compiler

### Extensions to Standard C++

---

#### Listing 15.4 Qualifying template arguments in base classes

---

```
template <typename T> struct Base
{
    void f();
}
template <typename T> struct Derive: Base<T>
{
    void g()
    {
        f(); // ERROR: Base<T>::f() is not visible.
        Base<T>::f(); // OK
    }
}
```

---

When a template contains a function call in which at least one of the function's arguments is type-dependent, the compiler uses the name of the function in the context of the template definition (ISO/IEC 14882-1998 C++, §14.6.2.2) and the context of its instantiation (ISO/IEC 14882-1998 C++, §14.6.4.2). [Listing 15.5](#) shows an example.

---

#### Listing 15.5 Function call with type-dependent argument

---

```
void f(char);

template <typename T> void type_dep_func()
{
    f(1); // Uses f(char), above; f(int) is not declared yet.
    f(T()); // f() called with a type-dependent argument.
}

void f(int);
struct A{};
void f(A);

int main()
{
    type_dep_func<int>(); // Calls f(char) twice.
    type_dep_func<A>(); // Calls f(char) and f(A);
    return 0;
}
```

---

The compiler only uses external names to look up type-dependent arguments in function calls. See [Listing 15.6](#).



---

**Listing 15.6 Function call with type-dependent argument and external names**

---

```
static void f(int); // f() is internal.

template <typename T> void type_dep_fun_ext()
{
    f(T()); // f() called with a type-dependent argument.
}

int main()
{
    type_dep_fun_ext<int>(); // ERROR: f(int) must be external.
160}
```

---

The compiler does not allow expressions in inline assembly statements that depend on template parameters. See [Listing 15.7](#).

---

**Listing 15.7 Assembly statements cannot depend on template arguments**

---

```
template <typename T> void asm_tmpl()
{
    asm { move #sizeof(T), D0 }; // ERROR: Not supported.
}
```

---

The compiler also supports the address of template-id rules. See [Listing 15.8](#).

---

**Listing 15.8 Address of Template-id Supported**

---

```
template <typename T> void funcA(T) {}
template <typename T> void funcB(T) {}
...
funcA{ &funcB<int> }; // now accepted
```

---

## Implementation-Defined Behavior

Annex A of the ISO/IEC 14882-1998 C++ Standard lists compiler behaviors that are beyond the scope of the standard, but which must be documented for a compiler implementation. This annex also lists minimum guidelines for these behaviors, although a conforming compiler is not required to meet these minimums.

The CodeWarrior C++ compiler has these implementation quantities listed in [Table 15.2](#), based on the ISO/IEC 14882-1998 C++ Standard, Annex A.

## C++ Compiler

### Implementation-Defined Behavior

**NOTE** The term *unlimited* in [Table 15.2](#) means that a behavior is limited only by the processing speed or memory capacity of the computer on which the CodeWarrior C++ compiler is running.

**Table 15.2 Implementation Quantities for the C/C++ Compiler (ISO/IEC 14882-1998 C++, §A)**

Behavior	Standard Minimum Guideline	CodeWarrior Limit
Nesting levels of compound statements, iteration control structures, and selection control structures	256	Unlimited
Nesting levels of conditional inclusion	256	32
Pointer, array, and function declarators (in any combination) modifying an arithmetic, structure, union, or incomplete type in a declaration	256	Unlimited
Nesting levels of parenthesized expressions within a full expression	256	Unlimited
Number of initial characters in an internal identifier or macro name	1024	Unlimited (255 significant in identifiers)
Number of initial characters in an external identifier	1024	Unlimited (255 significant in identifiers)
External identifiers in one translation unit	65536	Unlimited
Identifiers with block scope declared in one block	1024	Unlimited
Macro identifiers simultaneously defined in one translation unit	65536	Unlimited
Parameters in one function definition	256	Unlimited
Arguments in one function call	256	Unlimited
Parameters in one macro definition	256	128

**Table 15.2 Implementation Quantities for the C/C++ Compiler (ISO/IEC 14882-1998 C++, §A) (continued)**

Behavior	Standard Minimum Guideline	CodeWarrior Limit
Arguments in one macro invocation	256	128
Characters in one logical source line	65536	Unlimited
Characters in a character string literal or wide string literal (after concatenation)	65536	Unlimited
Size of an object	262144	2 GB
Nesting levels for <code>#include</code> files	256	32
Case labels for a <code>switch</code> statement (excluding those for any nested <code>switch</code> statements)	16384	Unlimited
Data members in a single class, structure, or union	16384	Unlimited
Enumeration constants in a single enumeration	4096	Unlimited
Levels of nested class, structure, or union definitions in a single struct-declaration-list	256	Unlimited
Functions registered by <code>atexit()</code>	32	64
Direct and indirect base classes	16384	Unlimited
Direct base classes for a single class	1024	Unlimited
Members declared in a single class	4096	Unlimited
Final overriding virtual functions in a class, accessible or not	16384	Unlimited
Direct and indirect virtual bases of a class	1024	Unlimited
Static members of a class	1024	Unlimited
Friend declarations in a class	4096	Unlimited
Access control declarations in a class	4096	Unlimited
Member initializers in a constructor definition	6144	Unlimited

**Table 15.2 Implementation Quantities for the C/C++ Compiler (ISO/IEC 14882-1998 C++, §A) (continued)**

Behavior	Standard Minimum Guideline	CodeWarrior Limit
Scope qualifications of one identifier	256	Unlimited
Nested external specifications	1024	Unlimited
Template arguments in a template declaration	1024	Unlimited
Recursively nested template instantiations	17	Unlimited
Handlers per try block	256	Unlimited
Throw specifications on a single function declaration	256	Unlimited

## GCC Extensions

The CodeWarrior C++ compiler recognizes some extensions to the ISO/IEC 14882-1998 C++ standard that are also recognized by the GCC (GNU Compiler Collection) C++ compiler.

These extensions are:

- [Using the :: Operator in Class Declarations](#)

### Using the :: Operator in Class Declarations

The compiler allows the use of the :: operator, of the form `class::member`, in a class declaration.

#### Listing 15.9 Using the :: operator in class declarations

```
class MyClass {
    int MyClass::getval();
};
```

## Embedded C++

Embedded C++ (EC++) is a subset of the ISO/IEC 14882-1998 C++ language that is intended to compile into smaller, faster executable code suitable for embedded systems. Embedded C++ source code is upwardly compatible with ISO/IEC C++ source code.

- [Activating EC++](#)
- [Differences Between ISO C++ and EC++](#)
- [EC++ Specifications](#)

## Activating EC++

[Table 15.3](#) shows how to control Embedded C++ conformance.

**Table 15.3 Controlling Embedded C++ conformance**

To control this option from here...	use this setting
CodeWarrior IDE	<b>EC++ Compatibility Mode</b> in the <b>C/C++ Language Settings</b> panel
source code	<code>#pragma eclplusplus</code>
command line	<code>-dialect ec++</code>

To test for EC++ compatibility mode at compile time, use the `__embedded_cplusplus` predefined symbol.

## Differences Between ISO C++ and EC++

The EC++ proposal does not support the following ISO/IEC 14882-1998 C++ features:

- [Templates](#)
- [Libraries](#)
- [File Operations](#)
- [Localization](#)
- [Exception Handling](#)
- [Unsupported Language Features](#)

## Templates

ISO/IEC C++ specifies templates. The EC++ proposal does not include template support for class or functions.

## Libraries

The EC++ proposal supports the `<string>`, `<complex>`, `<ios>`, `<streambuf>`, `<istream>`, and `<ostream>` classes, but only in a non-template form. The EC++ specifications do not support any other ISO/IEC C++ libraries, including the STL-type algorithm libraries.

## File Operations

The EC++ proposal does not support any file operations except simple console input and output file types.

## Localization

The EC++ proposal does not contain localization libraries because of the excessive memory requirements.

## Exception Handling

The EC++ proposal does not support exception handling.

## Unsupported Language Features

The EC++ proposal does not support the following language features:

- mutable specified
- RTTI
- namespace
- multiple inheritance
- virtual inheritance

## EC++ Specifications

Topics in this section describe how to design software that adhere to the EC++ proposal:

- [Language Related Issues](#)
- [Library-Related Issues](#)

## Language Related Issues

To make sure your source code complies with both ISO/IEC 14882-1998 C++ and EC++ standards, follow these guidelines:

- Do not use RTTI (Run Time Type Identification).
- Do not use exception handling, namespaces, or other unsupported features.
- Do not use multiple or virtual inheritance.

## Library-Related Issues

Do not refer to routines, data structures, and classes in the Metrowerks Standard Library (MSL) for C++.



**C++ Compiler**  
*Embedded C++*

---



# Tool Performance

---

Some options for CodeWarrior compilers and linkers affect how much time these tools take. By managing these options so that they are used only when they are needed, you can reduce the time needed to build your software.

## Precompiling

Source code files in a project often use many header files. Typically, the same header files are included by each source code file in a project, forcing the compiler to read these header files repeatedly during compilation. To shorten the time spent compiling and recompiling the same header files, CodeWarrior compilers can precompile a header file once instead of preprocessing it several times.

- [When to Use Precompiled Files](#)
- [What Can be Precompiled](#)
- [Using a Precompiled Header File](#)
- [Preprocessing and Precompiling](#)
- [Pragma Scope in Precompiled Files](#)
- [Precompiling a File in the CodeWarrior IDE](#)
- [Updating a Precompiled File Automatically](#)

## When to Use Precompiled Files

As a convenience, programmers often create a header file that contains commonly-used preprocessor definitions and includes frequently-used header files. This header file is then included by each source code file in a project, saving the programmer some time and effort while writing source code.

This convenience comes at a cost, though. While the programmer saves time typing, the compiler does extra work, preprocessing and compiling this header file each time it compiles a source code file that includes it.

This header file can be precompiled so that, instead of preprocessing files several times, the compiler needs to load just one precompiled header file.

## What Can be Precompiled

A file to be precompiled does not have to be a header file (.h or .hpp files, for example), but it must meet these requirements:

- The file must be a source code file in text format.  
You cannot precompile libraries or other binary files.
- A C source code file that will be automatically precompiled must have .pch file name extension.
- Precompiled files must have a .mch file name extension.
- The file to be precompiled does not have to be in a CodeWarrior IDE project, although a project must be open to precompile the file.

The CodeWarrior IDE uses the build target settings to precompile a file.

- The file must not contain any statements that generate data or executable code.  
However, the file may define static data.
- Precompiled header files for different build targets are not interchangeable.
- A source file may include only one precompiled file.
- A file may not define any items before including a precompiled file.  
Typically, a source code file includes a precompiled header file before anything else (except comments).

## Using a Precompiled Header File

Although a precompiled file is not a text file, you use it like you would a regular header file. To include a precompiled header file in a source code file, use the `#include` directive.

---

**NOTE** Unlike regular header files in text format, a source code file may include only one precompiled file.

---

**TIP** Instead of explicitly including a precompiled file in each source code file with the `#include` directive, put the `#include` directive in the **Prefix Text** field of the CodeWarrior IDE's **C/C++ Preprocessor** settings panel and make sure that the **Use prefix in precompiled headers** option is on. If the **Prefix File** field already specifies a file name, include the precompiled file in the prefix file with the `#include` directive.

---

[Listing 16.1](#) and [Listing 16.2](#) show an example.

---

**Listing 16.1 Header File that Creates a Precompiled Header File for C**

---

```
/* sock_header.pch
 *
 * When compiled or precompiled, this file will generate a
 * precompiled file named "sock_precomp.mch"
 */
#pragma precompile_target "sock_precomp.mch"

#define SOCK_VERSION "SockSorter 2.0"
#include "sock_std.h"
#include "sock_string.h"
#include "sock_sorter.h"
```

---

**Listing 16.2 Using a Precompiled File**

---

```
/* sock_main.c
 *
 * Instead of including all the files included in
 * sock_header.pch, we use sock_precomp.h instead.
 *
 * A precompiled file must be included before anything
 * else.
 */

#include "sock_precomp.mch"

int main(void)
{
    /* ... */
    return 0;
}
```

---

## Preprocessing and Precompiling

When precompiling a header file, the compiler preprocesses the file too. In other words, a precompiled file is preprocessed in the context of its precompilation, not in the context of its later compilation.

The preprocessor also tracks macros used to guard `#include` files to reduce parsing time. Thus, if a file's contents are surrounded with:

```
#ifndef MYHEADER_H
#define MYHEADER_H
    /* file contents */
#endif
```

## Tool Performance

### *Pragma Scope in Precompiled Files*

---

the compiler will not load the file twice, saving some time in the process.

## Pragma Scope in Precompiled Files

Pragma settings inside a precompiled file affect only the source code within that file. The pragma settings for an item declared in a precompiled header file (such as data or a function) are saved then restored when the precompiled header file is included.

For example, the source code in [Listing 16.3](#) specifies that the variable `xxx` is a `far` variable.

### Listing 16.3 Pragma Settings in a Precompiled Header

---

```
/* my_pch.pch */

/* Generate a precompiled header named pch.mch. */
#pragma precompile_target "my_pch.mch"

#pragma far_data on
extern int xxx;
```

---

The source code in [Listing 16.4](#) includes the precompiled version of [Listing 16.3](#).

### Listing 16.4 Pragma Settings in an Included Precompiled File

---

```
/* test.c */

/* Far data is disabled. */
#pragma far_data off

/* This precompiled file sets far_data on. */
#include "my_pch.mch"

/* far_data is still off but xxx is still a far variable. */
```

---

The pragma setting in the precompiled file is active within the precompiled file, even though the source file including the precompiled file has a different setting.

## Precompiling a File in the CodeWarrior IDE

To precompile a file in the CodeWarrior IDE, use the **Precompile** command in the **Project** menu:

1. Start the CodeWarrior IDE.
2. Open or create a project.

3. Choose or create a build target in the project.  
The settings in the project's active build target will be used when preprocessing and precompiling the file you want to precompile.
  4. Open the source code file to precompile.  
See [“What Can be Precompiled” on page 162](#) for information on what a precompiled file may contain.
  5. From the **Project** menu, choose **Precompile**.  
A save dialog box appears.
  6. Choose a location and type a name for the new precompiled file.  
The IDE precompiles the file and saves it.
  7. Click **Save**.  
The save dialog box closes, and the IDE precompiles the file you opened, saving it in the folder you specified, giving it the name you specified.
- You may now include the new precompiled file in source code files.

## Updating a Precompiled File Automatically

Use the CodeWarrior IDE's project manager to update a precompiled header automatically. The IDE creates a precompiled file from a source code file during a compile, update, or make operation if the source code file meets these criteria:

- The text file name ends with `.pch` (for C header files).
- The file is in a project's build target.
- The file uses the `precompile_target` pragma.
- The file, or files it depends on, have been modified.

See the *CodeWarrior IDE User Guide* for information on how the IDE determines that a file must be updated.

The IDE uses the build target's settings to preprocess and precompile files.



## **Tool Performance**

*Pragma Scope in Precompiled Files*

---

# Intermediate Optimizations

---

After it translates a program's source code into its intermediate representation, the compiler optionally applies optimizations that reduce the program's size, improve its execution speed, or both. The topics in this chapter describes these optimizations and how to apply them:

- [Interprocedural Analysis](#)
- [Intermediate Optimizations](#)
- [Inlining](#)

## Interprocedural Analysis

Most compiler optimizations are applied only within a function. The compiler analyzes a function's flow of execution and how the function uses variables. It uses this information to find shortcuts in execution and reduce the number of registers and memory that the function uses. These optimizations are useful and effective but are limited to the scope of a function.

The CodeWarrior compiler has a special optimization that it applies at a greater scope. Widening the scope of an optimization offers the potential to greatly improve performance and reduce memory use. *Interprocedural analysis* examines the flow of execution and data within entire files and programs to improve performance and reduce size.

- [Invoking Interprocedural Analysis](#)
- [File-Level Optimizations](#)
- [Program-Level Optimizations](#)
- [Program-Level Requirements](#)

## Invoking Interprocedural Analysis

[Table 17.1](#) describes how to control interprocedural analysis.

**Table 17.1 Controlling interprocedural analysis**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose an item in the <b>IPA</b> option of the <b>C/C++ Language Settings</b> settings pane.
source code	<code>#pragma ipa off   file   program</code>
command line	<code>-ipa off   file   program</code>

## File-Level Optimizations

When interprocedural analysis is set to optimize at the file level, the compiler reads and analyzes an entire file before generating instructions and data.

At this level, the compiler generates more efficient code for inline function calls and C++ exception handling than when interprocedural analysis is off. The compiler also safely removes static functions and variables that are not referred to within the file, which reduces the amount of object code that the linker must process, resulting in better linker performance.

## Program-Level Optimizations

When interprocedural analysis is set to optimize at the program level, the compiler reads and analyzes all files in a program before generating instructions and data.

At this level of interprocedural analysis, the compiler generates the most efficient instructions and data for inline function calls and C++ exception handling compared to other levels. The compiler is also able to increase character string reuse and pooling, reducing the size of object code.

## Program-Level Requirements

Program-level interprocedural analysis imposes some requirements and limitations on the source code files that the compiler translates:

- [Dependencies Among Source Files](#)
- [Function and Top-level Variable Declarations](#)
- [Type Definitions](#)



- [Unnamed Structures and Enumerations in C](#)

## Dependencies Among Source Files

A change to even a single source file in a program still requires that the compiler read and analyze all files in the program, even those files that are not dependent on the changed file. This requirement significantly increases compile time.

## Function and Top-level Variable Declarations

Because the compiler treats all files that compose a program as if they were a single, large source file. Make sure all non-static declarations for variables or functions with the same name are identical. See [Listing 17.1](#) for an example of declarations that prevent the compiler from applying program-level analysis. [Listing 17.2](#) fixes this problem by renaming the conflicting symbols.

### Listing 17.1 Declaration conflicts in program-level interprocedural analysis

---

```
/* file1.c */
extern int i;
extern int f();
int main(void)
{
    return i + f();
}

/* file2.c */
short i; /* Conflict with variable i in file1.c. */
extern void f(); /* Conflict with function f() in file1.c */
```

---

### Listing 17.2 Fixing declaration conflicts for program-level interprocedural analysis

---

```
/* file1.c */
extern int i1;
extern int f1();
int main(void)
{
    return i1 + f1();
}

/* file2.c */
short i2;
extern void f2();
```

---

## Type Definitions

Because the compiler examines all source files for a program, make sure all definitions for a type are the same. See [Listing 17.3](#) for an example of conflicting type definitions.

[Listing 17.4](#) and [Listing 17.5](#) show suggested solutions.

### Listing 17.3 Type definitions conflicts in program-level interprocedural analysis

---

```
/* fileA.c */
struct a_rec { int i, j; };
a_rec a;

/* fileB.c */
struct a_rec { char c; }; /* Conflict with a_rec in fileA.c */
a_rec b;
```

---

### Listing 17.4 Fixing type definitions conflicts in C

---

```
/* fileA.c */
struct a1_rec { int i, j; };
a1_rec a;

/* fileB.c */
struct a2_rec { char c; };
a2_rec b;
```

---

### Listing 17.5 Fixing type definitions conflicts in C++

---

```
/* fileA.c */
namespace { struct a_rec { int i, j; }; }
a_rec a;

/* fileB.c */
namespace { struct a_rec { char c; }; }
a_rec b;
```

---

## Unnamed Structures and Enumerations in C

The C language allows anonymous `struct` and `enum` definitions in type definitions. Using such definitions prevents the compiler from properly applying program-level interprocedural analysis. Make sure to give names to structures and enumerations in type definitions. [Listing 17.6](#) shows an example of unnamed structures and enumerations and [Listing 17.7](#) shows a suggested solution.

---

**Listing 17.6 Unnamed structures and enumerations in C**

---

```
/* In C, the types x_rec and y_enum each represent a structure
   and an enumeration with no name.

   In C++ these same statements define a type x_rec and y_enum,
   a structure named x_rec and an enumeration named y_enum.
*/
typedef struct { int a, b, c; } x_rec;
typedef enum { Y_FIRST, Y_SECOND, Y_THIRD } y_enum;
```

---

---

**Listing 17.7 Naming structures and enumerations in C**

---

```
typedef struct x_rec { int a, b, c; } x_rec;
typedef enum y_enum { Y_FIRST, Y_SECOND, Y_THIRD } y_enum;
```

---

## Intermediate Optimizations

After it translates a function into its intermediate representation, the compiler may optionally apply some optimizations. The result of these optimizations on the intermediate representation will either reduce the size of the executable code, improve the executable code's execution speed, or both.

- [Dead Code Elimination](#)
- [Expression Simplification](#)
- [Common Subexpression Elimination](#)
- [Copy Propagation](#)
- [Dead Store Elimination](#)
- [Live Range Splitting](#)
- [Loop-Invariant Code Motion](#)
- [Strength Reduction](#)
- [Loop Unrolling](#)

### Dead Code Elimination

The dead code elimination optimization removes expressions that are not accessible or are not referred to. This optimization reduces size and increases execution speed.

## Intermediate Optimizations

### Intermediate Optimizations

[Table 17.2](#) describes how to control the optimization for dead code elimination.

**Table 17.2 Controlling dead code elimination**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 1</b> , <b>Level 2</b> , <b>Level 3</b> , or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	<code>#pragma opt_dead_code on   off   reset</code>
command line	<code>-opt [no]deadcode</code>

In [Listing 17.8](#), the call to `func1()` will never execute because the `if` statement that it is associated with will never be true. Consequently, the compiler can safely eliminate the call to `func1()`, as shown in [Listing 17.9](#).

**Listing 17.8 Before dead code elimination**

```
void func_from(void)
{
    if (0)
    {
        func1();
    }
    func2();
}
```

**Listing 17.9 After dead code elimination**

```
void func_to(void)
{
    func2();
}
```

## Expression Simplification

The expression simplification optimization attempts to replace arithmetic expressions with simpler expressions. Additionally, the compiler also looks for operations in expressions that can be avoided completely without affecting the final outcome of the expression. This optimization reduces size and increases speed.

[Table 17.3](#) describes how to control the optimization for expression simplification.

**Table 17.3 Controlling expression simplification**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 1</b> , <b>Level 2</b> , <b>Level 3</b> , or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	There is no pragma to control this optimization.
command line	-opt level=1, -opt level=2, -opt level=3, -opt level=4

For example, [Listing 17.10](#) contains a few assignments to some arithmetic expressions:

- addition to zero
- multiplication by a power of 2
- subtraction of a value from itself
- arithmetic expression with two or more literal values

**Listing 17.10 Before expression simplification**

```
void func_from(int* result1, int* result2, int* result3, int* result4,
int x)
{
    *result1 = x + 0;
    *result2 = x * 2;
    *result3 = x - x;
    *result4 = 1 + x + 4;
}
```

[Listing 17.11](#) shows source code that is equivalent to expression simplification. The compiler has modified these assignments to:

- remove the addition to zero
- replace the multiplication of a power of 2 with bit-shift operation
- replace a subtraction of x from itself with 0
- consolidate the additions of 1 and 4 into 5

**Listing 17.11 After expression simplification**

```
void func_to(int* result1, int* result2, int* result3, int* result4,
int x)
```

## Intermediate Optimizations

### Intermediate Optimizations

```
{
    *result1 = x;
    *result2 = x << 1;
    *result3 = 0;
    *result4 = 5 + x;
}
```

## Common Subexpression Elimination

Common subexpression elimination replaces multiple instances of the same expression with a single instance. This optimization reduces size and increases execution speed.

[Table 17.4](#) describes how to control the optimization for common subexpression elimination.

**Table 17.4 Controlling common subexpression elimination**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 2</b> , <b>Level 3</b> , or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	<code>#pragma opt_common_subs on   off   reset</code>
command line	<code>-opt [no]cse</code>

For example, in [Listing 17.12](#), the subexpression `x * y` occurs twice.

**Listing 17.12 Before common subexpression elimination**

```
void func_from(int* vec, int size, int x, int y, int value)
{
    if (x * y < size)
    {
        vec[x * y - 1] = value;
    }
}
```

[Listing 17.13](#) shows equivalent source code after the compiler applies common subexpression elimination. The compiler generates instructions to compute `x * y` and store it in a hidden, temporary variable. The compiler then replaces each instance of the subexpression with this variable.

**Listing 17.13 After common subexpression elimination**

```
void func_to(int* vec, int size, int x, int y, int value)
{
    int temp = x * y;
    if (temp < size)
    {
        vec[temp - 1] = value;
    }
}
```

## Copy Propagation

Copy propagation replaces variables with their original values if the variables do not change. This optimization reduces runtime stack size and improves execution speed.

[Table 17.5](#) describes how to control the optimization for copy propagation.

**Table 17.5 Controlling copy propagation**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 2</b> , <b>Level 3</b> , or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	#pragma opt_propagation on   off   reset
command line	-opt [no]prop[agation]

For example, in [Listing 17.14](#), the variable *j* is assigned the value of *x*. But *j*'s value is never changed, so the compiler replaces later instances of *j* with *x*, as shown in [Listing 17.15](#).

By propagating *x*, the compiler is able to reduce the number of registers it uses to hold variable values, allowing more variables to be stored in registers instead of slower memory. Also, this optimization reduces the amount of stack memory used during function calls.

**Listing 17.14 Before copy propagation**

```
void func_from(int* a, int x)
{
    int i;
    int j;
    j = x;
```

## Intermediate Optimizations

### Intermediate Optimizations

```

    for (i = 0; i < j; i++)
    {
        a[i] = j;
    }

```

#### Listing 17.15 After copy propagation

```

void func_to(int* a, int x)
{
    int i;
    int j;
    j = x;
    for (i = 0; i < x; i++)
    {
        a[i] = x;
    }
}

```

## Dead Store Elimination

Dead store elimination removes unused assignment statements. This optimization reduces size and improves speed.

[Table 17.6](#) describes how to control the optimization for dead store elimination.

**Table 17.6 Controlling dead store elimination**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 3</b> or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	<code>#pragma opt_dead_assignments on   off   reset</code>
command line	<code>-opt [no]deadstore</code>

For example, in [Listing 17.16](#) the variable `x` is first assigned the value of `y * y`. However, this result is not used before `x` is assigned the result returned by a call to `getResult()`.

In [Listing 17.17](#) the compiler can safely remove the first assignment to `x` since the result of this assignment is never used.



**Listing 17.16 Before dead store elimination**

```
void func_from(int x, int y)
{
    x = y * y;
    otherfunc1(y);
    x = getresult();
    otherfunc2(y);
}
```

**Listing 17.17 After dead store elimination**

```
void func_to(int x, int y)
{
    otherfunc1(y);
    x = getresult();
    otherfunc2(y);
}
```

## Live Range Splitting

Live range splitting attempts to reduce the number of variables used in a function. This optimization reduces a function’s runtime stack size, requiring fewer instructions to invoke the function. This optimization potentially improves execution speed.

[Table 17.7](#) describes how to control the optimization for live range splitting.

**Table 17.7 Controlling live range splitting**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 3</b> or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	There is no pragma to control this optimization.
command line	-opt level=3, -opt level=4

For example, in [Listing 17.18](#) three variables, a, b, and c, are defined. Although each variable is eventually used, each of their uses is exclusive to the others. In other words, a is not referred to in the same expressions as b or c, b is not referred to with a or c, and c is not used with a or b.

## Intermediate Optimizations

### *Intermediate Optimizations*

---

In [Listing 17.19](#), the compiler has replaced a, b, and c, with a single variable. This optimization reduces the number of registers that the object code uses to store variables, allowing more variables to be stored in registers instead of slower memory. This optimization also reduces a function's stack memory.

#### **Listing 17.18 Before live range splitting**

---

```
void func_from(int x, int y)
{
    int a;
    int b;
    int c;

    a = x * y;
    otherfunc(a);

    b = x + y;
    otherfunc(b);

    c = x - y;
    otherfunc(c);
}
```

---

#### **Listing 17.19 After live range splitting**

---

```
void func_to(int x, int y)
{
    int a_b_or_c;

    a_b_or_c = x * y;
    otherfunc(a_b_or_c);

    a_b_or_c = x + y;
    otherfunc(a_b_or_c);

    a_b_or_c = x - y;
    otherfunc(a_b_or_c);
}
```

---

## Loop-Invariant Code Motion

Loop-invariant code motion moves expressions out of a loop if the expressions are not affected by the loop or the loop does not affect the expression. This optimization improves execution speed.

[Table 17.8](#) describes how to control the optimization for loop-invariant code motion.

**Table 17.8 Controlling loop-invariant code motion**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 3</b> or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	<code>#pragma opt_loop_invariants on   off   reset</code>
command line	<code>-opt [no]loop[invariants]</code>

For example, in [Listing 17.20](#), the assignment to the variable `circ` does not refer to the counter variable of the `for` loop, `i`. But the assignment to `circ` will be executed at each loop iteration.

[Listing 17.21](#) shows source code that is equivalent to how the compiler would rearrange instructions after applying this optimization. The compiler has moved the assignment to `circ` outside the `for` loop so that it is only executed once instead of each time the `for` loop iterates.

**Listing 17.20 Before loop-invariant code motion**

```
void func_from(float* vec, int max, float val)
{
    float circ;
    int i;
    for (i = 0; i < max; ++i)
    {
        circ = val * 2 * PI;
        vec[i] = circ;
    }
}
```

**Listing 17.21 After loop-invariant code motion**

```
void func_to(float* vec, int max, float val)
{
    float circ;
    int i;
    circ = val * 2 * PI;
    for (i = 0; i < max; ++i)
    {
        vec[i] = circ;
    }
}
```

## Intermediate Optimizations

### Intermediate Optimizations

```
    }
}
```

## Strength Reduction

Strength reduction attempts to replace slower multiplication operations with faster addition operations. This optimization improves execution speed but increases code size.

[Table 17.9](#) describes how to control the optimization for strength reduction.

**Table 17.9 Controlling strength reduction**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 3</b> or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.l
source code	<code>#pragma opt_strength_reduction on   off   reset</code>
command line	<code>-opt [no]strength</code>

For example, in [Listing 17.22](#), the assignment to elements of the `vec` array use a multiplication operation that refers to the `for` loop's counter variable, `i`.

In [Listing 17.23](#), the compiler has replaced the multiplication operation with a hidden variable that is increased by an equivalent addition operation. Processors execute addition operations faster than multiplication operations.

**Listing 17.22 Before strength reduction**

```
void func_from(int* vec, int max, int fac)
{
    int i;
    for (i = 0; i < max; ++i)
    {
        vec[i] = fac * i;
    }
}
```

**Listing 17.23 After strength reduction**

```
void func_to(int* vec, int max, int fac)
{
    int i;
```

```

int strength_red;
hidden_strength_red = 0;
for (i = 0; i < max; ++i)
{
    vec[i] = hidden_strength_red;
    hidden_strength_red = hidden_strength_red + i;
}
}

```

## Loop Unrolling

Loop unrolling inserts extra copies of a loop's body in a loop to reduce processor time executing a loop's overhead instructions for each iteration of the loop body. In other words, this optimization attempts to reduce the ratio of time that the processor executes a loop's completion test and branching instructions compared to the time the processor executes the loop's body. This optimization improves execution speed but increases code size.

[Table 17.10](#) describes how to control the optimization for loop unrolling.

**Table 17.10 Controlling loop unrolling**

Turn control this option from here...	use this setting
CodeWarrior IDE	Choose <b>Level 3</b> or <b>Level 4</b> in the <b>Global Optimizations</b> settings pane.
source code	<code>#pragma opt_unroll_loops on   off   reset</code>
command line	<code>-opt level=3, -opt level=4</code>

For example, in [Listing 17.24](#), the `for` loop's body is a single call to a function, `otherfunc()`. For each time the loop's completion test executes

```
for (i = 0; i < MAX; ++i)
```

the function executes the loop body only once.

In [Listing 17.25](#), the compiler has inserted another copy of the loop body and rearranged the loop to ensure that variable `i` is incremented properly. With this arrangement, the loop's completion test executes once for every 2 times that the loop body executes.

**Listing 17.24 Before loop unrolling**

```

const int MAX = 100;
void func_from(int* vec)

```

## Intermediate Optimizations

### Inlining

---

```

{
    int i;
    for (i = 0; i < MAX; ++i)
    {
        otherfunc(vec[i]);
    }
}

```

---

#### Listing 17.25 After loop unrolling

---

```

const int MAX = 100;
void func_to(int* vec)
{
    int i;
    for (i = 0; i < MAX;)
    {
        otherfunc(vec[i]);
        ++i;
        otherfunc(vec[i]);
        ++i;
    }
}

```

---

## Inlining

*Inlining* replaces instructions that call a function and return from it with the actual instructions of the function being called. Inlining functions makes your program faster because it executes the function code immediately without the overhead of a function call and return. However, inlining can also make your program larger because the compiler may insert the function's instructions many times throughout your program.

The rest of this section describes how to specify which functions to inline and how the compiler performs the inlining:

- [Choosing Which Functions to Inline](#)
- [Inlining Techniques](#)

### Choosing Which Functions to Inline

The compiler offers several methods to specify which functions are eligible for inlining.

To specify that a function is eligible to be inlined, precede its definition with the `inline`, `__inline__`, or `__inline` keyword. To allow these keywords in C source

---

code, turn off **ANSI Keywords Only** in the CodeWarrior IDE's **C/C++ Language** settings panel or turn off the `only_std_keywords` pragma in your source code.

To verify that an eligible function has been inlined or not, use the **Non-Inlined Functions** option in the IDE's **C/C++ Warnings** panel or the `warn_notinlined` pragma. [Listing 17.26](#)[Listing 17.26](#) shows an example.

#### Listing 17.26 Specifying to the compiler that a function may be inlined

---

```
#pragma only_std_keywords off
inline int attempt_to_inline(void)
{
    return 10;
}
```

---

To specify that a function must never be inlined, follow its definition's specifier with `__attribute__((never_inline))`. [Listing 17.27](#) shows an example.

#### Listing 17.27 Specifying to the compiler that a function must never be inlined

---

```
int never_inline(void) __attribute__((never_inline))
{
    return 20;
}
```

---

To specify that no functions in a file may be inlined, including those that are defined with the `inline`, `__inline__`, or `__inline` keywords, use the `dont_inline` pragma. [Listing 17.28](#)[Listing 17.28](#) shows an example.

#### Listing 17.28 Specifying that no functions may be inlined

---

```
#pragma dont_inline on

/* Will not be inlined. */
inline int attempt_to_inline(void)
{
    return 10;
}

/* Will not be inlined. */
int never_inline(void) __attribute__((never_inline))
{
    return 20;
}

#pragma dont_inline off
/* Will be inlined, if possible. */
```

---

## Intermediate Optimizations

### Inlining

---

```
inline int also_attempt_to_inline(void)
{
    return 10;
}
```

---

Some kinds of functions are never inlined:

- functions with variable argument lists
- functions declared with `__attribute__((never_inline))`
- functions compiled with `#pragma optimize_for_size on` or the **Optimize For Size** setting in the IDE's **Global Optimizations** panel
- functions which have their pointers stored in variables

The compiler will not inline these functions, even if they are defined with the `inline`, `__inline__`, or `__inline` keywords.

## Inlining Techniques

The depth of inlining describes how many levels of function calls the compiler will inline. The **Inline Depth** setting in the IDE's **C/C++ Language** settings panel and the `inline_depth` pragma control inlining depth.

Normally, the compiler only inlines an eligible function if it has already translated the function's definition. In other words, if an eligible function has not yet been compiled, the compiler has no object code to insert. To overcome this limitation, the compiler allows deferred inlining, which specifies to the compiler to delay a function's compilation until any functions that it calls have been compiled. The **Deferred Inlining** setting in the IDE's **C/C++ Language** settings panel and the `defer_codegen` pragma control this capability.

The compiler normally inlines functions from the first function in a chain of function calls to the last function called. Alternately, the compiler may inline functions from the last function called to the first function in a chain of function calls. The **Bottom-up Inlining** option in the IDE's **C/C++ Language** settings panel and the `inline_bottom_up` and `inline_bottom_up_once` pragmas control this reverse method of inlining.

Some functions that have not been defined with the `inline`, `__inline__`, or `__inline` keywords may still be good candidates to be inlined. Automatic inlining allows the compiler to inline these functions in addition to the functions that you explicitly specify as eligible for inlining. The **Auto-Inline** option in the IDE's **C/C++ Language** panel and the `auto_inline` pragma control this capability.

When inlining, the compiler calculates the complexity of a function by counting the number of statements, operands, and operations in a function to determine whether or not to inline an eligible function. The compiler does not inline functions that exceed a



---

maximum complexity. The compiler uses three settings to control the extent of inlined functions:

- maximum auto-inlining complexity: the threshold for which a function may be auto-inlined
- maximum complexity: the threshold for which any eligible function may be inlined
- maximum total complexity: the threshold for all inlining in a function

The `inline_max_auto_size`, `inline_max_size`, and `inline_max_total_size` pragmas control these thresholds, respectively.



## Intermediate Optimizations

### *Inlining*

---

# Inline Assembly

---

This chapter explains support for inline assembly language programming. Inline assembly language are assembly language instructions and directives embedded in C and C++ source code. The standalone assembler, different software component, is not a topic of this chapter. For information on the stand-alone assembler, refer to the *Assembler Guide*.)

- [Inline Assembly Syntax](#)
- [Inline Assembly Directives](#)

## Inline Assembly Syntax

Syntax explanation topics are:

- [Statements](#)
- [Additional Syntax Rules](#)
- [Preprocessor Features](#)
- [Local Variables and Arguments](#)
- [Returning From a Routine](#)

## Statements

All internal assembly statements must follow this syntax:

```
[LocalLabel:] (instruction | directive) [operands];
```

Other rules for statements are:

- The assembly instructions are the standard ColdFire instruction mnemonics.
- Each instruction must end with a newline character or a semicolon (;).
- Hexadecimal constants must be in C style: `0xABCDEF` is a valid constant, but `$ABCDEF` is not.
- Assembler directives, instructions, and registers are *not* case-sensitive. To the inline assembler, these statements are the same:

```
move.l    b, D0  
MOVE.L   b, d0
```

## Inline Assembly

### Inline Assembly Syntax

---

- To specify assembly-language interpretation for a block of code in your file, use the `asm` keyword.

---

**NOTE** To make sure that the C/C++ compiler recognizes the `asm` keyword, you must clear the **ANSI Keywords Only** checkbox of the **C/C++ Language** panel.

---

[Listing 18.1](#) and [Listing 18.2](#) are valid examples of inline assembly code:

#### Listing 18.1 Function-Level Sample

---

```
long int b;
struct mystruct {
    long int a;
};
static asm long f(void)    // Legal asm qualifier
{
    move.l    struct(mystruct.a)(A0),D0 // Accessing a struct.
    add.l    b,D0 // Using a global variable, put return value
              // in D0.
    rts      // Return from the function:
              // result = mystruct.a + b
}

```

---

#### Listing 18.2 Statement-Level Sample

---

```
long square(short a)
{
    asm {
        move.w    a,d0 // fetch function argument 'a'
        mulu.w    d0,d0 // multiply
        return    // return from function (result is in D0)
    }
}

```

---



---

**NOTE** Regardless of its settings, the compiler never optimizes assembly-language functions. However, to maintain integrity of all registers, the compiler notes which registers inline assembly uses.

---

## Additional Syntax Rules

These rules pertain to labels, comments, structures, and global variables:

- Each label must end with a colon; labels may contain the @ character. For example, `x1:` and `@x2:` would be valid labels, but `x3` would not — it lacks a colon.
- Comments must use C/ C++ syntax: either starting with double slash characters (`//`) or enclosed by slash and asterisk characters (`/* ... */`).
- To refer to a field in a structure, use the `struct` construct:

```
struct(structTypeName.fieldName) structAddress
```

For example, suppose that `A0` points to structure `WindowRecord`. This instruction moves the structure's `refCon` field to `D0`:

```
move.l struct(WindowRecord.refCon) (A0), D0
```

- To refer to a global variable, merely use its name, as in the statement

```
move.w x,d0 // Move x into d0
```

## Preprocessor Features

You can use all preprocessor features, such as comments and macros, in the inline assembler. But when you write a macro definition, remember to:

- End each assembly statement with a semicolon (`;`) — (the preprocessor ignores newline characters).
- Use the `%` character, instead of `#`, to denote immediate data, — the preprocessor uses `#` as a concatenate operator.

## Local Variables and Arguments

Handling of local variables and arguments depends on the level of inline assembly. However, *for optimization level 1 or greater*, you can force variables to stay in a register by using the symbol `$`.

### Function-Level

The function-level inline assembler lets you refer to local variables and function arguments yourself, handles such references for you.

For *your own* references, you must explicitly save and restore processor registers and local variables when entering and leaving your inline assembly function. You cannot refer to the variables by name, but you can refer to function arguments off the stack pointer. For example, this function moves its argument into `d0`:

```
asm void alpha(short n)
{
    move.w    4(sp),d0 // n
```

## Inline Assembly

### Inline Assembly Syntax

---

```

        // . . .
    }

```

To let the *inline assembler* handle references, use the directives `fralloc` and `frfree`, according to these steps:

1. Declare your variables as you would in a normal C function.
2. Use the `fralloc` directive. It makes space on the stack for the local stack variables. Additionally, with the statement `link #x, a6`, this directive reserves registers for the local register variables.
3. In your assembly, you can refer to the local variables and variable arguments by name.
4. Finally, use the `frfree` directive to free the stack storage and restore the reserved registers. (It is somewhat easier to use a C wrapper and statement level assembly.)

[Listing 18.3](#) is an example of using local variables and function arguments in function-level inline assembly.

#### Listing 18.3 Function-level Local Variables, Function Arguments

---

```

static asm short f(short n)
{
    register short a; // Declaring a as a register variable
    short b;         // and b as a stack variable
    // Note that you need semicolons after these statements.
    fralloc +        // Allocate space on stack, reserve registers.
    move.w n,a       // Using an argument and local var.
    add.w a,a
    move.w a,D0
    frfree           // Free space that fralloc allocated
    rts
}

```

---

## Statement-Level

Statement-level inline assembly allows full access to local variables and function arguments without using the `fralloc` or `frfree` directives.

[Listing 18.4](#) is an example of using local variables and function arguments in statement-level inline assembly. You may place statement-level assembly code anywhere in a C/C++ program.

#### Listing 18.4 Statement-Level Local Variables, Function Arguments

---

```

long square(short a)
{

```

---

```

long result=0;
asm {
    move.w  a,d0      // fetch function argument 'a'
    mulu.w  d0,d0     // multiply
    move.l  d0,result // store in local 'result' variable
}
return result;
}

```

## Returning From a Routine

Every inline assembly function (not statement level) should end with a return statement. Use the `rts` statement for ordinary C functions, as [Listing 18.5](#) shows.

### Listing 18.5 Assembly Function Return

```

asm void f(void)
{   add.l    d4, d5}           // Error, no RTS statement

asm void g(void)
{   add.l    d4, d5
   rts}                       // OK

```

For statement-level returns, see [“return” on page 196](#) and [“naked” on page 195](#).

## Inline Assembly Directives

[Table 18.1](#) lists special assembler directives that the ColdFire inline assembler accepts. Explanations follow the table.

**Table 18.1** Inline Assembly Directives

dc	ds	entry
fralloc	frfree	macine
naked	opword	return

---

**NOTE** Except for `dc` and `ds`, the inline assembly directives are available only for function/routine level.

---

## Inline Assembly

### Inline Assembly Directives

---

#### dc

Defines blocks of constant expressions as initialized bytes, words, or longwords. (Useful for inventing new opcodes to be implemented via a loop.)

```
dc[.(b|w|l)] constexpr (, constexpr)*
```

#### Parameters

b

Byte specifier, which lets you specify any C (or Pascal) string constant.

w

Word specifier (the default), which lets you specify any 16-bit relative offset to a local label.

l

Longword specifier.

constexpr

Name for block of constant expressions.

#### Example

```
asm void alpha(void)
{
x1: dc.b  "Hello world!\n" // Creating a string
x2: dc.w  1,2,3,4          // Creating an array
x3: dc.l  3000000000       // Creating a number
}
```

---

#### ds

Defines a block of bytes, words, or longwords, initialized with null characters. Pushes labels outside the block.

```
ds[.(b|w|l)] size
```



**Parameters**

b	Byte specifier.
w	Word specifier (the default).
l	Longword specifier.
size	Number of bytes, words, or longwords in the block.

**Example**

This statement defines a block big enough for the structure `DRVRHeader`:

```
ds.b sizeof(DRVRHeader)
```

---

**entry**

Defines an entry point into the current function. Use the `extern` qualifier to declare a global entry point and use the `static` qualifier to declare a local entry point. If you leave out the qualifier, `extern` is assumed ([Listing 18.6](#)).

```
entry [extern|static] name
```

**Parameters**

extern	Specifier for a global entry point (the default).
static	Specifier for a local entry point.
name	Name for the new entry point.

**Example**

[Listing 18.6](#) defines the new local entry point `MyEntry` for function `MyFunc`.

**Listing 18.6 Entry Directive Example**

---

```
static long MyEntry(void);  
static asm long MyFunc(void)
```

---

## Inline Assembly

### Inline Assembly Directives

---

```

{
    move.l  a,d0
    bra.s   L1
    entry   static MyEntry
    move.l  b,d0
L1: rts
}

```

---

## fralloc

Lets you declare local variables in an assembly function.

```
fralloc [+]
```

### Parameter

+

Optional ColdFire-register control character.

### Remarks

This directive makes space on the stack for your local stack variables. It also reserves registers for your local register variables (with the statement `link #x, a6`).

Without the + control character, this directive pushes modified registers onto the stack.

With the + control character, this directive pushes all register arguments into their ColdFire registers.

Counterpart to the `frfree` directive.

---

## frfree

Frees the stack storage area; also restores the registers (with the statement `unlk a6`) that `fralloc` reserved.

```
frfree
```

---

## machine

Specifies the CPU for which the compiler generates its inline-assembly instructions.

```
machine processor
```

### Parameter

```
processor
```

```
MCF547x, MCF5249, MCF5272, MCF5280, MCF5282,  
MCF5307, MCF5407, MCF5213, OR MCF5206e
```

### Remarks

If you use this directive to specify a target processor, additional inline-assembler instructions become available — instructions that pertain only to that processor. For more information, see the Freescale processor user's manual

---

## naked

Suppresses the compiler-generated stackframe setup, cleanup, and return code.

```
naked
```

### Remarks

Functions with this directive cannot access local variables by name. They should not contain C code that implicitly or explicitly uses local variables or memory.

Counterpart to the `return` directive.

### Example

[Listing 18.7](#) is an example use of this directive.

### Listing 18.7 Naked Directive Example

---

```
long square(short)  
{  
    asm{  
        naked                // no stackframe or compiler-generated rts  
        move.w 4(sp),d0      // fetch function argument from stack  
        mulu.w d0,d0         // multiply  
        rts                  // return from function: result in D0  
    }  
}
```

## Inline Assembly

### *Inline Assembly Directives*

---

```
}
```

---

## opword

Writes machine-instruction constants directly into the executable file, without any error checking.

```
opword constant[, constant]
```

### Parameter

constant

Any appropriate machine-code value.

### Example

```
opword 0x7C0802A6 — which is equivalent to the instruction mflr r0.
```

---

## return

Inserts a compiler-generated sequence of stackframe cleanup and return instructions. Counterpart to the `naked` directive.

```
return instruction[, instruction]
```

### Parameter

instruction

Any appropriate C instruction.

# ColdFire Code Generation

---

This chapter describes the code generation features and specifications that the CodeWarrior offers.

- [Code Generation Limits](#)
- [Integer Representation](#)
- [Calling Conventions](#)
- [Variable Allocation](#)
- [Register Variables](#)
- [Position-Independent Code](#)
- [Cryptographic Acceleration Instructions](#)

## Code Generation Limits

Special-Edition software compiles assembly and C code, but the object code size must not exceed 128 kilobytes. Standard-Edition software compiles assembly and C code, without any size restriction. Professional-Edition software compiles assembly, C, and C++ code, without any size restriction.

## Integer Representation

The ColdFire compiler lets you specify the number of bytes that the compiler allocates for an `int`. [Table 19.1](#) shows the size and range of the integer types available for ColdFire targets.

**Table 19.1 ColdFire Integer Types**

Type	Option Setting	Size	Range
<code>bool</code>	n/a	8 bits	true or false

## ColdFire Code Generation

### Integer Representation

**Table 19.1 ColdFire Integer Types (continued)**

Type	Option Setting	Size	Range
char	<b>Use Unsigned Chars</b> is <i>off</i> in the C/C++ Language panel	8 bits	-128 to 127
	<b>Use Unsigned Chars</b> is <i>on</i> in the C/C++ Language panel	8 bits	0 to 255
signed char	n/a	8 bits	-128 to 127
unsigned char	n/a	8 bits	0 to 255
short	n/a	16 bits	-32,768 to 32,767
unsigned short	n/a	16 bits	0 to 65,535
int	<b>4-Byte Integers</b> is <i>off</i> in the ColdFire Processor panel	16 bits	-32,768 to 32,767
	<b>4-Byte Integers</b> is <i>on</i> in the ColdFire Processor panel	32 bits	-2,147,483,648 to 2,147,483,647
unsigned int	<b>4-Byte Integers</b> is <i>off</i> in the ColdFire Processor panel	16 bits	0 to 65,535
	<b>4-Byte Integers</b> is <i>on</i> in the ColdFire Processor panel	32 bits	0 to 4,294,967,295
long	n/a	32 bits	-2,147,483,648 to 2,147,483,647
unsigned long	n/a	32 bits	0 to 4,294,967,295
long long	n/a	64 bits	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
unsigned long long	n/a	64 bits	0 to 18,446,744,073,709,551,615

# Calling Conventions

For ColdFire development, the calling conventions are:

- **Standard** — the compiler uses the default amount of memory, expanding everything to `int` size.
- **Compact** — the compiler tries to minimize memory consumption.
- **Register** — the compiler tries to use memory registers, instead of the stack.

**NOTE** The corresponding levels for the supported calling conventions are `standard_abi` (the default), `compact_abi`, and `register_abi`.

The compiler passes parameters on the stack in reverse order. It passes the return value in different locations, depending on the nature of the value and compiler settings:

- Integer return value: register `D0`.
- Pointer return value: register `A0`.
- Any other return value: temporary storage area. (For any non-integer, non-pointer return type, the calling routine reserves this area in its stack. The calling routine passes a pointer to this area as its last argument. The called function returns its value in this temporary storage area.)

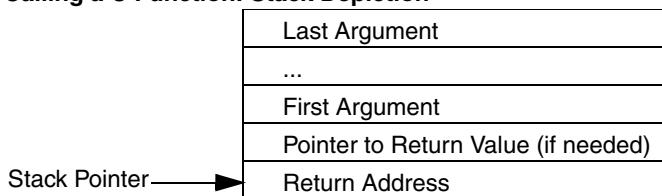
To have the compiler return pointer values in register `D0`, use the pragma `pointers_in_D0`, which the *C Compiler reference guide* explains.

To reset pointer returns, use the pragma `pointers_in_A0`.

**NOTE** If you use the pragma `pointers_in_A0`, be sure to use correct prototypes. Otherwise, the pragma may not perform reliably.

[Figure 19.1](#) depicts the stack when you use the ColdFire compiler to call a C function.

**Figure 19.1 Calling a C Function: Stack Depiction**



## Variable Allocation

For a ColdFire target, the compiler lets you declare structs and arrays to be any size, but imposes a few limits on how you allocate their space:

- Maximum bitfield size is 32 bits.
- There is no limit to local-variable space for a function. However, access is twice as fast for frames that do not exceed 32 kilobytes. To keep within this limit,
  - Dynamically allocate large variables, or
  - Declare large variables to be `static` (provided that this does not exceed the 32-kilobyte limit on global variables).
- Maximum declaration size for a global variable is 32 kilobytes, unless you use `far` data. You must do one of the following:
  - Dynamically allocate the variable.
  - Use the `far` qualifier when declaring the variable.
  - Select the **Far (32 bit)** option from the **Code and Data model** in the **ColdFire Processor settings** panel.

[Listing 19.1](#) shows how to declare a large *struct* or *array*. Keep in mind that declaring large static arrays works only if the device has enough physical memory.

### Listing 19.1 Declaring a large structure

---

```
int i[50000]; // Wrong with ColdFire compiler and the Far Data
              // option in the Processor settings panel is off
far int j[50000]; // ALWAYS OK.
int *k;
k = malloc(50000 * sizeof(int)); // ALWAYS OK.
```

---

## Register Variables

The ColdFire back-end compiler automatically allocates local variables and parameters to registers, according to frequency of use and how many registers are available.

The ColdFire compiler can use these registers for local variables:

- A2 through A5 — for pointers
- D3 through D7 — for integers and pointers.
- FP3 through FP7 — for 64-bit floating-point numbers (provided that you select **Hardware** in the **Floating Point** list box of the **ColdFire Processor** panel).

If you optimize for speed, the compiler gives preference to variables in loops.



The ColdFire back-end compiler gives preference to variables declared `register`, but does not automatically assign them to registers. For example, if the compiler must choose between an inner-loop variable and a variable declared `register`, the compiler places the inner-loop variable in the register.

## Position-Independent Code

If you specify position-independent code, the compiler generates code that is the same regardless of its load address. Different processes of your application can share such code.

### Listing 19.2 Position Independent Code

```
int relocatableAlpha();
int (*alpha)()=relocatableAlpha;
```

Follow these steps to enable the PIC compiler and runtime support:

1. Add a `.picdynrel` section to the linker command file.
2. Enable PIC generation in the processor settings panel.
3. Customize and recompile the runtime to support your loading routine.

## Cryptographic Acceleration Instructions

MCU52235 and related ColdFire-family processors have a cryptography acceleration unit (CAU). This instruction-level coprocessor speeds up software-based encryption/decryption. The CAU enhances these actions for the DES, 3DES, AES, MD5, and SHA-1 encryption algorithms.

[Table 19.2](#) contrasts megabyte-per-second performance of regular software and the CAU for several encryption algorithms, noting the CAU improvement.

**Table 19.2 CAU Performance Improvement**

Algorithm	Software	CAU	Improvement
DES, 3DES	2	82	41 times
AES-128	9	99	11 times
MD5	47	118	2.5 times
SHA-1	22	55	2.5 times

## ColdFire Code Generation

### *Cryptographic Acceleration Instructions*

To access the CAU, you use generic instructions that identify the CAU coprocessor and include appropriate CAU commands.

**NOTE** Syntax (prototypes) of this text is correct if the CAU is coprocessor 0. For an implementation that includes the CAU as coprocessor 1, you would have to substitute 1 for 0 in the instructions.

[Table 19.3](#) lists the CAU instructions.

**Table 19.3 ColdFire CAU Commands**

<b>This instruction...</b>	<b>performs this operation</b>
ADR	Add to register
ADRA	Add register to accumulator
AESC	AES column operation
AESIC	Inverse AES column operation
AESIR	Inverse AES shift rows
AESIS	Inverse AES substitution
AESR	AES shift rows
AESS	AES substitution
CNOP	Coprocessor no operation
DESK	DES key setup
DESR	DES round
HASH	Hash function
ILL	Illegal command
LDR	Load register
MDS	Message digest shift
MVAR	Move accumulator to register
MVRA	Move register to accumulator
RADR	Reverse and add to register
ROTL	Rotate left

---

**Table 19.3 ColdFire CAU Commands (continued)**

<b>This instruction...</b>	<b>performs this operation</b>
SHS	Secure hash shift
STR	Store register
XOR	Exclusive or



**ColdFire Code Generation**  
*Cryptographic Acceleration Instructions*

---

# ColdFire Runtime Libraries

---

The CodeWarrior tool chain includes libraries conforming to ISO/IEC-standards for C and C++, runtime libraries, and other code. CodeWarrior tools come with prebuilt configurations of these libraries with variants for:

- integer size
- hardware floating-point operations
- different applications binary interfaces (ABIs)
- UART control
- console input/output support

This chapter explains how to use prebuilt libraries, and how to create reduced working-set libraries. This chapter consists of these sections:

- [MSL for ColdFire Development](#)
- [Runtime Libraries](#)

---

**NOTE** With respect to the Main Standard Libraries (MSL) for C and C++, this chapter is an extension of the *MSL C Reference* and the *MSL C++ Reference*. Consult those manuals for general information.

---

## MSL for ColdFire Development

The Main Standard Library provides the libraries described in the ISO/IEC standards for C and C++. MSL also provides some extensions to the standard libraries.

- [Customizing MSL Libraries](#)
- [Using MSL for ColdFire](#)
- [Serial I/O and UART Libraries](#)
- [Reduced Working Set Libraries](#)
- [Memory, Heaps, and Other Libraries](#)

## Customizing MSL Libraries

Full compliance with the ISO/IEC standards can increase code size — a problem if you must run an application in a small memory, or if you require more efficient memory usage. In such a case, you can discard library files whose functionality you do not need.

In addition to compiled binaries, the CodeWarrior development tools include source code and project files for MSL so that you can customize the libraries.

---

**NOTE** The MCF52235 and related processors have smaller memories than many other members of the ColdFire family. Accordingly, C and C++ libraries include special, small library files, appropriate for such limited-memory devices. The names of these small library files include the designation *SZ\_*.

---

## Using MSL for ColdFire

Your CodeWarrior installation includes the Main Standard Libraries (MSL), a complete C and C++ library that you can use in your embedded projects. The installation includes all the source files necessary to build MSL as well as project files for different MSL configurations.

---

**NOTE** If an MSL version already is on your computer, the CodeWarrior installer installs only the additional MSL files necessary for ColdFire projects.

---

The names of library files follow this pattern, which [Table 20.1](#) explains:

*Language IO Int\_size CF FPU ABI Position Size MSL.a*

**Table 20.1 MSL Library Name Parameters**

Parameter	Value	Specifies
<i>Language</i>	C_	C language
	C++_	C++ language
<i>IO</i>	TRK_	Console IO
<i>Int_size</i>	2i_	Code generation with 2-byte integers
	4i_	Code generation with 4-byte integers
<i>CF_</i>	CF_	Code generation for a ColdFire target processor
<i>FPU</i>	FPU_	Floating-point support

**Table 20.1 MSL Library Name Parameters (continued)**

Parameter	Value	Specifies
<i>ABI</i>	(nothing)	Code generation with the compact ABI
	RegABI_	Code generation with the register ABI
	StdABI_	Code generation with the standard ABI
<i>Position</i>	PI_	Code generation with position-independent code and data
<i>Size</i>	SZ_	Small libraries working set
MSL.a	MSL.a	Library name constant (do not change)

For example, the name `C_4i_CF_MSL.a` is the fully compliant, standard C library using 4-byte integers and the compact ABI.

Another example is `C++_4i_CF_RegABI_Pi_SZ_MSL.a` — the reduced working-set C++ library using 4-byte integers, the register ABI, and position-independent code and data.

---

**NOTE** 1. As C++ libraries are built over C libraries, a C++ application almost always requires a C library for linking.  
 2. As C++ relies on low-level C functionality for IO, `TRK_` is not part of any C++-library file names.

---

The factory configuration for all libraries uses:

- far code and data models
- no `.sdata` section
- no PC-relative strings
- no A6 frames (except for C++ exception handling)
- full optimization with emphasis on reducing code size

Fully compliant, non-FPU libraries use `ISA_A` instructions; FPU libraries use `ISA_B` instructions. Library code does not depend on the MAC or EMAC. The startup code (`E68k_startup.c`) sets the initial values of the SR, A7, and A5 registers. Otherwise, the libraries do not manipulate system registers.

The C and C++ libraries include special, small library files, appropriate for use with MCF52235 and related processors, which have smaller memories than many other members of the ColdFire family. These files, which use `ISA_A` instructions, include the designation `SZ_` in their names.

## ColdFire Runtime Libraries

### MSL for ColdFire Development

[Table 20.2](#) lists the MSL C libraries — which are in subdirectory `\E68K_Support\msl\MSL_C\MSL_E68k\Lib` of your CodeWarrior installation directory.

[Table 20.3](#) lists the MSL C++ libraries — which are in subdirectory `\E68K_Support\msl\MSL_C++\MSL_E68k\Lib` of your CodeWarrior installation directory.

[Table 20.4](#) lists MSL EC++ libraries — which are in subdirectory `\E68K_Support\msl\ (MSL_EC++) \MSL_E68k\Lib` of your CodeWarrior installation directory.

**Table 20.2 C Libraries**

Category	Library File	Description
Fully Compliant UART IO	<code>C_2i_CF_MSL.a</code>	2-byte integers, compact ABI
	<code>C_2i_CF_PI_MSL.a</code>	2-byte integers, compact ABI, position-independent
	<code>C_2i_CF_RegABI_MSL.a</code>	2-byte integers, register ABI
	<code>C_2i_CF_RegABI_PI_MSL.a</code>	2-byte integers, register ABI, position-independent
	<code>C_2i_CF_StdABI_MSL.a</code>	2-byte integers, standard ABI
	<code>C_2i_CF_StdABI_PI_MSL.a</code>	2-byte integers, standard ABI, position-independent
	<code>C_4i_CF_MSL.a</code>	4-byte integers, compact ABI
	<code>C_4i_CF_PI_MSL.a</code>	4-byte integers, compact ABI, position-independent
	<code>C_4i_CF_RegABI_MSL.a</code>	4-byte integers, register ABI
	<code>C_4i_CF_RegABI_PI_MSL.a</code>	4-byte integers, register ABI, position-independent
	<code>C_4i_CF_StdABI_MSL.a</code>	4-byte integers, standard ABI
	<code>C_4i_CF_StdABI_PI_MSL.a</code>	4-byte integers, standard ABI, position-independent



**Table 20.2 C Libraries (continued)**

Category	Library File	Description
Fully Compliant Console IO	C_TRK_2i_CF_MSL.a	2-byte integers, compact ABI
	C_TRK_2i_CF_PI_MSL.a	2-byte integers, compact ABI, position-independent
	C_TRK_2i_CF_RegABI_MSL.a	2-byte integers, register ABI
	C_TRK_2i_CF_RegABI_PI_MSL.a	2-byte integers, register ABI, position-independent
	C_TRK_2i_CF_StdABI_MSL.a	2-byte integers, standard ABI
	C_TRK_2i_CF_StdABI_PI_MSL.a	2-byte integers, standard ABI, position-independent
	C_TRK_4i_CF_MSL.a	4-byte integers, compact ABI
	C_TRK_4i_CF_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C_TRK_4i_CF_RegABI_MSL.a	4-byte integers, register ABI
	C_TRK_4i_CF_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C_TRK_4i_CF_StdABI_MSL.a	4-byte integers, standard ABI
	C_TRK_4i_CF_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

MSL for ColdFire Development

**Table 20.2 C Libraries (continued)**

Category	Library File	Description
Small UART IO	C_2i_CF_SZ_MSL.a	2-byte integers, compact ABI
	C_2i_CF_PI_SZ_MSL.a	2-byte integers, compact ABI, position-independent
	C_2i_CF_RegABI_SZ_MSL.a	2-byte integers, register ABI
	C_2i_CF_RegABI_PI_SZ_MSL.a	2-byte integers, register ABI, position-independent
	C_2i_CF_StdABI_SZ_MSL.a	2-byte integers, standard ABI
	C_2i_CF_StdABI_PI_SZ_MSL.a	2-byte integers, standard ABI, position-independent
	C_4i_CF_SZ_MSL.a	4-byte integers, compact ABI
	C_4i_CF_PI_SZ_MSL.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_RegABI_SZ_MSL.a	4-byte integers, register ABI
	C_4i_CF_RegABI_PI_SZ_MSL.a	4-byte integers, register ABI, position-independent
	C_4i_CF_StdABI_SZ_MSL.a	4-byte integers, standard ABI
	C_4i_CF_StdABI_PI_SZ_MSL.a	4-byte integers, standard ABI, position-independent

**Table 20.2 C Libraries (continued)**

Category	Library File	Description
Small Console IO	C_TRK_2i_CF_SZ_MSL.a	2-byte integers, compact ABI
	C_TRK_2i_CF_PI_SZ_MSL.a	2-byte integers, compact ABI, position-independent
	C_TRK_2i_CF_RegABI_SZ_MSL.a	2-byte integers, register ABI
	C_TRK_2i_CF_RegABI_PI_SZ_MSL.a	2-byte integers, register ABI, position-independent
	C_TRK_2i_CF_StdABI_SZ_MSL.a	2-byte integers, standard ABI
	C_TRK_2i_CF_StdABI_PI_SZ_MSL.a	2-byte integers, standard ABI, position-independent
	C_TRK_4i_CF_SZ_MSL.a	4-byte integers, compact ABI
	C_TRK_4i_CF_PI_SZ_MSL.a	4-byte integers, compact ABI, position-independent
	C_TRK_4i_CF_RegABI_SZ_MSL.a	4-byte integers, register ABI
	C_TRK_4i_CF_RegABI_PI_SZ_MSL.a	4-byte integers, register ABI, position-independent
	C_TRK_4i_CF_StdABI_SZ_MSL.a	4-byte integers, standard ABI
	C_TRK_4i_CF_StdABI_PI_SZ_MSL.a	4-byte integers, standard ABI, position-independent
HW Floating-Point UART IO	C_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	C_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	C_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	C_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

MSL for ColdFire Development

**Table 20.2 C Libraries (continued)**

Category	Library File	Description
HW Floating-Point Console IO	C_TRK_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	C_TRK_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C_TRK_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	C_TRK_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C_TRK_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	C_TRK_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

**Table 20.3 C++ Libraries**

Category	Library File	Description
Fully Compliant	C++_2i_CF_MSL.a	2-byte integers, compact ABI
	C++_2i_CF_PI_MSL.a	2-byte integers, compact ABI, position-independent
	C++_2i_CF_RegABI_MSL.a	2-byte integers, register ABI
	C++_2i_CF_RegABI_PI_MSL.a	2-byte integers, register ABI, position-independent
	C++_2i_CF_StdABI_MSL.a	2-byte integers, standard ABI
	C++_2i_CF_StdABI_PI_MSL.a	2-byte integers, standard ABI, position-independent
	C++_4i_CF_MSL.a	4-byte integers, compact ABI
	C++_4i_CF_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C++_4i_CF_RegABI_MSL.a	4-byte integers, register ABI
	C++_4i_CF_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C++_4i_CF_StdABI_MSL.a	4-byte integers, standard ABI
	C++_4i_CF_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

MSL for ColdFire Development

**Table 20.3 C++ Libraries (continued)**

Category	Library File	Description
Small Working Set	C++_2i_CF_SZ_MSL.a	2-byte integers, compact ABI
	C++_2i_CF_PI_SZ_MSL.a	2-byte integers, compact ABI, position-independent
	C++_2i_CF_RegABI_SZ_MSL.a	2-byte integers, register ABI
	C++_2i_CF_RegABI_PI_SZ_MSL.a	2-byte integers, register ABI, position-independent
	C++_2i_CF_StdABI_SZ_MSL.a	2-byte integers, standard ABI
	C++_2i_CF_StdABI_PI_SZ_MSL.a	2-byte integers, standard ABI, position-independent
	C++_4i_CF_SZ_MSL.a	4-byte integers, compact ABI
	C++_4i_CF_PI_SZ_MSL.a	4-byte integers, compact ABI, position-independent
	C++_4i_CF_RegABI_SZ_MSL.a	4-byte integers, register ABI
	C++_4i_CF_RegABI_PI_SZ_MSL.a	4-byte integers, register ABI, position-independent
	C++_4i_CF_StdABI_SZ_MSL.a	4-byte integers, standard ABI
	C++_4i_CF_StdABI_PI_SZ_MSL.a	4-byte integers, standard ABI, position-independent
HW Floating-Point UART IO	C_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	C_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	C_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	C_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

**Table 20.3 C++ Libraries (continued)**

Category	Library File	Description
HW Floating-Point	C++_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	C++_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C++_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	C++_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C++_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	C++_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

MSL for ColdFire Development

**Table 20.4 EC++ Libraries**

Category	Library File	Description
Fully Compliant	EC++_2i_CF_MSL.a	2-byte integers, compact ABI
	EC++_2i_CF_PI_MSL.a	2-byte integers, compact ABI, position-independent
	EC++_2i_CF_RegABI_MSL.a	2-byte integers, register ABI
	EC++_2i_CF_RegABI_PI_MSL.a	2-byte integers, register ABI, position-independent
	EC++_2i_CF_StdABI_MSL.a	2-byte integers, standard ABI
	EC++_2i_CF_StdABI_PI_MSL.a	2-byte integers, standard ABI, position-independent
	EC++_4i_CF_MSL.a	4-byte integers, compact ABI
	EC++_4i_CF_PI_MSL.a	4-byte integers, compact ABI, position-independent
	EC++_4i_CF_RegABI_MSL.a	4-byte integers, register ABI
	EC++_4i_CF_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	EC++_4i_CF_StdABI_MSL.a	4-byte integers, standard ABI
	EC++_4i_CF_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent
Hardware floating point, UART input/output	C_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	C_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	C_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	C_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	C_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent



**Table 20.4 EC++ Libraries (continued)**

Category	Library File	Description
Hardware floating-point	EC++_4i_CF_FPU_MSL.a	4-byte integers, compact ABI
	EC++_4i_CF_FPU_PI_MSL.a	4-byte integers, compact ABI, position-independent
	EC++_4i_CF_FPU_RegABI_MSL.a	4-byte integers, register ABI
	EC++_4i_CF_FPU_RegABI_PI_MSL.a	4-byte integers, register ABI, position-independent
	EC++_4i_CF_FPU_StdABI_MSL.a	4-byte integers, standard ABI
	EC++_4i_CF_FPU_StdABI_PI_MSL.a	4-byte integers, standard ABI, position-independent

## Serial I/O and UART Libraries

The ColdFire Metrowerks Standard Libraries support console I/O through the serial port. This support includes:

- Standard C-library I/O.
- All functions that do not require disk I/O.
- Memory functions `malloc()` and `free()`.

To use C or C++ libraries for console I/O, you must include a special serial UART driver library in your project. These driver library files are in folder `E68K_Tools\MetroTRK\Transport\m68k\`.

[Table 20.5](#) lists target boards and corresponding UART library files.

**Table 20.5 Serial I/O UART Libraries**

Board	Filename
CF5206e SBC	<code>mot_sbc_5206e_serial\Bin\UART_SBC_5206e_Aux.a</code>
CF5206e LITE	<code>mot_5206e_lite_serial\Bin\UART_5206e_lite_Aux.a</code>
CF5307 SBC	<code>mot_sbc_5307_serial\Bin\UART_SBC_5307_Aux.a</code>
CF5407 SBC	<code>mot_sbc_5407_serial\Bin\UART_SBC_5407_Aux.a</code>
CF5249 SBC	<code>mot_sbc_5249_serial\Bin\UART_SBC_5249_Aux.a</code>

## Reduced Working Set Libraries

Before the current (6.3) software release, specialists defined a reduced-functionality set of files, to reduce library size. This idea became particularly appropriate for MCF52235 and related processors, which have smaller memories than other ColdFire-family devices. When you specify such a target processor — either by selecting it in a settings panel or using it as a `-proc` command-line option — CodeWarrior software automatically specifies this library-file working set as the default.

However, you can control this library specification at the topmost declaration level, such as the preprocessor settings panel or a prefix file. To do so, define `__CF_USE_FULL_LIBS` or `__CF_USE_SMALL_LIBS`. This specification affects available declarations, so you will see its effects at compilation time.

As the reduced working set is a proper subset of the fully compliant library, using the full working set in declarations, but specifying small library files causes:

- Link errors for completely removed functions, or
- Reduced functionality, such as `printf` inability to display floating-point values.

Using the reduced working set in declarations, but specifying fully compliant library files bloats your code.

[Table 20.7](#) summarizes guidance for specifying libraries.

**Table 20.6 Specifying Libraries**

Base	Processor/Define	Library Set
Processor	MCF5213, MCF5223x, MCF5222x	Reduced working set ( <i>SZ_</i> in name)
	Other ColdFire	Full compliance set (no <i>SZ_</i> in name)
Macro	<code>#define __CF_USE_SMALL_LIBS</code>	Reduced working set ( <i>SZ_</i> in name)
	<code>#define __CF_USE_FULL_LIBS</code>	Full compliance set (no <i>SZ_</i> in name)

Beyond affecting code size, your library-set specification sets or clears certain configuration flags. In turn, this affects certain functionality. [Table 20.7](#) explains these effects:

- For fully compliant libraries
- For reduced functionality libraries before the 6.3 release
- For reduced functionality libraries beginning with the 6.3 release

**Table 20.7 Configuration-Flag Functionality**

Flag	Full	<6.3	6.3+	Functionality
<code>_MSL_THREADSafe</code>	off	off	off	no threads on bareboard
<code>_MSL_C_LOCALE_ONLY</code>	on	on	on	default, smallest size
<code>_MSL_CURATE_BUT_LARGE_ANSI_FP</code>	off	off	off	default
<code>_MSL_STRERROR_KNWS_ERROR_NAMES</code>	off	off	off	default
<code>_MSL_ASSERT_DISPLAYS_FUNC</code>	off	off	off	default
<code>_MSL_C99</code>	on	on	off	C99 standard compliance
<code>_MSL_LONGLONG</code>	on	on	off	int longlong support
<code>_MSL_WIDE_CHAR</code>	on	on	off	multi-byte char support
<code>_MSL_FLOATING_POINT</code>	on	on	off	floating point operations
<code>_MSL_FLOATING_POINT_IO</code>	on	off	off	<code>printf</code> knows floating point
<code>_MSL_NO_WCHART_C_SUPPORT</code>	off	off	on	C multi-byte char support
<code>_MSL_NO_WCHART_CPP_SUPPORT</code>	off	off	on	C++ multi-byte char support
<code>_MSL_NO_MATH_LIB</code>	off	off	on	floating point operations
<code>_MSL_NO_CONDITION</code>	off	off	on	C++ threading

## Memory, Heaps, and Other Libraries

The heap you create in your linker command file becomes the default heap, so it does not need initialization. Additional memory and heap points are:

- To have the system link memory-management code into your code, call `malloc()` or `new()`.
- Initialize multiple memory pools to form a large heap.
- To create each memory pool, call `init_alloc()`. (You do not need to initialize the memory pool for the default heap.)

You may be able to use another standard C library with CodeWarrior projects. You should check the `stdarg.h` file in this other standard library and in your runtime libraries. Additional points are:

- The CodeWarrior ColdFire C/C++ compiler generates correct variable-argument functions only with the header file that the MSL include.

## ColdFire Runtime Libraries

### *Runtime Libraries*

---

- You may find that other implementations are also compatible.
- You may also need to modify the runtime to support a different standard C library; you must include `__va_arg.c`.
- Other C++ libraries are not compatible.

---

**NOTE** If you are working with any kind of embedded OS, you may need to customize MSL to work properly with that OS.

---

## Runtime Libraries

Every ColdFire project must include a runtime library, which provides basic runtime support, basic initialization, system startup, and the jump to the main routine. RAM-based debug is the primary reason behind runtime-library development for ColdFire boards, so you probably must modify a library for your application.

Find your setup in [Table 20.8](#), then include the appropriate runtime library file:

- For a C project, use the file that starts with `C_`.
- For a C++ project, use the file that starts with `Cpp_`.
- All these files are in folder `\E68K_Support\Runtime\ (Sources)`.

**Table 20.8 Runtime Libraries**

<b>Category</b>	<b>Library File</b>	<b>Description</b>
C	C_2i_CF_Runtime.a	2-byte integers, compact ABI
	C_2i_CF_PI_Runtime.a	2-byte integers, compact ABI, position-independent
	C_2i_CF_RegABI_Runtime.a	2-byte integers, register ABI
	C_2i_CF_RegABI_PI_Runtime.a	2-byte integers, register ABI, position-independent
	C_2i_CF_StdABI_Runtime.a	2-byte integers, standard ABI
	C_2i_CF_StdABI_PI_Runtime.a	2-byte integers, standard ABI, position-independent
	C_4i_CF_Runtime.a	4-byte integers, compact ABI
	C_4i_CF_PI_Runtime.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_RegABI_Runtime.a	4-byte integers, register ABI
	C_4i_CF_RegABI_PI_Runtime.a	4-byte integers, register ABI, position-independent
	C_4i_CF_StdABI_Runtime.a	4-byte integers, standard ABI
	C_4i_CF_StdABI_PI_Runtime.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

### Runtime Libraries

**Table 20.8 Runtime Libraries (continued)**

Category	Library File	Description
C Floating Point	C_2i_CF_FPU_SZ_Runtime.a	2-byte integers, compact ABI
	C_2i_CF_FPU_PI_SZ_Runtime.a	2-byte integers, compact ABI, position-independent
	C_2i_CF_FPU_RegABI_SZ_Runtime.a	2-byte integers, register ABI
	C_2i_CF_FPU_RegABI_PI_SZ_Runtime.a	2-byte integers, register ABI, position-independent
	C_2i_CF_FPU_StdABI_SZ_Runtime.a	2-byte integers, standard ABI
	C_2i_CF_FPU_StdABI_PI_SZ_Runtime.a	2-byte integers, standard ABI, position-independent
	C_4i_CF_FPU_SZ_Runtime.a	4-byte integers, compact ABI
	C_4i_CF_FPU_PI_SZ_Runtime.a	4-byte integers, compact ABI, position-independent
	C_4i_CF_FPU_RegABI_SZ_Runtime.a	4-byte integers, register ABI
	C_4i_CF_FPU_RegABI_PI_SZ_Runtime.a	4-byte integers, register ABI, position-independent
	C_4i_CF_FPU_StdABI_SZ_Runtime.a	4-byte integers, standard ABI
	C_4i_CF_FPU_StdABI_PI_SZ_Runtime.a	4-byte integers, standard ABI, position-independent

**Table 20.8 Runtime Libraries (continued)**

<b>Category</b>	<b>Library File</b>	<b>Description</b>
C++, EC++	Cpp_2i_CF_Runtime.a	2-byte integers, compact ABI
	Cpp_2i_CF_PI_Runtime.a	2-byte integers, compact ABI, position-independent
	Cpp_2i_CF_RegABI_Runtime.a	2-byte integers, register ABI
	Cpp_2i_CF_RegABI_PI_Runtime.a	2-byte integers, register ABI, position-independent
	Cpp_2i_CF_StdABI_Runtime.a	2-byte integers, standard ABI
	Cpp_2i_CF_StdABI_PI_Runtime.a	2-byte integers, standard ABI, position-independent
	Cpp_4i_CF_Runtime.a	4-byte integers, compact ABI
	Cpp_4i_CF_PI_Runtime.a	4-byte integers, compact ABI, position-independent
	Cpp_4i_CF_RegABI_Runtime.a	4-byte integers, register ABI
	Cpp_4i_CF_RegABI_PI_Runtime.a	4-byte integers, register ABI, position-independent
	Cpp_4i_CF_StdABI_Runtime.a	4-byte integers, standard ABI
	Cpp_4i_CF_StdABI_PI_Runtime.a	4-byte integers, standard ABI, position-independent

## ColdFire Runtime Libraries

### Runtime Libraries

**Table 20.8 Runtime Libraries (continued)**

Category	Library File	Description
C++, EC++ Floating-Point	Cpp_2i_CF_FPU_SZ_Runtime.a	2-byte integers, compact ABI
	Cpp_2i_CF_FPU_PI_SZ_Runtime.a	2-byte integers, compact ABI, position-independent
	Cpp_2i_CF_FPU_RegABI_SZ_Runtime.a	2-byte integers, register ABI
	Cpp_2i_CF_FPU_RegABI_PI_SZ_Runtime.a	2-byte integers, register ABI, position-independent
	Cpp_2i_CF_FPU_StdABI_SZ_Runtime.a	2-byte integers, standard ABI
	Cpp_2i_CF_FPU_StdABI_PI_SZ_Runtime.a	2-byte integers, standard ABI, position-independent
	Cpp_4i_CF_FPU_SZ_Runtime.a	4-byte integers, compact ABI
	Cpp_4i_CF_FPU_PI_SZ_Runtime.a	4-byte integers, compact ABI, position-independent
	Cpp_4i_CF_FPU_RegABI_SZ_Runtime.a	4-byte integers, register ABI
	Cpp_4i_CF_FPU_RegABI_PI_SZ_Runtime.a	4-byte integers, register ABI, position-independent
	Cpp_4i_CF_FPU_StdABI_SZ_Runtime.a	4-byte integers, standard ABI
	Cpp_4i_CF_FPU_StdABI_PI_SZ_Runtime.a	4-byte integers, standard ABI, position-independent

---

**NOTE** ABI corresponds directly to the parameter-passing setting of the **ColdFire Processor Settings** panel (Standard, Compact or Register).  
If your target supports floating points, you should use an FPU-enabled runtime library file.

---

## Position-Independent Code

To use position-independent code or position-independent data in your program, you must customize the runtime library. Follow these steps:



1. Load project file `MSL_RuntimeCF.mcp`, from the folder `\E68K_Support\runtime`.
2. Modify runtime functions.
  - a. Open file `E68K_startup.c`.
  - b. As appropriate for your application, change or remove runtime function `__block_copy_section`. (This function relocates the PIC/PID sections in the absence of an operating system.)
  - c. As appropriate for your application, change or remove runtime function `__fix_addr_references`. (This function creates the relocation tables.)
3. Change the prefix file.
  - a. Open the C/C++ preference panel for your target.
  - b. Make sure this panel specifies prefix file `PICPIDRuntimePrefix.h`.
4. Recompile the runtime library for your target.

Once you complete this procedure, you are ready to use the modified runtime library in your PIC/PID project. Source-file comments and runtime-library release notes may provide additional information.

## Board Initialization Code

Your CodeWarrior development tools come with several basic, assembly-language hardware initialization routines, which may be useful in your programs.

You need not include this code when you are debugging, as the debugger or debug kernel already performs the same board initialization.

You should have your program do as much initialization as possible, minimizing the initializations that the configuration file performs. This facilitates the transition from RAM-based debugging to Flash/ROM.

## Custom Modifications

As text above shows, specific library files support specific functionality. If target-device memory is particularly small, you may need to delete library files for functionality that your application does not use. Follow this guidance:

- **Configuration settings** — Change them in projects or makefiles. Generally, modifying flags from configuration header `ansi_prefix.CF.size.h` is sufficient to modify the working set. Sometimes, however, you also must modify header `ansi_prefix.e68k.h`.
- **Projects** — The easiest way to create a new project is starting from a copy of a full-compliance project. Turning off such flags as floating point forces you to remove some files from the project file list. But this is appropriate, as your project will not

## ColdFire Runtime Libraries

### *Runtime Libraries*

---

need those files. Although changing the basic configuration can require editing all targets of all project files, usually modifying the single targets your application uses is sufficient.

- **Makefiles** — Makefile targets already are set up to build any library; the `CFLAGS` macro defines the basic configuration. Target `a.l1` does not include all targets, but a commented variation of all these targets is present in every makefile.

# Predefined Symbols

---

The compiler preprocessor has predefined macros and the compiler simulates variable definitions that describe the compile-time environment and properties of the target processor.

This chapter lists the predefined symbols that all CodeWarrior compilers make available.

---

## `__cplusplus`

Preprocessor macro defined if compiling C++ source code.

### Syntax

`__cplusplus`

### Remarks

The compiler defines this macro when compiling C++ source code. This macro is undefined otherwise.

---

## `__DATE__`

Preprocessor macro defined as the date of compilation.

### Syntax

`__DATE__`

### Remarks

The compiler defines this macro as a character string representation of the date of compilation. The format of this string is

`"Mmm dd yyyy"`

where *Mmm* is the a three-letter abbreviation of the month, *dd* is the day of the month, and *yyyy* is the year.

---

## Predefined Symbols

---

---

### **\_\_embedded\_cplusplus**

Defined as 1 when compiling embedded C++ source code, undefined otherwise.

#### **Syntax**

```
__embedded_cplusplus
```

#### **Remarks**

The compiler defines this macro as 1 when the compiler's settings are configured to restrict the compiler to translate source code that conforms to the Embedded C++ proposed standard. The compiler does not define this macro otherwise.

---

### **\_\_FILE\_\_**

Preprocessor macro of the name of the source code file being compiled.

#### **Syntax**

```
__FILE__
```

#### **Remarks**

The compiler defines this macro as a character string literal value of the name of the file being compiled, or the name specified in the last instance of a `#line` directive.

---

### **\_\_func\_\_**

Predefined variable of the name of the function being compiled.

#### **Prototype**

```
static const char __func__[] = "function-name";
```

#### **Remarks**

The compiler implicitly defines this variable at the beginning of each function if the function refers to `__func__`. The character string contained by this array, *function-name*, is the name of the function being compiled.

---

This implicit variable is undefined outside of a function body. This variable is also undefined when C99 (ISO/IEC 9899-1999) or GCC (GNU Compiler Collection) extension settings are off.

---

## **\_\_FUNCTION\_\_**

Predefined variable of the name of the function being compiled.

### **Prototype**

```
static const char __FUNCTION__[] = "function-name";
```

### **Remarks**

The compiler implicitly defines this variable at the beginning of each function if the function refers to `__FUNCTION__`. The character string contained by this array, *function-name*, is the name of the function being compiled.

This implicit variable is undefined outside of a function body. This variable is also undefined when C99 (ISO/IEC 9899-1999) or GCC (GNU Compiler Collection) extension settings are off.

---

## **\_\_ide\_target()**

Preprocessor operator for querying the IDE about the active build target.

### **Syntax**

```
__ide_target("target_name")
```

target-name

The name of a build target in the active project in the CodeWarrior IDE.

### **Remarks**

Expands to 1 if *target\_name* is the same as the active build target in the CodeWarrior IDE's active project. Expands to 0 otherwise. The ISO standards do not specify this symbol.

---

## Predefined Symbols

---

---

### **\_\_LINE\_\_**

Preprocessor macro of the number of the line of the source code file being compiled.

#### **Syntax**

`__LINE__`

#### **Remarks**

The compiler defines this macro as a integer value of the number of the line of the source code file that the compiler is translating. The `#line` directive also affects the value that this macro expands to.

---

### **\_\_MWERKS\_\_**

Preprocessor macro defined as the version of the CodeWarrior compiler.

#### **Syntax**

`__MWERKS__`

#### **Remarks**

CodeWarrior compilers issued after 1995 define this macro with the compiler's version. For example, if the compiler version is 4.0, the value of `__MWERKS__` is `0x4000`.

This macro is defined as `1` if the compiler was issued before the CodeWarrior CW7 that was released in 1995.

The ISO standards do not specify this symbol.

---

### **\_\_PRETTY\_FUNCTION\_\_**

Predefined variable containing a character string of the “unmangled” name of the C++ function being compiled.

---

**Syntax****Prototype**

```
static const char __PRETTY_FUNCTION__[ ] = "function-name";
```

**Remarks**

The compiler implicitly defines this variable at the beginning of each function if the function refers to `__PRETTY_FUNCTION__`. This name, *function-name*, is the same identifier that appears in source code, not the “mangled” identifier that the compiler and linker use. The C++ compiler “mangles” a function name by appending extra characters to the function’s identifier to denote the function’s return type and the types of its parameters.

The ISO/IEC 14882-1998 C++ standard does not specify this symbol. This implicit variable is undefined outside of a function body. This symbol is only defined if the GCC extension setting is on.

---

**\_\_profile\_\_**

Preprocessor macro that specifies whether or not the compiler is generating object code for a profiler.

**Syntax**

```
__profile__
```

**Remarks**

Defined as 1 when generating object code that works with a profiler. Undefined otherwise. The ISO standards does not specify this symbol.

---

**\_\_STDC\_\_**

Defined as 1 when compiling ISO/IEC Standard C source code, undefined otherwise.

**Syntax**

```
__STDC__
```

---

## Predefined Symbols

---

### Remarks

The compiler defines this macro as 1 when the compiler's settings are configured to restrict the compiler to translate source code that conforms to the ISO/IEC 9899-1990 and ISO/IEC 9899-1999 standards. The compiler does not define this macro otherwise.

---

## `__TIME__`

Preprocessor macro defined as a character string representation of the time of compilation.

### Syntax

`__TIME__`

### Remarks

The compiler defines this macro as a character string representation of the time of compilation. The format of this string is

`"hh:mm:ss"`

where *hh* is a 2-digit hour of the day, *mm* is a 2-digit minute of the hour, and *ss* is a 2-digit second of the minute.



# ColdFire Predefined Symbols

---

The compiler preprocessor has predefined macros and the compiler simulates variable definitions that describe the compile-time environment and properties of the target processor.

This chapter lists the predefined symbols made available by the CodeWarrior compiler for ColdFire processors.

---

## \_\_BACKENDVERSION\_\_

Preprocessor macro defined to describe the version of CodeWarrior compiler's back-end.

### Syntax

```
#define __BACKENDVERSION__ version
```

### Remarks

The compiler defines this macro to be a character string literal containing a numeric value.

---

## \_\_COLDFIRE\_\_

Preprocessor macro defined to describe the target ColdFire processor.

### Syntax

```
#define __COLDFIRE__ processor_code
```

### Remarks

The compiler defines this macro to describe the ColdFire processor that the compiler is generating object code for. [Table 22.1](#) lists the ColdFire processors that each value of *processor\_code* represents.

## ColdFire Predefined Symbols

Table 22.1 ColdFire processor models and compiler codes

When the compiler targets this ColdFire processor...	then the compiler defines <code>__COLDFIRE__</code> to this value
MCF5206E	0x206e
MCF5208	0x2008
MCF521X	0x2013
MCF5222X	0x2022
MCF5223X	0x2023
MCF5249	0x2049
MCF5270, MCF5271, MCF5274, MCF5275	0x2008
MCF5272	0x2072
MCF5280, MCF52801, MCF52802	0x2082
MCF5307	0x3070
MCF532X	0x3020
MCF5407	0x4070
MCF547X	0x4080
MCF548X	0x4080

### `__STDABI__`

Preprocessor macro defined to describe the compiler's parameter-passing setting.

#### Syntax

```
#define __STDABI__ 0 | 1
```

#### Remarks

The compiler defines this macro to be 1 if the compiler is set to use standard parameter-passing code generation, 0 otherwise.

**\_\_REGABI\_\_**

Preprocessor macro defined to describe the compiler's parameter-passing setting.

**Syntax**

```
#define __REGABI__ 0 | 1
```

**Remarks**

The compiler defines this macro to be 1 if the compiler is set to use register-based parameter-passing code generation, 0 otherwise.



## ColdFire Predefined Symbols

---

# Using Pragmas

---

The `#pragma` preprocessor directive specifies option settings to the compiler to control the compiler and linker's code generation.

- [Checking Pragma Settings](#)
- [Saving and Restoring Pragma Settings](#)
- [Determining Which Settings Are Saved and Restored](#)
- [Illegal Pragmas](#)

## Checking Pragma Settings

The preprocessor function `__option()` returns the state of pragma settings at compile-time. The syntax is

```
__option(setting-name)
```

where *setting-name* is the name of a pragma that accepts the `on`, `off`, and `reset` arguments.

If *setting-name* is `on`, `__option(setting-name)` returns 1. If *setting-name* is `off`, `__option(setting-name)` returns 0. If *setting-name* is not the name of a pragma, `__option(setting-name)` returns false. If *setting-name* is the name of a pragma that does not accept the `on`, `off`, and `reset` arguments, the compiler issues a warning message.

[Listing 23.1](#) shows an example.

### Listing 23.1 Using the `__option()` preprocessor function

---

```
#if __option(ANSI_strict)
#include "portable.h" /* Use the portable declarations. */
#else
#include "custom.h" /* Use the specialized declarations. */
#endif
```

---

## Using Pragmas

### *Saving and Restoring Pragma Settings*

---

# Saving and Restoring Pragma Settings

There are some occasions when you would like to apply pragma settings to a piece of source code independently from the settings in the rest of the source file. For example, a function might require unique optimization settings that should not be used in the rest of the function's source file.

Remembering which pragmas to save and restore is tedious and error-prone. Fortunately, the compiler has mechanisms that save and restore pragma settings at compile time.

Pragma settings may be saved and restored at two levels:

- all pragma settings
- some individual pragma settings

Settings may be saved at one point in a compilation unit (a source code file and the files that it includes), changed, then restored later in the same compilation unit. Pragma settings cannot be saved in one source code file then restored in another unless both source code files are included in the same compilation unit.

Pragmas `push` and `pop` save and restore, respectively, most pragma settings in a compilation unit. Pragmas `push` and `pop` may be nested to unlimited depth. [Listing 23.2](#) shows an example.

### Listing 23.2 Using `push` and `pop` to save and restore pragma settings

---

```
/* Settings for this file. */
#pragma opt_unroll_loops on
#pragma optimize_for_size off
void fast_func_A(void)
{
/* ... */
}

/* Settings for slow_func(). */
#pragma push /* Save file settings. */
#pragma optimization_size 0
void slow_func(void)
{
/* ... */
}
#pragma pop /* Restore file settings. */

void fast_func_B(void)
{
/* ... */
}
```

---

Pragmas that accept the `reset` argument perform the same actions as pragmas `push` and `pop`, but apply to a single pragma. A pragma's `on` and `off` arguments save the pragma's current setting before changing it to the new setting. A pragma's `reset` argument restores the pragma's setting. The `on`, `off`, and `reset` arguments may be nested to an unlimited depth. [Listing 23.3](#) shows an example.

---

**Listing 23.3 Using the `reset` option to save and restore a pragma setting**

---

```
/* Setting for this file. */
#pragma opt_unroll_loops on

void fast_func_A(void)
{
    /* ... */
}

/* Setting for smallslowfunc(). */
#pragma opt_unroll_loops off
void small_func(void)
{
    /* ... */
}
/* Restore previous setting. */
#pragma opt_unroll_loops reset

void fast_func_B(void)
{
    /* ... */
}
```

---

## Determining Which Settings Are Saved and Restored

Not all pragma settings are saved and restored by pragmas `push` and `pop`. Pragmas that do not change compiler settings are not affected by `push` and `pop`. For example, pragma `message` cannot be saved and restored.

[Listing 23.4](#) shows an example that checks if the `ANSI_strict` pragma setting is saved and restored by pragmas `push` and `pop`.

---

**Listing 23.4 Testing if pragmas `push` and `pop` save and restore a setting**

---

```
/* Preprocess this source code. */
#pragma ANSI_strict on
```

---

## Using Pragmas

### Illegal Pragmas

---

```
#pragma push
#pragma ANSI_strict off
#pragma pop
#if __option(ANSI_strict)
#error "Saved and restored by push and pop."
#else
#error "Not affected by push and pop."
#endif
```

---

## Illegal Pragmas

If you enable the illegal pragmas setting, the compiler issues a warning when it encounters a pragma it does not recognize. For example, the pragma statements in [Listing 23.5](#) generate warnings with the illegal pragmas setting enabled.

### Listing 23.5 Illegal Pragmas

---

```
#pragma silly_data off           // WARNING: silly_data is not a pragma.
#pragma ANSI_strict select      // WARNING: select is not defined
#pragma ANSI_strict on          // OK
```

---

[Table 23.1](#) shows how to control the recognition of illegal pragmas..

**Table 23.1 Controlling illegal pragmas**

To control this option from here...	use this setting
CodeWarrior IDE	<b>Illegal Pragmas</b> in the <b>C/C++ Warnings</b> panel
source code	<code>#pragma warn_illpragma</code>
command line	<code>-warnings illpragmas</code>

## Pragma Scope

The scope of a pragma setting is limited to a compilation unit (a source code file and the files that it includes).

At the beginning of compilation unit, the compiler uses its default settings. The compiler then uses the settings specified by the CodeWarrior IDE's build target or in command-line options.



The compiler uses the setting in a pragma beginning at the pragma's location in the compilation unit. The compiler continues using this setting:

- until another instance of the same pragma appears later in the source code
- until an instance of `pragma pop` appears later in the source code
- until the compiler finishes translating the compilation unit



## Using Pragmas

### *Pragma Scope*

---

# Pragmas for Standard C Conformance

---

## ANSI\_strict

Controls the use of non-standard language features.

### Syntax

```
#pragma ANSI_strict on | off | reset
```

### Remarks

If you enable the pragma `ANSI_strict`, the compiler generates an error message if it encounters some CodeWarrior extensions to the C language defined by the ISO/IEC 9899-1990 (“C89”) standard:

- C++-style comments
- unnamed arguments in function definitions
- non-standard keywords

This pragma corresponds to the **ANSI Strict** setting in the CodeWarrior IDE’s CodeWarrior IDE’s **C/C++ Language** settings panel. By default, this pragma is `off`.

---

## c99

Controls the use of a subset of ISO/IEC 9899-1999 (“C99”) language features.

### Syntax

```
#pragma c99 on | off | reset
```

## Pragmas for Standard C Conformance

---

### Remarks

If you enable this pragma, the compiler accepts many of the language features described by the ISO/IEC 9899-1999 standard:

- Trailing commas in enumerations
- GCC/C99-style compound literal values.
- Designated initializers.
- `__func__` predefined symbol
- Implicit `return 0;` in `main()`
- Non-`const` static data initializations
- Variable argument macros (`__VA_ARGS__`)
- `bool` and `_Bool` support
- `long long` support (separate switch)
- `restrict` support
- `//` comments
- `inline` support
- Digraphs
- `_Complex` and `_Imaginary` (treated as keywords but not supported)
- Empty arrays as last struct members.
- Designated initializers
- Hexadecimal floating-point constants.
- Variable length arrays are supported within local or function prototype scope (as required by the C99 standard)
- Unsuffix decimal constant rules
- `++bool--` expressions
- `(T) (int-list)` are handled/parsed as cast-expressions and as literals
- `__STDC_HOSTED__` is 1

This pragma corresponds to the **Enable C99 Extensions** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

## ignore\_oldstyle

Controls the recognition of function declarations that follow the syntax conventions used before ISO/IEC standard C (in other words, “K&R” style).

### Syntax

```
#pragma ignore_oldstyle on | off | reset
```

### Remarks

If you enable this pragma, the compiler ignores old-style function declarations and lets you prototype a function any way you want. In old-style declarations, you specify the types of arguments on separate lines instead of the function’s argument list. For example, the code in [Listing 24.1](#) defines a prototype for a function with an old-style definition.

#### Listing 24.1 Mixing Old-style and Prototype Function Declarations

---

```
int f(char x, short y, float z);

#pragma ignore_oldstyle on

f(x, y, z)
char x;
short y;
float z;
{
    return (int)x+y+z;
}

#pragma ignore_oldstyle reset
```

---

This pragma does not correspond to any panel setting. By default, this setting is disabled.

---

## only\_std\_keywords

Controls the use of ISO/IEC keywords.

### Syntax

```
#pragma only_std_keywords on | off | reset
```

---

## Pragmas for Standard C Conformance

---

### Remarks

The compiler recognizes additional reserved keywords. If you are writing source code that must follow the ISO/IEC C standards strictly, enable the pragma `only_std_keywords`.

This pragma corresponds to the **ANSI Keywords Only** setting in the CodeWarrrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

---

## require\_prototypes

Controls whether or not the compiler should expect function prototypes.

### Syntax

```
#pragma require_prototypes on | off | reset
```

### Remarks

This pragma only affects non-static functions.

If you enable this pragma, the compiler generates an error message if you use a function that does not have a preceding prototype. Use this pragma to prevent error messages caused by referring to a function before you define it. For example, without a function prototype, you might pass data of the wrong type. As a result, your code might not work as you expect even though it compiles without error.

In [Listing 24.2](#), function `main()` calls `PrintNum()` with an integer argument even though `PrintNum()` takes an argument of type `float`.

### Listing 24.2 Unnoticed Type-mismatch

---

```
#include <stdio.h>

void main(void)
{
    PrintNum(1); /* PrintNum() tries to interpret the
                 integer as a float. Prints 0.000000. */
}

void PrintNum(float x)
{
    printf("%f\n", x);
}
```

---

---

When you run this program, you could get this result:

```
0.000000
```

Although the compiler does not complain about the type mismatch, the function does not give the result you intended. Since `PrintNum()` does not have a prototype, the compiler does not know to generate instructions to convert the integer to a floating-point number before calling `PrintNum()`. Consequently, the function interprets the bits it received as a floating-point number and prints nonsense.

A prototype for `PrintNum()`, as in [Listing 24.3](#), gives the compiler sufficient information about the function to generate instructions to properly convert its argument to a floating-point number. The function prints what you expected.

### Listing 24.3 Using a Prototype to Avoid Type-mismatch

---

```
#include <stdio.h>

void PrintNum(float x); /* Function prototype. */

void main(void)
{
    PrintNum(1);          /* Compiler converts int to float.
                           Prints 1.000000. */
}

void PrintNum(float x)
{
    printf("%f\n", x);
}
```

---

In other situations where automatic conversion is not possible, the compiler generates an error message if an argument does not match the data type required by a function prototype. Such a mismatched data type error is easier to locate at compile time than at runtime.

This pragma corresponds to the **Require Function Prototypes** setting in the CodeWarrior IDE's **C/C++ Language** settings panel.



## Pragmas for Standard C Conformance

---



# Pragmas for C++

---

---

## access\_errors

Controls whether or not to change illegal access errors to warnings.

### Syntax

```
#pragma access_errors on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues an error message instead of a warning when it detects illegal access to protected or private class members.

This pragma does not correspond to any IDE panel setting. By default, this pragma is on.

---

## always\_inline

Controls the use of inlined functions.

### Syntax

```
#pragma always_inline on | off | reset
```

### Remarks

This pragma is deprecated. We recommend that you use the `inline_depth()` pragma instead.

---

## arg\_dep\_lookup

Controls C++ argument-dependent name lookup.

## Pragmas for C++

---

### Syntax

```
#pragma arg_dep_lookup on | off | reset
```

### Remarks

If you enable this pragma, the C++ compiler uses argument-dependent name lookup.

This pragma does not correspond to any IDE panel setting. By default, this setting is on.

---

## ARM\_conform

This pragma is no longer available. Use `ARM_scoping` instead.

---

## ARM\_scoping

Controls the scope of variables declared in the expression parts of `if`, `while`, `do`, and `for` statements.

### Syntax

```
#pragma ARM_scoping on | off | reset
```

### Remarks

If you enable this pragma, any variables you define in the conditional expression of an `if`, `while`, `do`, or `for` statement remain in scope until the end of the block that contains the statement. Otherwise, the variables only remain in scope until the end of that statement. [Listing 25.1](#) shows an example.

This pragma corresponds to the **Legacy for-scoping** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is `off`.

### Listing 25.1 Example of Using Variables Declared in `for` Statement

---

```
for(int i=1; i<1000; i++) { /* . . . */ }  
return i; // OK if ARM_scoping is on, error if ARM_scoping is off.
```

---

## array\_new\_delete

Enables the operator `new[]` and `delete[]` in array allocation and deallocation operations, respectively.

### Syntax

```
#pragma array_new_delete on | off | reset
```

### Remarks

By default, this pragma is on.

---

## auto\_inline

Controls which functions to inline.

### Syntax

```
#pragma auto_inline on | off | reset
```

### Remarks

If you enable this pragma, the compiler automatically chooses functions to inline for you, in addition to functions declared with the `inline` keyword.

Note that if you enable either the **Don't Inline** setting or the `dont_inline` pragma, the compiler ignores the setting of the `auto_inline` pragma and does not inline any functions.

This pragma corresponds to the **Auto-Inline** setting in the CodeWarrior IDE's *C/C++ Language* settings panel. By default, this pragma is disabled.

---

## bool

Determines whether or not `bool`, `true`, and `false` are treated as keywords in C++ source code.

### Syntax

```
#pragma bool on | off | reset
```

---

## Pragmas for C++

---

### Remarks

If you enable this pragma, you can use the standard C++ `bool` type to represent `true` and `false`. Disable this pragma if `bool`, `true`, or `false` are defined in your source code.

Enabling the `bool` data type and its `true` and `false` values is not equivalent to defining them in source code with `typedef`, `enum`, or `#define`. The C++ `bool` type is a distinct type defined by the ISO/IEC 14882-1998 C++ Standard. Source code that does not treat `bool` as a distinct type might not compile properly.

This pragma corresponds to the **Enable bool Support** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this setting is `ON`.

---

## cplusplus

Controls whether or not to translate subsequent source code as C or C++ source code.

### Syntax

```
#pragma cplusplus on | off | reset
```

### Remarks

If you enable this pragma, the compiler translates the source code that follows as C++ code. Otherwise, the compiler uses the suffix of the filename to determine how to compile it. If a file name ends in `.c`, `.h`, or `.pch`, the compiler automatically compiles it as C code, otherwise as C++. Use this pragma only if a file contains both C and C++ code.

---

**NOTE** The CodeWarrior C/C++ compilers do not distinguish between uppercase and lowercase letters in file names and file name extensions except on UNIX-based systems.

---

This pragma corresponds to the **Force C++ Compilation** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

---

## cpp\_extensions

Controls language extensions to ISO/IEC 14882-1998 C++.

---

**Syntax**

```
#pragma cpp_extensions on | off | reset
```

**Remarks**

If you enable this pragma, you can use the following extensions to the ISO/IEC 14882-1998 C++ standard that would otherwise be illegal:

- Anonymous struct & union objects. [Listing 25.2](#) shows an example.

**Listing 25.2 Example of Anonymous struct & union Objects**

```
#pragma cpp_extensions on
void func()
{
    union {
        long hilo;
        struct { short hi, lo; }; // anonymous struct
    };
    hi=0x1234;
    lo=0x5678; // hilo==0x12345678
}
```

- Unqualified pointer to a member function. [Listing 25.3](#) shows an example.

**Listing 25.3 Example of an Unqualified Pointer to a Member Function**

```
#pragma cpp_extensions on
struct RecA { void f(); }
void RecA::f()
{
    void (RecA::*ptmf1)() = &RecA::f; // ALWAYS OK

    void (RecA::*ptmf2)() = f; // OK if you enable cpp_extensions.
}
```

- Inclusion of `CONST` data in precompiled headers.

This pragma does not correspond to any setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

**debuginline**

Controls whether the compiler emits debugging information for expanded inline function calls.

## Pragmas for C++

---

### Syntax

```
#pragma debuginline on | off | reset
```

### Remarks

If the compiler emits debugging information for inline function calls, then the debugger can step to the body of the inlined function. This behavior more closely resembles the debugging experience for un-inlined code.

---

**NOTE** Since the actual “call” and “return” instructions are no longer present when stepping through inline code, the debugger will immediately jump to the body of an inlined function and “return” before reaching the return statement for the function. Thus, the debugging experience of inlined functions may not be as smooth as debugging un-inlined code.

---

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

## def\_inherited

Controls the use of `inherited`.

### Syntax

```
#pragma def_inherited on | off | reset
```

### Remarks

The use of this pragma is deprecated. It lets you use the non-standard `inherited` symbol in C++ programming by implicitly adding

```
typedef base inherited;
```

as the first member in classes with a single base class.

---

**NOTE** The ISO/IEC 14882-1998 C++ standard does not support the `inherited` symbol. Only the CodeWarrior C++ language implements the `inherited` symbol for single inheritance.

---

This pragma does not correspond to any setting in the CodeWarrior IDE’s **C/C++ Language** settings panel. By default, this pragma is `off`.

---

## defer\_codegen

Obsolete pragma. Replaced by interprocedural analysis options. See [“Interprocedural Analysis” on page 167](#).

---

## defer\_defarg\_parsing

Defers the parsing of default arguments in member functions.

### Syntax

```
#pragma defer_defarg_parsing on | off
```

### Remarks

To be accepted as valid, some default expressions with template arguments will require additional parenthesis. For example, [Listing 25.4](#) results in an error message.

#### Listing 25.4 Deferring parsing of default arguments

---

```
template<typename T,typename U> struct X { T t; U u; };

struct Y {
    // The following line is not accepted, and generates
    // an error message with defer_defarg_parsing on.
    void f(X<int,int> = X<int,int>());
};
```

---

[Listing 25.5](#) does not generate an error message.

#### Listing 25.5 Correct default argument deferral

---

```
template<typename T,typename U> struct X { T t; U u; };

struct Y {
    // The following line is OK if the default
    // argument is parenthesized.
    void f(X<int,int> = (X<int,int>()) );
};
```

---

## Pragmas for C++

---

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

### direct\_destruction

This pragma is obsolete. It is no longer available.

---

### direct\_to\_som

This pragma is obsolete. It is no longer available.

---

### dont\_inline

Controls the generation of inline functions.

#### Syntax

```
#pragma dont_inline on | off | reset
```

#### Remarks

If you enable this pragma, the compiler does not inline any function calls, even those declared with the `inline` keyword or within a class declaration. Also, it does not automatically inline functions, regardless of the setting of the `auto_inline` pragma, described in [“auto\\_inline” on page 251](#). If you disable this pragma, the compiler expands all inline function calls, within the limits you set through other inlining-related pragmas.

This pragma corresponds to the **Don't Inline** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is `off`.

---

### ecplusplus

Controls the use of embedded C++ features.

#### Syntax

```
#pragma ecplusplus on | off | reset
```

---



**Remarks**

If you enable this pragma, the C++ compiler disables the non-EC++ features of ISO/IEC 14882-1998 C++ such as templates, multiple inheritance, and so on.

This pragma corresponds to the **EC++ Compatibility Mode** setting in the CodeWarrior IDE's C/C++ **Language** settings panel. By default, this pragma is `off`.

---

**exceptions**

Controls the availability of C++ exception handling.

**Syntax**

```
#pragma exceptions on | off | reset
```

**Remarks**

If you enable this pragma, you can use the `try` and `catch` statements in C++ to perform exception handling. If your program does not use exception handling, disable this setting to make your program smaller.

You can throw exceptions across any code compiled by the CodeWarrior C/C++ compiler with `#pragma exceptions on`.

You cannot throw exceptions across libraries compiled with `#pragma exceptions off`. If you throw an exception across such a library, the code calls `terminate()` and exits.

This pragma does not correspond to an option in any IDE settings panel. By default, this pragma is `on`.

---

**extended\_errorcheck**

Controls the issuing of warning messages for possible unintended logical errors.

**Syntax**

```
#pragma extended_errorcheck on | off | reset
```

**Remarks**

If you enable this pragma, the C++ compiler generates a warning message for the possible unintended logical errors described in [“extended\\_errorcheck” on page 283](#).

---

## Pragmas for C++

---

It also issues a warning message when it encounters a delete operator for a class or structure that has not been defined yet. [Listing 25.6](#) shows an example.

### Listing 25.6 Attempting to delete an undefined structure

---

```
#pragma extended_errorcheck on
struct X;
int func(X *xp)
{
    delete xp;    // Warning: deleting incomplete type X
}
```

---

- An empty return statement in a function that is not declared void. For example, [Listing 25.7](#) results in a warning message.

### Listing 25.7 A non-void function with an empty return statement

---

```
int MyInit(void)
{
    int err = GetMyResources();
    if (err != -1)
    {
        err = GetMoreResources();
    }
    return; /* WARNING: empty return statement */
}
```

---

[Listing 25.8](#) shows how to prevent this warning message.

### Listing 25.8 A non-void function with a proper return statement

---

```
int MyInit(void)
{
    int err = GetMyResources();
    if (err != -1)
    {
        err = GetMoreResources();
    }
    return err; /* OK */
}
```

---

This pragma corresponds to the **Extended Error Checking** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this setting is off.

## inline\_bottom\_up

Controls the bottom-up function inlining method.

### Syntax

```
#pragma inline_bottom_up on | off | reset
```

### Remarks

Bottom-up function inlining tries to expand up to eight levels of inline leaf functions. The maximum size of an expanded inline function and the caller of an inline function can be controlled by the pragmas shown in [Listing 25.9](#) and [Listing 25.10](#).

#### Listing 25.9 Maximum Complexity of an Inlined Function

---

```
// Maximum complexity of an inlined function
#pragma inline_max_size( max )           // default max == 256
```

---

#### Listing 25.10 Maximum Complexity of a Function that Calls Inlined Functions

---

```
// Maximum complexity of a function that calls inlined functions
#pragma inline_max_total_size( max )     // default max == 10000
```

---

where *max* loosely corresponds to the number of instructions in a function.

If you enable this pragma, the compiler calculates inline depth from the last function in the call chain up to the first function that starts the call chain. The number of functions the compiler inlines from the bottom depends on the values of `inline_depth`, `inline_max_size`, and `inline_max_total_size`. This method generates faster and smaller source code for some (but not all) programs with many nested inline function calls.

If you disable this pragma, top-down inlining is selected, and the `inline_depth` setting determines the limits for top-down inlining. The `inline_max_size` and `inline_max_total_size` pragmas do not affect the compiler in top-down mode.

This pragma corresponds to the **Bottom-up** setting of the **Inline Depth** menu in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

## inline\_bottom\_up\_once

Performs a single bottom-up function inlining operation.

### Syntax

```
#pragma inline_bottom_up_once on | off | reset
```

### Remarks

By default, this pragma is `off`.

---

## inline\_depth

Controls how many passes are used to expand inline function calls.

### Syntax

```
#pragma inline_depth(n)  
#pragma inline_depth(smart)
```

### Parameters

*n*

Sets the number of passes used to expand inline function calls. The number *n* is an integer from 0 to 1024 or the `smart` specifier. It also represents the distance allowed in the call chain from the last function up. For example, if *d* is the total depth of a call chain, then functions below a depth of *d* - *n* are inlined if they do not exceed the following size settings:

```
#pragma inline_max_size(n);
```

```
#pragma inline_max_total_size(n);
```

The first pragma sets the maximum function size to be considered for inlining; the second sets the maximum size to which a function is allowed to grow after the functions it calls are inlined. Here, *n* is the number of statements, operands, and operators in the function, which turns out to be roughly twice the number of instructions generated by the function. However, this number can vary from function to function. For the `inline_max_size` pragma, the default value of *n* is 256; for the `inline_max_total_size` pragma, the default value of *n* is 10000.

---

`smart`

The `smart` specifier is the default mode, with four passes where the passes 2-4 are limited to small inline functions. All inlineable functions are expanded if `inline_depth` is set to 1-1024.

### Remarks

The pragmas `dont_inline` and `always_inline` override this pragma. This pragma corresponds to the **Inline Depth** setting in the CodeWarrior IDE's *C/C++ Language* settings panel. By default, this pragma is disabled.

---

## **`inline_max_auto_size`**

Determines the maximum complexity for an auto-inlined function.

### Syntax

```
#pragma inline_max_auto_size ( complex )
```

### Parameters

`complex`

The `complex` value is an approximation of the number of statements in a function, the current default value is 15. Selecting a higher value will inline more functions, but can lead to excessive code bloat.

### Remarks

This pragma does not correspond to any panel setting.

---

## **`inline_max_size`**

Sets the maximum number of statements, operands, and operators used to consider the function for inlining.

### Syntax

```
#pragma inline_max_size ( size )
```

---

## Pragmas for C++

---

### Parameters

`size`

The maximum number of statements, operands, and operators in the function to consider it for inlining, up to a maximum of 256.

### Remarks

This pragma does not correspond to any panel setting.

---

## `inline_max_total_size`

Sets the maximum total size a function can grow to when the function it calls is inlined.

### Syntax

```
#pragma inline_max_total_size ( max_size )
```

### Parameters

`max_size`

The maximum number of statements, operands, and operators the inlined function calls that are also inlined, up to a maximum of 7000.

### Remarks

This pragma does not correspond to any panel setting.

---

## `internal`

Controls the internalization of data or functions.

### Syntax

```
#pragma internal on | off | reset  
#pragma internal list name1 [, name2 ]*
```

### Remarks

When using the `#pragma internal on` format, all data and functions are automatically internalized.

---

---

Use the `#pragma internal list` format to tag specific data or functions for internalization. It applies to all names if it is used on an overloaded function. You cannot use this pragma for C++ member functions or static class members.

[Listing 25.11](#) shows an example:

### Listing 25.11 Example of an Internalized List

---

```
extern int f(), g;  
#pragma internal list f,g
```

---

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

## new\_mangler

Controls the inclusion or exclusion of a template instance's function return type to the mangled name of the instance.

### Syntax

```
#pragma new_mangler on | off | reset
```

### Remarks

The C++ standard requires that the function return type of a template instance to be included in the mangled name, which can cause incompatibilities. Enabling this pragma within a prefix file resolves those incompatibilities.

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

## no\_conststringconv

Disables the deprecated implicit const string literal conversion (ISO/IEC 14882-1998 C++, §4.2).

### Syntax

```
#pragma no_conststringconv on | off | reset
```

---

## Pragmas for C++

---

### Remarks

When enabled, the compiler generates an error message when it encounters an implicit const string conversion.

### Listing 25.12 Example of const string conversion

---

```
#pragma no_conststringconv on

char *cp = "Hello World"; /* Generates an error message. */
```

---

This pragma does not correspond to any panel setting. By default, this pragma is off.

---

## no\_static\_dtors

Controls the generation of static destructors in C++.

### Syntax

```
#pragma no_static_dtors on | off | reset
```

### Remarks

If you enable this pragma, the compiler does not generate destructor calls for static data objects. Use this pragma to generate smaller object code for C++ programs that never exit (and consequently never need to call destructors for static objects).

This pragma does not correspond to any panel setting. By default, this setting is disabled.

---

## nosyminline

Controls whether debug information is gathered for inline/template functions.

### Syntax

```
#pragma nosyminline on | off | reset
```

### Remarks

When on, debug information is not gathered for inline/template functions.

---



This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

## old\_pods

Permits non-standard handling of classes, structs, and unions containing pointer-to-pointer members

### Syntax

```
#pragma old_pods on | off | reset
```

### Remarks

According to the ISO/IEC 14882:2003 C++ Standard, classes/structs/unions that contain pointer-to-pointer members are now considered to be plain old data (POD) types.

This pragma can be used to get the old behavior.

---

## old\_vtable

This pragma is no longer available.

---

## opt\_classresults

Controls the omission of the copy constructor call for class return types if all return statements in a function return the same local class object.

### Syntax

```
#pragma opt_classresults on | off | reset
```

### Remarks

[Listing 25.13](#) shows an example.

### Listing 25.13 Example #pragma opt\_classresults

---

```
#pragma opt_classresults on
```

---

## Pragmas for C++

---

```
struct X {
    X();
    X(const X&);
    // ...
};

X f() {
    X x; // Object x will be constructed in function result buffer.
    // ...
    return x; // Copy constructor is not called.
}
```

---

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

### parse\_func\_tmpl

Controls whether or not to use the new parser supported by the CodeWarrior 2.5 C++ compiler.

#### Syntax

```
#pragma parse_func_tmpl on | off | reset
```

#### Remarks

If you enable this pragma, your C++ source code is compiled using the newest version of the parser, which is stricter than earlier versions.

This option actually corresponds to the **ISO C++ Template Parser** option (together with pragmas [parse\\_func\\_tmpl](#) and [warn\\_no\\_typename](#)). By default, this pragma is disabled.

---

### parse\_mfunc\_tmpl

Controls whether or not to use the new parser supported by the CodeWarrior 2.5 C++ compiler for member function bodies.

#### Syntax

```
#pragma parse_mfunc_tmpl on | off | reset
```

---

**Remarks**

If you enable this pragma, member function bodies within your C++ source code is compiled using the newest version of the parser, which is stricter than earlier versions.

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

**RTTI**

Controls the availability of runtime type information.

**Syntax**

```
#pragma RTTI on | off | reset
```

**Remarks**

If you enable this pragma, you can use runtime type information (or RTTI) features such as `dynamic_cast` and `typeid`. The other RTTI expressions are available even if you disable the **Enable RTTI** setting. Note that `*type_info::before(const type_info&)` is not implemented.

This pragma corresponds to the **Enable RTTI** setting in the CodeWarrior IDE's **C/C++ Language** settings panel.

---

**suppress\_init\_code**

Controls the suppression of static initialization object code.

**Syntax**

```
#pragma suppress_init_code on | off | reset
```

**Remarks**

If you enable this pragma, the compiler does not generate any code for static data initialization such as C++ constructors.

---

**WARNING!** Using this pragma because it can produce erratic or unpredictable behavior in your program.

---

## Pragmas for C++

---

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

### template\_depth

Controls how many nested or recursive class templates you can instantiate.

```
#pragma template_depth(n)
```

#### Remarks

This pragma lets you increase the number of nested or recursive class template instantiations allowed. By default, *n* equals 64; it can be set from 1 to 30000. You should always use the default value unless you receive the error message

```
template too complex or recursive
```

This pragma does not correspond to any panel setting.

---

### thread\_safe\_init

Controls the addition of extra code in the binary to ensure that multiple threads cannot enter a static local initialization at the same time.

#### Syntax

```
#pragma thread_safe_init on | off | reset
```

#### Remarks

A C++ program that uses multiple threads and static local initializations introduces the possibility of contention over which thread initializes static local variable first. When the pragma is `on`, the compiler inserts calls to mutex functions around each static local initialization to avoid this problem. The C++ runtime library provides these mutex functions.

#### Listing 25.14 Static local initialization example

---

```
int func(void) {  
    // There may be synchronization problems if this function is  
    // called by mutliple threads.  
    static int countdown = 20;  
}
```

---

```
    return countdown--;  
}
```

---

**NOTE** This pragma requires runtime library functions which may not be implemented on all platforms, due to the possible need for operating system support.

---

[Listing 25.15](#) shows another example.

### Listing 25.15 Example `thread_safe_init`

---

```
#pragma thread_safe_init on  
  
void thread_heavy_func()  
{  
    // Multiple threads can now safely call this function:  
    // the static local variable will be constructed only once.  
    static std::string localstring = thread_unsafe_func();  
}
```

---

**NOTE** When an exception is thrown from a static local initializer, the initializer is retried by the next client that enters the scope of the local.

---

This pragma does not correspond to any panel setting. By default, this pragma is off.

---

## warn\_hidevirtual

Controls the recognition of a non-virtual member function that hides a virtual function in a superclass.

### Syntax

```
#pragma warn_hidevirtual on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message if you declare a non-virtual member function that hides a virtual function in a superclass. One function hides another if it has the same name but a different argument type.

[Listing 25.16](#) shows an example.

## Pragmas for C++

---

### Listing 25.16 Hidden Virtual Functions

---

```
class A {
public:
    virtual void f(int);
    virtual void g(int);
};

class B: public A {
public:
    void f(char);           // WARNING: Hides A::f(int)
    virtual void g(int);    // OK: Overrides A::g(int)
};
```

---

The ISO/IEC 14882-1998 C++ Standard does not require this pragma.

---

**NOTE** A warning message normally indicates that the pragma name is not recognized, but an error indicates either a syntax problem or that the pragma is not valid in the given context.

---

This pragma corresponds to the **Hidden Virtual Functions** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel.

---

## warn\_no\_explicit\_virtual

Controls the issuing of warning messages if an overriding function is not declared with a virtual keyword.

### Syntax

```
#pragma warn_no_explicit_virtual on | off | reset
```

### Remarks

[Listing 25.17](#) shows an example.

### Listing 25.17 Example of warn\_no\_explicit\_virtual pragma

---

```
#pragma warn_no_explicit_virtual on

struct A {
    virtual void f();
};

struct B {
```

---

---

```
void f();  
// WARNING: override B::f() is declared without virtual keyword  
}
```

---

**TIP** This warning message is not required by the ISO/IEC 14882-1998 C++ standard, but can help you track down unwanted overrides.

---

This pragma does not correspond to any panel setting. By default, this pragma is off.

---

## warn\_no\_typename

Controls the issuing of warning messages for missing typenames.

### Syntax

```
#pragma warn_no_typename on | off | reset
```

### Remarks

The compiler issues a warning message if a `typenames` required by the C++ standard is missing but can still be determined by the compiler based on the context of the surrounding C++ syntax.

This pragma does not correspond to any panel setting. This pragma is enabled by the ISO/IEC 14882-1998 C++ template parser.

---

## warn\_notinlined

Controls the issuing of warning messages for functions the compiler cannot inline.

### Syntax

```
#pragma warn_notinlined on | off | reset
```

### Remarks

The compiler issues a warning message for non-inlined inline (i.e., on those indicated by the `inline` keyword or in line in a class declaration) function calls.

This pragma corresponds to the **Non-Inlined Functions** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is disabled.

---

## Pragmas for C++

---

### warn\_structclass

Controls the issuing of warning messages for the inconsistent use of the `class` and `struct` keywords.

#### Syntax

```
#pragma warn_structclass on | off | reset
```

#### Remarks

If you enable this pragma, the compiler issues a warning message if you use the `class` and `struct` keywords in the definition and declaration of the same identifier.

#### Listing 25.18 Inconsistent use of `class` and `struct`

---

```
class X;  
struct X { int a; }; // WARNING
```

---

Use this warning when using static or dynamic libraries to link with object code produced by another C++ compiler that distinguishes between class and structure variables in its name “mangling.”

This pragma corresponds to the **Inconsistent ‘class’ / ‘struct’ Usage** setting in the CodeWarrior IDE’s **C/C++ Warnings** settings panel. By default, this pragma is disabled.

### wchar\_type

Controls the availability of the `wchar_t` data type in C++ source code.

#### Syntax

```
#pragma wchar_type on | off | reset
```

#### Remarks

If you enable this pragma, `wchar_t` is treated as a built-in type. Otherwise, the compiler does not recognize this type.

This pragma corresponds to the **Enable `wchar_t` Support** setting in the CodeWarrior IDE’s **C/C++ Language** settings panel. By default, this pragma is enabled.







## Pragmas for C++

---

# Pragmas for Language Translation

---

## asmpoundcomment

Controls whether the “#” symbol is treated as a comment character in inline assembly.

### Syntax

```
#pragma asmpoundcomment on | off | reset
```

### Remarks

Some targets may have additional comment characters, and may treat these characters as comments even when

```
#pragma asmpoundcomment off
```

is used.

Using this pragma may interfere with the function-level inline assembly language.

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

## asmsemicoloncomment

Controls whether the “;” symbol is treated as a comment character in inline assembly.

### Syntax

```
#pragma asmsemicoloncomment on | off | reset
```

## Pragmas for Language Translation

---

### Remarks

Some targets may have additional comment characters, and may treat these characters as comments even when

```
#pragma asmsemicoloncomment off
```

is used.

Using this pragma may interfere with the assembly language of a specific target.

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

## const\_strings

Controls the const-ness of character string literals.

### Syntax

```
#pragma const_strings [ on | off | reset ]
```

### Remarks

If you enable this pragma, the type of string literals is an array `const char[n]`, or `const wchar_t[n]` for wide strings, where *n* is the length of the string literal plus 1 for a terminating NUL character. Otherwise, the type `char[n]` or `wchar_t[n]` is used.

This pragma does not correspond to any setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is on when compiling C++ source code and off when compiling C source code.

---

## dollar\_identifiers

Controls use of dollar signs (\$) in identifiers.

### Syntax

```
#pragma dollar_identifiers on | off | reset
```

### Remarks

If you enable this pragma, the compiler accepts dollar signs (\$) in identifiers. Otherwise, the compiler issues an error if it encounters anything but underscores,

---

---

alphabetic, numeric character, and universal characters (`\uxxxx`, `\Uxxxxxxxx`) in an identifier.

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

## gcc\_extensions

Controls the acceptance of GNU C language extensions.

### Syntax

```
#pragma gcc_extensions on | off | reset
```

### Remarks

If you enable this pragma, the compiler accepts GNU C extensions in C source code. This includes the following non-ANSI C extensions:

- Initialization of automatic `struct` or array variables with non-const values.
- Illegal pointer conversions
- `sizeof( void ) == 1`
- `sizeof( function-type ) == 1`
- Limited support for GCC statements and declarations within expressions.
- Macro redefinitions without a previous `#undef`.
- The GCC keyword `typeof`
- Function pointer arithmetic supported
- `void*` arithmetic supported
- Void expressions in return statements of void
- `__builtin_constant_p (expr)` supported
- Forward declarations of arrays of incomplete type
- Forward declarations of empty static arrays
- Pre-C99 designated initializer syntax (deprecated)
- shortened conditional expression (`c ? : y`)
- `long __builtin_expect (long exp, long c)` now accepted

This pragma corresponds to the **Enable GCC Extensions** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

---

## Pragmas for Language Translation

---

### mark

Adds an item to the **Function** pop-up menu in the IDE editor.

#### Syntax

```
#pragma mark itemName
```

#### Remarks

This pragma adds *itemName* to the source file's **Function** pop-up menu. If you open the file in the CodeWarrior Editor and select the item from the **Function** pop-up menu, the editor brings you to the pragma. Note that if the pragma is inside a function definition, the item does not appear in the **Function** pop-up menu.

If *itemName* begins with "--", a menu separator appears in the IDE's **Function** pop-up menu:

```
#pragma mark --
```

This pragma does not correspond to any panel setting.

---

### mpwc\_newline

Controls the use of newline character convention.

#### Syntax

```
#pragma mpwc_newline on | off | reset
```

#### Remarks

If you enable this pragma, the compiler translates '`\n`' as a Carriage Return (0x0D) and '`\r`' as a Line Feed (0x0A). Otherwise, the compiler uses the ISO standard conventions for these characters.

If you enable this pragma, use ISO standard libraries that were compiled when this pragma was enabled.

If you enable this pragma and use the standard ISO standard libraries, your program will not read and write '`\n`' and '`\r`' properly. For example, printing '`\n`' brings your program's output to the beginning of the current line instead of inserting a newline.

This pragma does not correspond to any IDE panel setting. By default, this pragma is disabled.

---

## mpwc\_relax

Controls the compatibility of the `char*` and `unsigned char*` types.

### Syntax

```
#pragma mpwc_relax on | off | reset
```

### Remarks

If you enable this pragma, the compiler treats `char*` and `unsigned char*` as the same type. Use this setting to compile source code written before the ISO C standards. Old source code frequently uses these types interchangeably.

This setting has no effect on C++ source code.

---

**NOTE** Turning this option on may prevent the compiler from detecting some programming errors. We recommend not turning on this option.

---

[Listing 26.1](#) shows how to use this pragma to relax function pointer checking.

### Listing 26.1 Relaxing function pointer checking

---

```
#pragma mpwc_relax on
extern void f(char *);

/* Normally an error, but allowed. */
extern void(*fp1)(void *) = &f;

/* Normally an error, but allowed. */
extern void(*fp2)(unsigned char *) = &f;
```

---

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

## multibyteaware

Controls how the **Source encoding** option in the IDE is treated

### Syntax

```
#pragma multibyteaware on | off | reset
```

---

## Pragmas for Language Translation

---

### Remarks

This pragma is deprecated. See `#pragma text_encoding` for more details.

This pragma does not correspond to any panel setting, but the replacement option **Source encoding** appears in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

## multibyteaware\_preserve\_literals

Controls the treatment of multibyte character sequences in narrow character string literals.

### Syntax

```
#pragma multibyteaware_preserve_literals on | off | reset
```

### Remarks

This pragma does not correspond to any panel setting. By default, this pragma is `on`.

---

## text\_encoding

Identifies the character encoding of source files.

### Syntax

```
#pragma text_encoding ( "name" | unknown | reset [, global] )
```

### Parameters

`name`

The IANA or MIME encoding name or an OS-specific string that identifies the text encoding. The compiler recognizes these names and maps them to its internal decoders:

```
system US-ASCII ASCII ANSI_X3.4-1968
ANSI_X3.4-1968 ANSI_X3.4 UTF-8 UTF8 ISO-2022-JP
CSISO2022JP ISO2022JP CSSHIFTJIS SHIFT-JIS
SHIFT_JIS SJIS EUC-JP EUCJP UCS-2 UCS-2BE
UCS-2LE UCS2 UCS2BE UCS2LE UTF-16 UTF-16BE
UTF-16LE UTF16 UTF16BE UTF16LE UCS-4 UCS-4BE
```

---



```
UCS-4LE UCS4 UCS4BE UCS4LE 10646-1:1993
ISO-10646-1 ISO-10646 unicode
```

global

Tells the compiler that the current and all subsequent files use the same text encoding. By default, text encoding is effective only to the end of the file.

### Remarks

By default, `#pragma text_encoding` is only effective through the end of file. To affect the default text encoding assumed for the current and all subsequent files, supply the “global” modifier.

This pragma corresponds to the **Source Encoding** option in the CodeWarrior IDE’s **C/C++ Preprocessor** settings panel. By default, this setting is ASCII.

## trigraphs

Controls the use trigraph sequences specified in the ISO standards.

### Syntax

```
#pragma trigraphs on | off | reset
```

### Remarks

If you are writing code that must strictly adhere to the ANSI standard, enable this pragma.

**Table 26.1** Trigraph table

Trigraph	Character
??=	#
??/	\
??^	^
??(	[
??)	]
??!	
??<	{

## Pragmas for Language Translation

**Table 26.1** Trigraph table

Trigraph	Character
??>	}
??-	~

---

**NOTE** Use of this pragma may cause a portability problem for some targets.

---

Be careful when initializing strings or multi-character constants that contain question marks.

**Listing 26.2** Example of Pragma trigraphs

---

```
char c = '????'; /* ERROR: Trigraph sequence expands to '??^ */
char d = '\?\?\?\?'; /* OK */
```

---

This pragma corresponds to the **Expand Trigraphs** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is disabled.

---

## unsigned\_char

Controls whether or not declarations of type `char` are treated as `unsigned char`.

### Syntax

```
#pragma unsigned_char on | off | reset
```

### Remarks

If you enable this pragma, the compiler treats a `char` declaration as if it were an `unsigned char` declaration.

---

**NOTE** If you enable this pragma, your code might not be compatible with libraries that were compiled when the pragma was disabled. In particular, your code might not work with the ISO standard libraries included with CodeWarrior.

---

This pragma corresponds to the **Use unsigned chars** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this setting is disabled.

# Pragmas for Diagnostic Messages

---

## extended\_errorcheck

Controls the issuing of warning messages for possible unintended logical errors.

### Syntax

```
#pragma extended_errorcheck on | off | reset
```

### Remarks

If you enable this pragma, the compiler generates a warning message (not an error) if it encounters some common programming errors:

- An integer or floating-point value assigned to an enum type. [Listing 27.1](#) shows an example.

### Listing 27.1 Assigning to an Enumerated Type

---

```
enum Day { Sunday, Monday, Tuesday, Wednesday,
          Thursday, Friday, Saturday } d;

d = 5; /* WARNING */
d = Monday; /* OK */
d = (Day)3; /* OK */
```

---

- An empty return statement in a function that is not declared void. For example, [Listing 27.2](#) results in a warning message.

### Listing 27.2 A non-void function with an empty return statement

---

```
int MyInit(void)
{
    int err = GetMyResources();
    if (err != -1)
```

---

## Pragmas for Diagnostic Messages

---

```
{
    err = GetMoreResources();
}
return; /* WARNING: empty return statement */
}
```

---

[Listing 27.3](#) shows how to prevent this warning message.

### Listing 27.3 A non-void function with a proper return statement

---

```
int MyInit(void)
{
    int err = GetMyResources();
    if (err != -1)
    {
        err = GetMoreResources();
    }
    return err; /* OK */
}
```

---

This pragma corresponds to the **Extended Error Checking** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this setting is off.

---

## maxerrorcount

Limits the number of error messages emitted while compiling a single file.

### Syntax

```
#pragma maxerrorcount( num | off )
```

### Parameters

*num*

Specifies the maximum number of error messages issued per source file.

*off*

Does not limit the number of error messages issued per source file.

### Remarks

The total number of error messages emitted may include one final message:

```
Too many errors emitted
```

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

## message

Tells the compiler to issue a text message to the user.

### Syntax

```
#pragma message( msg )
```

### Parameter

*msg*

Actual message to issue. Does not have to be a string literal.

### Remarks

In the CodeWarrior IDE, the message appears in the **Errors & Warnings** window. On the command line, the message is sent to the standard error stream.

This pragma does not correspond to any panel setting.

---

## showmessagenumber

Controls the appearance of warning or error numbers in displayed messages.

### Syntax

```
#pragma showmessagenumber on | off | reset
```

### Remarks

When enabled, this pragma causes messages to appear with their numbers visible. You can then use the [warning](#) pragma with a warning number to suppress the appearance of specific warning messages.

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

## Pragmas for Diagnostic Messages

---

---

### show\_error\_filestack

Controls the appearance of the current `#include` file stack within error messages occurring inside deeply-included files.

#### Syntax

```
#pragma show_error_filestack on | off | reset
```

#### Remarks

This pragma does not correspond to any panel setting. By default, this pragma is `on`.

---

### suppress\_warnings

Controls the issuing of warning messages.

#### Syntax

```
#pragma suppress_warnings on | off | reset
```

#### Remarks

If you enable this pragma, the compiler does not generate warning messages, including those that are enabled.

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

### sym

Controls the generation of debugger symbol information for subsequent functions.

#### Syntax

```
#pragma sym on | off | reset
```

#### Remarks

The compiler pays attention to this pragma only if you enable the debug marker for a file in the IDE project window. If you disable this pragma, the compiler does not

---

put debugging information into the source file debugger symbol file (SYM or DWARF) for the functions that follow.

The compiler always generates a debugger symbol file for a source file that has a debug diamond next to it in the IDE project window. This pragma changes only which functions have information in that symbol file.

This pragma does not correspond to any panel setting. By default, this pragma is enabled.

---

## unused

Controls the suppression of warning messages for variables and parameters that are not referenced in a function.

### Syntax

```
#pragma unused ( var_name [, var_name ]... )  
var_name
```

The name of a variable.

### Remarks

This pragma suppresses the compile time warning messages for the unused variables and parameters specified in its argument list. You can use this pragma only within a function body. The listed variables must be within the scope of the function.

In C++, you cannot use this pragma with functions defined within a class definition or with template functions.

### Listing 27.4 Example of Pragma unused() in C

---

```
#pragma warn_unusedvar on  
#pragma warn_unusedarg on  
  
static void ff(int a)  
{  
    int b;  
    #pragma unused(a,b)  
    /* Compiler does not warn that a and b are unused. */  
}
```

---

## Pragmas for Diagnostic Messages

---

### Listing 27.5 Example of Pragma unused() in C++

---

```
#pragma warn_unusedvar on
#pragma warn_unusedarg on

static void ff(int /* No warning */)
{
    int b;
#pragma unused(b)
    /* Compiler does not warn that b is unused. */
}

```

---

This pragma does not correspond to any CodeWarrior IDE panel setting.

---

## warning

Controls which warning numbers are displayed during compiling.

### Syntax

```
#pragma warning on | off | reset (num [, ...])
```

This alternate syntax is allowed but ignored (message numbers do not match):

```
#pragma warning(warning_type : warning_num_list [,  
warning_type: warning_num_list, ...])
```

### Parameters

*num*

The number of the warning message to show or suppress.

*warning\_type*

Specifies one of the following settings:

- default
- disable
- enable

*warning\_num\_list*

The *warning\_num\_list* is a list of warning numbers separated by spaces.



**Remarks**

Use the pragma [showmessagenumber](#) to display warning messages with their warning numbers.

The CodeWarrior compiler allows, but ignores, the alternative syntax for compatibility with Microsoft® compilers.

This pragma does not correspond to any panel setting. By default, this pragma is on.

---

**warning\_errors**

Controls whether or not warnings are treated as errors.

**Syntax**

```
#pragma warning_errors on | off | reset
```

**Remarks**

If you enable this pragma, the compiler treats all warning messages as though they were errors and does not translate your file until you resolve them.

This pragma corresponds to the **Treat All Warnings as Errors** setting in the CodeWarrior IDE's **C/C++ Warnings** panel.

---

**warn\_any\_ptr\_int\_conv**

Controls if the compiler generates a warning message when an integral type is explicitly converted to a pointer type or vice versa.

**Syntax**

```
#pragma warn_any_ptr_int_conv on | off | reset
```

**Remarks**

This pragma is useful to identify potential 64-bit pointer portability issues. An example is shown in.

**Listing 27.6 Example of warn\_any\_ptr\_int\_conv**

---

```
#pragma warn_ptr_int_conv on
```

---

## Pragmas for Diagnostic Messages

---

```
short i, *ip

void func() {
    i = (short)ip;
    /* WARNING: short type is not large enough to hold pointer. */
}

#pragma warn_any_ptr_int_conv on

void bar() {
    i = (int)ip; /* WARNING: pointer to integral conversion. */
    ip = (short *)i; /* WARNING: integral to pointer conversion. */
}
```

---

### Remarks

This pragma corresponds to the **Pointer/Integral Conversions** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is off.

---

## warn\_emptydecl

Controls the recognition of declarations without variables.

### Syntax

```
#pragma warn_emptydecl on | off | reset
```

### Remarks

If you enable this pragma, the compiler displays a warning message when it encounters a declaration with no variables.

### Listing 27.7 Examples of empty declarations in C and C++

---

```
#pragma warn_emptydecl on
int ; /* WARNING: empty variable declaration. */
int i; /* OK */

long j;; /* WARNING */
long j; /* OK */
```

---

---

**Listing 27.8 Example of empty declaration in C++**

---

```
#pragma warn_emptydecl on
extern "C" {
}; /* WARNING */
```

---

This pragma corresponds to the **Empty Declarations** setting in the CodeWarrior IDE's **C/C++ Warnings** panel. By default, this pragma is disabled.

---

**warn\_extracomma**

Controls the recognition of superfluous commas in enumerations.

**Syntax**

```
#pragma warn_extracomma on | off | reset
```

**Remarks**

If you enable this pragma, the compiler issues a warning message when it encounters a trailing comma in enumerations. For example, [Listing 27.9](#) is acceptable source code but generates a warning message when you enable this setting.

**Listing 27.9 Warning about extra commas**

---

```
#pragma warn_extracomma on
enum { mouse, cat, dog, };
/* WARNING: compiler expects an identifier after final comma. */
```

---

The compiler ignores terminating commas in enumerations when compiling source code that conforms to the ISO/IEC 9899-1999 ("C99") standard.

This pragma corresponds to the **Extra Commas** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is disabled.

---

**warn\_filenameecaps**

Controls the recognition of conflicts involving case-sensitive filenames within user includes.

---

## Pragmas for Diagnostic Messages

---

### Syntax

```
#pragma warn_filenamecaps on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message when an `#include` directive capitalizes a filename within a user include differently from the way the filename appears on a disk. It also detects use of “8.3” DOS filenames in Windows when a long filename is available. Use this pragma to avoid porting problems to operating systems with case-sensitive file names.

By default, this pragma only checks the spelling of user includes such as the following:

```
#include "file"
```

For more information on checking system includes, see [warn\\_filenamecaps\\_system](#).

This pragma corresponds to the **Include File Capitalization** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is `off`.

---

## warn\_filenamecaps\_system

Controls the recognition of conflicts involving case-sensitive filenames within system includes.

### Syntax

```
#pragma warn_filenamecaps_system on | off | reset
```

### Remarks

If you enable this pragma along with `warn_filenamecaps`, the compiler issues a warning message when an `#include` directive capitalizes a filename within a system include differently from the way the filename appears on a disk. It also detects use of “8.3” DOS filenames in Windows when a long filename is available. This pragma helps avoid porting problems to operating systems with case-sensitive file names.

To check the spelling of system includes such as the following:

```
#include <file>
```

Use this pragma along with the [warn\\_filenamecaps](#) pragma.

This pragma corresponds to the **Check System Includes** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is off.

---

**NOTE** Some SDKs (Software Developer Kits) use “colorful” capitalization, so this pragma may issue a lot of unwanted messages.

---

---

## warn\_hiddenlocals

Controls the recognition of a local variable that hides another local variable.

### Syntax

```
#pragma warn_hiddenlocals on | off | reset
```

### Remarks

When on, the compiler issues a warning message when it encounters a local variable that hides another local variable. An example appears in [Listing 27.10](#).

#### Listing 27.10 Example of hidden local variables warning

---

```
#pragma warn_hiddenlocals on

void func(int a)
{
    {
        int a; /* WARNING: this 'a' obscures argument 'a'.
    }
}
```

---

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this setting is off.

---

## warn\_illpragma

Controls the recognition of illegal pragma directives.

### Syntax

```
#pragma warn_illpragma on | off | reset
```

---

## Pragmas for Diagnostic Messages

---

### Remarks

If you enable this pragma, the compiler displays a warning message when it encounters a pragma it does not recognize.

This pragma corresponds to the **Illegal Pragmas** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this setting is `off`.

---

## warn\_illtokenpasting

Controls whether or not to issue a warning message for improper preprocessor token pasting.

### Syntax

```
#pragma warn_illtokenpasting on | off | reset
```

### Remarks

An example of this is shown below:

```
#define PTR(x)  x##* / PTR(y)
```

Token pasting is used to create a single token. In this example, `y` and `x` cannot be combined. Often the warning message indicates the macros uses “##” unnecessarily.

This pragma does not correspond to any panel setting. By default, this pragma is `on`.

---

## warn\_illunionmembers

Controls whether or not to issue a warning message when illegal union members are made, such as unions with reference or non-trivial class members.

### Syntax

```
#pragma warn_illunionmembers on | off | reset
```

### Remarks

This pragma does not correspond to any panel setting. By default, this pragma is `on`.

---

## warn\_impl\_f2i\_conv

Controls the issuing of warning messages for implicit float-to-int conversions.

### Syntax

```
#pragma warn_impl_f2i_conv on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message for implicitly converting floating-point values to integral values. [Listing 27.11](#) provides an example.

### Listing 27.11 Example of Implicit float-to-int Conversion

---

```
#pragma warn_impl_f2i_conv on

float f;
signed int si;

int main()
{
    f = si; /* WARNING */

#pragma warn_impl_f2i_conv off
    si = f; /* OK */
}
```

---

This pragma corresponds to the **Float to Integer** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is on.

---

## warn\_impl\_i2f\_conv

Controls the issuing of warning messages for implicit int-to-float conversions.

### Syntax

```
#pragma warn_impl_i2f_conv on | off | reset
```

---

## Pragmas for Diagnostic Messages

---

### Remarks

If you enable this pragma, the compiler issues a warning message for implicitly converting integral values to floating-point values. [Listing 27.12](#) shows an example.

### Listing 27.12 Example of implicit `int-to-float` conversion

---

```
#pragma warn_impl_i2f_conv on

float f;
signed int si;

int main()
{
    si = f; /* WARNING */

#pragma warn_impl_i2f_conv off
    f = si; /* OK */
}
```

---

This pragma corresponds to the **Integer to Float** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is `off`.

---

## warn\_impl\_s2u\_conv

Controls the issuing of warning messages for implicit conversions between the `signed int` and `unsigned int` data types.

### Syntax

```
#pragma warn_impl_s2u_conv on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message for implicitly converting either from `signed int` to `unsigned int` or vice versa. [Listing 27.13](#) provides an example.

### Listing 27.13 Example of implicit conversions between `signed int` and `unsigned int`

---

```
#pragma warn_impl_s2u_conv on

signed int si;
```

---



---

```
unsigned int ui;

int main()
{
    ui = si; /* WARNING */
    si = ui; /* WARNING */

#pragma warn_impl_s2u_conv off
    ui = si; /* OK */
    si = ui; /* OK */
}
```

---

This pragma corresponds to the **Signed / Unsigned** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is enabled.

---

## warn\_implicitconv

Controls the issuing of warning messages for all implicit arithmetic conversions.

### Syntax

```
#pragma warn_implicitconv on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message for all implicit arithmetic conversions when the destination type might not represent the source value. [Listing 27.14](#) provides an example.

### Listing 27.14 Example of Implicit Conversion

---

```
#pragma warn_implicitconv on

float f;
signed int si;
unsigned int ui;

int main()
{
    f = si; /* WARNING */
    si = f; /* WARNING */
    ui = si; /* WARNING */
    si = ui; /* WARNING */
}
```

---

## Pragmas for Diagnostic Messages

---

**NOTE** This option “opens the gate” for the checking of implicit conversions. The sub-pragmas `warn_impl_f2i_conv`, `warn_impl_i2f_conv`, and `warn_impl_s2u_conv` control the classes of conversions checked.

---

This pragma corresponds to the **Implicit Arithmetic Conversions** setting in the CodeWarrior IDE’s **C/C++ Warnings** settings panel. By default, this pragma is `off`.

---

### `warn_largeargs`

Controls the issuing of warning messages for passing non-”int” numeric values to unprototyped functions.

#### Syntax

```
#pragma warn_largeargs on | off | reset
```

#### Remarks

If you enable this pragma, the compiler issues a warning message if you attempt to pass a non-integer numeric value, such as a float or long long, to an unprototyped function when the `require_prototypes` pragma is disabled.

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

### `warn_missingreturn`

Issues a warning message when a function that returns a value is missing a `return` statement.

#### Syntax

```
#pragma warn_missingreturn on | off | reset
```

#### Remarks

An example is shown in [Listing 27.15](#).

#### Listing 27.15 Example of `warn_missingreturn` pragma

---

```
#pragma warn_missingreturn on
```

---

---

```
int func()
{
    /* WARNING: no return statement. */
}
```

---

This pragma corresponds to the **Missing ‘return’ Statements** option in the CodeWarrior IDE’s **C/C++ Warnings** settings panel.

---

## warn\_no\_side\_effect

Controls the issuing of warning messages for redundant statements.

### Syntax

```
#pragma warn_no_side_effect on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message when it encounters a statement that produces no side effect. To suppress this warning message, cast the statement with `(void)`. [Listing 27.16](#) provides an example.

#### Listing 27.16 Example of Pragma `warn_no_side_effect`

---

```
#pragma warn_no_side_effect on
void func(int a,int b)
{
    a+b; /* WARNING: expression has no side effect */
    (void)(a+b); /* OK: void cast suppresses warning. */
}
```

---

This pragma corresponds to the **Expression Has No Side Effect** panel setting in the CodeWarrior IDE’s **C/C++ Warnings** settings panel. By default, this pragma is off.

---

## warn\_padding

Controls the issuing of warning messages for data structure padding.

### Syntax

```
#pragma warn_padding on | off | reset
```

---

## Pragmas for Diagnostic Messages

---

### Remarks

If you enable this pragma, the compiler warns about any bytes that were implicitly added after an ANSI C `struct` member to improve memory alignment. Refer to the appropriate *Targeting* manual for more information on how the compiler pads data structures for a particular processor or operating system.

This pragma corresponds to the **Pad Bytes Added** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this setting is `off`.

---

## warn\_pch\_portability

Controls whether or not to issue a warning message when `#pragma once on` is used in a precompiled header.

### Syntax

```
#pragma warn_pch_portability on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message when you use `#pragma once on` in a precompiled header. This helps you avoid situations in which transferring a precompiled header from machine to machine causes the precompiled header to produce different results. For more information, see `pragma once`.

This pragma does not correspond to any panel setting. By default, this setting is `off`.

---

## warn\_possunwant

Controls the recognition of possible unintentional logical errors.

### Syntax

```
#pragma warn_possunwant on | off | reset
```

### Remarks

If you enable this pragma, the compiler checks for common, unintended logical errors:

---

- 
- An assignment in either a logical expression or the conditional portion of an `if`, `while`, or `for` expression. This warning message is useful if you use `=` when you mean to use `==`. [Listing 27.17](#) shows an example.

#### Listing 27.17 Confusing = and == in Comparisons

---

```
if (a=b) f(); /* WARNING: a=b is an assignment. */  
if ((a=b)!=0) f(); /* OK: (a=b)!=0 is a comparison. */  
if (a==b) f(); /* OK: (a==b) is a comparison. */
```

---

- An equal comparison in a statement that contains a single expression. This check is useful if you use `==` when you meant to use `=`. [Listing 27.18](#) shows an example.

#### Listing 27.18 Confusing = and == Operators in Assignments

---

```
a == 0; // WARNING: This is a comparison.  
a = 0; // OK: This is an assignment, no warning
```

---

- A semicolon (`;`) directly after a `while`, `if`, or `for` statement.  
For example, [Listing 27.19](#) generates a warning message.

#### Listing 27.19 Empty statement

---

```
i = sockcount();  
while (--i); /* WARNING: empty loop. */  
    matchsock(i);
```

---

If you intended to create an infinite loop, put white space or a comment between the `while` statement and the semicolon. The statements in [Listing 27.20](#) suppress the above error or warning messages.

#### Listing 27.20 Intentional empty statements

---

```
while (i++) ; /* OK: White space separation. */  
while (i++) /* OK: Comment separation */ ;
```

---

This pragma corresponds to the **Possible Errors** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is `off`.

## Pragmas for Diagnostic Messages

---

### warn\_ptr\_int\_conv

Controls the recognition the conversion of pointer values to incorrectly-sized integral values.

#### Syntax

```
#pragma warn_ptr_int_conv on | off | reset
```

#### Remarks

If you enable this pragma, the compiler issues a warning message if an expression attempts to convert a pointer value to an integral type that is not large enough to hold the pointer value.

#### Listing 27.21 Example for #pragma warn\_ptr\_int\_conv

---

```
#pragma warn_ptr_int_conv on  
  
char *my_ptr;  
char too_small = (char)my_ptr; /* WARNING: char is too small. */
```

---

See also [“warn\\_any\\_ptr\\_int\\_conv” on page 289](#).

This pragma corresponds to the **Pointer / Integral Conversions** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is off.

---

### warn\_resultnotused

Controls the issuing of warning messages when function results are ignored.

#### Syntax

```
#pragma warn_resultnotused on | off | reset
```

#### Remarks

If you enable this pragma, the compiler issues a warning message when it encounters a statement that calls a function without using its result. To prevent this, cast the statement with `(void)`. [Listing 27.22](#) provides an example.

---

---

**Listing 27.22 Example of Function Calls with Unused Results**

---

```
#pragma warn_resultnotused on

extern int bar();
void func()
{
    bar(); /* WARNING: result of function call is not used. */
    void(bar()); /* OK: void cast suppresses warning. */
}
```

---

This pragma does not correspond to any panel setting. By default, this pragma is off.

---

**warn\_undefmacro**

Controls the detection of undefined macros in `#if` and `#elif` directives.

**Syntax**

```
#pragma warn_undefmacro on | off | reset
```

**Remarks**

[Listing 27.23](#) provides an example.

**Listing 27.23 Example of Undefined Macro**

---

```
#if BADMACRO == 4 /* WARNING: undefined macro. */
```

---

Use this pragma to detect the use of undefined macros (especially expressions) where the default value 0 is used. To suppress this warning message, check if defined first.

---

**NOTE** A warning message is only issued when a macro is evaluated. A short-circuited “&&” or “|” test or unevaluated “?:” will not produce a warning message.

---

This pragma corresponds to the **Undefined Macro in #if** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is off.

## Pragmas for Diagnostic Messages

---

---

### warn\_uninitializedvar

Controls the compiler to perform some dataflow analysis and emits warning messages whenever local variables are initialized before being used.

#### Syntax

```
#pragma warn_uninitializedvar on | off | reset
```

#### Remarks

This pragma has no corresponding setting in the CodeWarrior IDE. By default, this pragma is on.

---

### warn\_unusedarg

Controls the recognition of unreferenced arguments.

#### Syntax

```
#pragma warn_unusedarg on | off | reset
```

#### Remarks

If you enable this pragma, the compiler issues a warning message when it encounters an argument you declare but do not use.

This check helps you find arguments that you either misspelled or did not use in your program. [Listing 27.24](#) shows an example.

#### Listing 27.24 Warning about unused function arguments

---

```
void func(int temp, int error);  
{  
    error = do_something(); /* WARNING: temp is unused. */  
}
```

---

To prevent this warning, you can declare an argument in a few ways:

- Use the pragma `unused`, as in [Listing 27.25](#).



---

**Listing 27.25 Using pragma unused() to prevent unused argument messages**

---

```
void func(int temp, int error)
{
    #pragma unused (temp)
    /* Compiler does not warn that temp is not used. */

    error=do_something();
}
```

---

- Do not give the unused argument a name. [Listing 27.26](#) shows an example.

The compiler allows this feature in C++ source code. To allow this feature in C source code, disable ANSI strict checking.

---

**Listing 27.26 Unused, Unnamed Arguments**

---

```
void func(int /* temp */, int error)
{
    /* Compiler does not warn that "temp" is not used. */

    error=do_something();
}
```

---

This pragma corresponds to the **Unused Arguments** setting in the **C/C++ Warnings Panel**. By default, this pragma is *off*.

---

## warn\_unusedvar

Controls the recognition of unreferenced variables.

### Syntax

```
#pragma warn_unusedvar on | off | reset
```

### Remarks

If you enable this pragma, the compiler issues a warning message when it encounters a variable you declare but do not use.

This check helps you find variables that you either misspelled or did not use in your program. [Listing 27.27](#) shows an example.

## Pragmas for Diagnostic Messages

---

### Listing 27.27 Unused Local Variables Example

---

```
int error;
void func(void)
{
    int temp, error; /* NOTE: error is misspelled. */
    error = do_something(); /* WARNING: temp and error are unused. */
}
```

---

If you want to use this warning but need to declare a variable that you do not use, include the pragma `unused`, as in [Listing 27.28](#).

### Listing 27.28 Suppressing Unused Variable Warnings

---

```
void func(void)
{
    int i, temp, error;

    #pragma unused (i, temp) /* Do not warn that i and temp */
    error = do_something(); /* are not used */
}
```

---

This pragma corresponds to the **Unused Variables** setting in the CodeWarrior IDE's **C/C++ Warnings** settings panel. By default, this pragma is off.

# Pragmas for Preprocessing and Precompilation

---

## check\_header\_flags

Controls whether or not to ensure that a precompiled header's data matches a project's target settings.

### Syntax

```
#pragma check_header_flags on | off | reset
```

### Remarks

This pragma affects precompiled headers only.

If you enable this pragma, the compiler verifies that the precompiled header's preferences for `double` size, `int` size, and floating point math correspond to the build target's settings. If they do not match, the compiler generates an error message.

If your precompiled header file depends on these settings, enable this pragma. Otherwise, disable it.

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `off`.

---

## faster\_pch\_gen

Controls the performance of precompiled header generation.

### Syntax

```
#pragma faster_pch_gen on | off | reset
```

## Pragmas for Preprocessing and Precompilation

---

### Remarks

If you enable this pragma, generating a precompiled header can be much faster, depending on the header structure. However, the precompiled file can also be slightly larger.

This pragma does not correspond to any panel setting. By default, this setting is `off`.

---

## flat\_include

Controls whether or not to ignore relative path names in `#include` directives.

### Syntax

```
#pragma flat_include on | off | reset
```

### Remarks

For example, when `on`, the compiler converts this directive

```
#include <sys/stat.h>
```

to

```
#include <stat.h>
```

Use this pragma when porting source code from a different operating system, or when a CodeWarrior IDE project's access paths cannot reach a given file.

By default, this pragma is `off`.

---

## fullpath\_file

Controls if `__FILE__` macro expands to a full path or the base file name.

### Syntax

```
#pragma fullpath_file on | off | reset
```

### Remarks

When this pragma `on`, the `__FILE__` macro returns a full path to the file being compiled, otherwise it returns the base file name.

---

## fullpath\_prepdump

Shows the full path of included files in preprocessor output.

### Syntax

```
#pragma fullpath_prepdump on | off | reset
```

### Remarks

If you enable this pragma, the compiler shows the full paths of files specified by the `#include` directive as comments in the preprocessor output. Otherwise, only the file name portion of the path appears.

This pragma corresponds to the **Show full paths** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

## keepcomments

Controls whether comments are emitted in the preprocessor output.

### Syntax

```
#pragma keepcomments on | off | reset
```

### Remarks

This pragma corresponds to the **Keep comments** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

## line\_prepdump

Shows `#line` directives in preprocessor output.

### Syntax

```
#pragma line_prepdump on | off | reset
```

### Remarks

If you enable this pragma, `#line` directives appear in preprocessing output. The compiler also adjusts line spacing by inserting empty lines.

---

## Pragmas for Preprocessing and Precompilation

---

Use this pragma with the command-line compiler's `-E` option to make sure that `#line` directives are inserted in the preprocessor output.

This pragma corresponds to the **Use #line** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

### macro\_prepdump

Controls whether the compiler emits `#define` and `#undef` directives in preprocessing output.

#### Syntax

```
#pragma macro_prepdump on | off | reset
```

#### Remarks

Use this pragma to help unravel confusing problems like macros that are aliasing identifiers or where headers are redefining macros unexpectedly.

---

### msg\_show\_lineref

Controls diagnostic output involving `#line` directives to show line numbers specified by the `#line` directives in error and warning messages.

#### Syntax

```
#pragma msg_show_lineref on | off | reset
```

#### Remarks

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `on`.

---

### msg\_show\_realref

Controls diagnostic output involving `#line` directives to show actual line numbers in error and warning messages.

#### Syntax

```
#pragma msg_show_realref on | off | reset
```

---

**Remarks**

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `on`.

---

**notonce**

Controls whether or not the compiler lets included files be repeatedly included, even with `#pragma once on`.

**Syntax**

```
#pragma notonce
```

**Remarks**

If you enable this pragma, files can be repeatedly `#included`, even if you have enabled `#pragma once on`. For more information, see [“once” on page 311](#).

This pragma does not correspond to any CodeWarrior IDE panel setting.

---

**old\_pragma\_once**

This pragma is no longer available.

---

**once**

Controls whether or not a header file can be included more than once in the same compilation unit.

**Syntax**

```
#pragma once [ on ]
```

**Remarks**

Use this pragma to ensure that the compiler includes header files only once in a source file. This pragma is especially useful in precompiled header files.

There are two versions of this pragma:

```
#pragma once
```

---

## Pragmas for Preprocessing and Precompilation

---

and

```
#pragma once on
```

Use `#pragma once` in a header file to ensure that the header file is included only once in a source file. Use `#pragma once on` in a header file or source file to insure that *any* file is included only once in a source file.

Beware that when using `#pragma once on`, precompiled headers transferred from one host machine to another might not give the same results during compilation. This inconsistency is because the compiler stores the full paths of included files to distinguish between two distinct files that have identical file names but different paths. Use the `warn_pch_portability` pragma to issue a warning message when you use `#pragma once on` in a precompiled header.

Also, if you enable the `old_pragma_once on` pragma, the `once` pragma completely ignores path names.

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---

## pop, push

Saves and restores pragma settings.

### Syntax

```
#pragma push
```

```
#pragma pop
```

### Remarks

The `pragma push` saves all the current pragma settings. The `pragma pop` restores all the pragma settings that resulted from the last `push` pragma. For example, see [Listing 28.1](#).

### Listing 28.1 push and pop example

---

```
#pragma ANSI_strict on
#pragma push /* Saves all compiler settings. */
#pragma ANSI_strict off
#pragma pop /* Restores ANSI_strict to on. */
```

---

This pragma does not correspond to any panel setting. By default, this pragma is `off`.

---



**TIP** Pragmas directives that accept `on` | `off` | `reset` already form a stack of previous option values. It is not necessary to use `#pragma pop` or `#pragma push` with such pragmas.

---

---

## pragma\_prepdump

Controls whether pragma directives in the source text appear in the preprocessing output.

### Syntax

```
#pragma pragma_prepdump on | off | reset
```

### Remarks

This pragma corresponds to the **Emit #pragmas** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

**TIP** When submitting bug reports with a preprocessor dump, be sure this option is enabled.

---

---

## precompile\_target

Specifies the file name for a precompiled header file.

### Syntax

```
#pragma precompile_target filename
```

### Parameters

*filename*

A simple file name or an absolute path name. If *filename* is a simple file name, the compiler saves the file in the same folder as the source file. If *filename* is a path name, the compiler saves the file in the specified folder.

### Remarks

If you do not specify the file name, the compiler gives the precompiled header file the same name as its source file.

## Pragmas for Preprocessing and Precompilation

---

[Listing 28.2](#) shows sample source code from a precompiled header source file. By using the predefined symbols `__cplusplus` and the pragma `precompile_target`, the compiler can use the same source code to create different precompiled header files for C and C++.

### Listing 28.2 Using `#pragma precompile_target`

---

```
#ifndef __cplusplus
    #pragma precompile_target "MyCPPHeaders"
#else
    #pragma precompile_target "MyCHeaders"
#endif
```

---

This pragma does not correspond to any panel setting.

---

## simple\_prepdump

Controls the suppression of comments in preprocessing output.

### Syntax

```
#pragma simple_prepdump on | off | reset
```

### Remarks

By default, the compiler adds comments about the current include file being in preprocessing output. Enabling this pragma disables these comments.

This pragma corresponds to the **Emit file changes** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

## space\_prepdump

Controls whether or not the compiler removes or preserves whitespace in the preprocessor's output.

### Syntax

```
#pragma space_prepdump on | off | reset
```

---

**Remarks**

This pragma is useful for keeping the starting column aligned with the original source code, though the compiler attempts to preserve space within the line. This pragma does not apply to expanded macros.

This pragma corresponds to the **Keep whitespace** option in the CodeWarrior IDE's **C/C++ Preprocessor** settings panel. By default, this pragma is `off`.

---

**screlincludes**

Controls the lookup of `#include` files.

**Syntax**

```
#pragma screlincludes on | off | reset
```

**Remarks**

When `on`, the compiler looks for `#include` files relative to the previously included file (not just the source file). When `off`, the compiler uses the CodeWarrior IDE's access paths or the access paths specified with the `-ir` option.

Use this pragma when multiple files use the same file name and are intended to be included by another header file in that directory. This is a common practice in UNIX programming.

This pragma corresponds to the **Source-relative includes** option in the **Access Paths** panel. By default, this pragma is `off`.

---

**syspath\_once**

Controls how included files are treated when `#pragma once` is enabled.

**Syntax**

```
#pragma syspath_once on | off | reset
```

**Remarks**

When this pragma and `pragma once` are set to `on`, the compiler distinguishes between identically-named header files referred to in

```
#include <file-name>
```

---

## Pragmas for Preprocessing and Precompilation

---

and

```
#include "file-name".
```

When this pragma is `off` and `pragma once` is on, the compiler will ignore a file that uses a

```
#include <file-name>
```

directive if it has previously encountered another directive of the form

```
#include "file-name"
```

for an identically-named header file.

shows an example.

This pragma does not correspond to any panel setting. By default, this setting is `on`.

### Listing 28.3 Pragma `syspath_once` example

---

```
#pragma syspath_once off
#pragma once on /* Include all subsequent files only once. */
#include "sock.h"
#include <sock.h> /* Skipped because syspath_once is off. */
```

---

# Pragmas for Library and Linking

---

## always\_import

Controls whether or not `#include` directives are treated as `#pragma import` directives.

### Syntax

```
#pragma always_import on | off | reset
```

### Remarks

If you enable this pragma, the compiler treats all `#include` statements as `#pragma import` statements.

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `off`.

---

## export

Controls the exporting of data and functions to be accessible from outside a program or library.

### Syntax

```
#pragma export on | off | reset  
#pragma export list name1 [, name2, ...]  
name1, name2
```

Names of functions or global variables to export.

## Pragmas for Library and Linking

---

### Remarks

When using the `#pragma export on` format, all functions in the source file being compiled will be accessible from outside the program or library that the compiler and linker are building.

Use the `#pragma export list` format to specify global variables and functions for exporting. In C++, this form of the pragma applies to all variants of an overloaded function. You cannot use this pragma for C++ member functions or static class members. [Listing 29.1](#) shows an example:

### Listing 29.1 Example of an Exported List

---

```
extern int f(),g;
#pragma export list f,g
```

---

## force\_active

Controls how “dead” functions and global variables are linked.

### Syntax

```
#pragma force_active on | off | reset
```

### Remarks

If you enable this pragma, the linker leaves functions and global in the finished application, even if the functions are never called in the program.

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `off`.

---

## import

Controls the importing of global data or functions.

### Syntax

```
#pragma import on | off | reset
#pragma import list name1 [, name2, ...]
name1, name2
```

Names of functions or global variables to import.

---

### Remarks

When using the `#pragma import on` format, all functions are automatically imported.

Use the `#pragma import list` format to specify data or functions for importing. In C++, this form of the pragma applies to all variants of an overloaded function. You cannot use this pragma for C++ member functions or static class members.

[Listing 29.2](#) shows an example:

#### Listing 29.2 Example of an Imported List

---

```
extern int f(),g;  
#pragma import list f,g
```

---

This pragma does not correspond to any CodeWarrior IDE panel setting. By default, this pragma is `off`.

---

## lib\_export

Controls the exporting of data or functions.

### Syntax

```
#pragma lib_export on | off | reset  
#pragma lib_export list name1 [, name2 ]*
```

### Remarks

When using the `#pragma lib_export on` format, the linker marks all data and functions that are within the pragma's scope for export.

Use the `#pragma lib_export list` format to tag specific data or functions for exporting. In C++, this form of the pragma applies to all variants of an overloaded function. You cannot use this pragma for C++ member functions or static class members.

[Listing 29.3](#) shows an example:

#### Listing 29.3 Example of a lib\_export List

---

```
extern int f(),g;  
#pragma lib_export list f,g
```

---



## Pragmas for Library and Linking

---

This pragma does not correspond to any panel setting. By default, this pragma is disabled.



# Pragmas for Code Generation

---

## dont\_reuse\_strings

Controls whether or not to store identical character string literals separately in object code.

### Syntax

```
#pragma dont_reuse_strings on | off | reset
```

### Remarks

Normally, C and C++ programs should not modify character string literals. Enable this pragma if your source code follows the unconventional practice of modifying them.

If you enable this pragma, the compiler separately stores identical occurrences of character string literals in a source file.

If this pragma is disabled, the compiler stores a single instance of identical string literals in a source file. The compiler reduces the size of the object code it generates for a file if the source file has identical string literals.

The compiler always stores a separate instance of a string literal that is used to initialize a character array. [Listing 30.1](#) shows an example.

Although the source code contains 3 identical string literals, "cat", the compiler will generate 2 instances of the string in object code. The compiler will initialize `str1` and `str2` to point to the first instance of the string and will initialize `str3` to contain the second instance of the string.

Using `str2` to modify the string it points to also modifies the string that `str1` points to. The array `str3` may be safely used to modify the string it points to without inadvertently changing any other strings.

This pragma corresponds to the **Reuse Strings** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is `off`.

## Pragmas for Code Generation

---

### Listing 30.1 Reusing string literals

---

```
#pragma dont_reuse_strings off
void strchange(void)
{
    const char* str1 = "cat";
    char* str2 = "cat";
    char str3[] = "cat";

    *str2 = 'h'; /* str1 and str2 point to "hat"! */
    str3[0] = 'b';
    /* OK: str3 contains "bat", *str1 and *str2 unchanged.
}

```

---

## enumsalwaysint

Specifies the size of enumerated types.

### Syntax

```
#pragma enumsalwaysint on | off | reset
```

### Remarks

If you enable this pragma, the C/C++ compiler makes an enumerated type the same size as an `int`. If an enumerated constant is larger than `int`, the compiler generates an error message. Otherwise, the compiler makes an enumerated type the size of any integral type. It chooses the integral type with the size that most closely matches the size of the largest enumerated constant. The type could be as small as a `char` or as large as a `long long`.

[Listing 30.2](#) shows an example.

### Listing 30.2 Example of Enumerations the Same as Size as int

---

```
enum SmallNumber { One = 1, Two = 2 };
/* If you enable enumsalwaysint, this type is
the same size as an int. Otherwise, this type is
the same size as a char. */

enum BigNumber
{ ThreeThousandMillion = 3000000000 };
/* If you enable enumsalwaysint, the compiler might

```

---

---

```
generate an error message. Otherwise, this type is
the same size as a long long. */
```

---

This pragma corresponds to the **Enums Always Int** setting in the CodeWarrior IDE's **C/C++ Language** settings panel. By default, this pragma is *off*.

---

## errno\_name

Tells the optimizer how to find the `errno` identifier.

### Syntax

```
#pragma errno_name id | ...
```

### Remarks

When this pragma is used, the optimizer can use the identifier `errno` (either a macro or a function call) to optimize standard C library functions better. If not used, the optimizer makes worst-case assumptions about the effects of calls to the standard C library.

---

**NOTE** The MSL C library already includes a use of this pragma, so you would only need to use it for third-party C libraries.

---

If `errno` resolves to a variable name, specify it like this:

```
#pragma errno_name _Errno
```

If `errno` is a function call accessing ordinarily inaccessible global variables, use this form:

```
#pragma errno_name ...
```

Otherwise, do not use this pragma to prevent incorrect optimizations.

This pragma does not correspond to any panel setting. By default, this pragma is unspecified (worst case assumption).

---

## explicit\_zero\_data

Controls the placement of zero-initialized data.

---

## Pragmas for Code Generation

---

### Syntax

```
#pragma explicit_zero_data on | off | reset
```

### Remarks

Places zero-initialized data into the initialized data section instead of the BSS section when `on`.

By default, this pragma is `off`.

---

## float\_constants

Controls how floating pointing constants are treated.

### Syntax

```
#pragma float_constants on | off | reset
```

### Remarks

If you enable this pragma, the compiler assumes that all unqualified floating point constant values are of type `float`, not `double`. This pragma is useful when porting source code for programs optimized for the “float” rather than the “double” type.

When you enable this pragma, you can still explicitly declare a constant value as double by appending a “D” suffix.

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

## instmgr\_file

Controls where the instance manager database is written, to the target data directory or to a separate file.

### Syntax

```
#pragma instmgr_file "name"
```

### Remarks

When the **Use Instance Manager** option is on, the IDE writes the instance manager database to the project’s data directory. If the `#pragma instmgr_file` is used, the database is written to a separate file.

---

---

Also, a separate instance file is always written when the command-line tools are used.

---

**NOTE** Should you need to report a bug, you can use this option to create a separate instance manager database, which can then be sent to technical support with your bug report.

---

---

## longlong

Controls the availability of the `long long` type.

### Syntax

```
#pragma longlong on | off | reset
```

### Remarks

When this pragma is enabled and the compiler is translating C89 source code (ISO/IEC 9899-1990 standard), the compiler recognizes a data type named `long long`. The `long long` type holds twice as many bits as the `long` data type.

This pragma does not correspond to any CodeWarrior IDE panel setting.

By default, this pragma is `ON` for processors that support this type. It is `off` when generating code for processors that do not support, or cannot turn on, the `long long` type.

---

## longlong\_enums

Controls whether or not enumerated types may have the size of the `long long` type.

### Syntax

```
#pragma longlong_enums on | off | reset
```

### Remarks

This pragma lets you use enumerators that are large enough to be `long long` integers. It is ignored if you enable the `enumsalwaysint` pragma (described in [“enumsalwaysint” on page 322](#)).

This pragma does not correspond to any panel setting. By default, this setting is enabled.

## Pragmas for Code Generation

---

### min\_enum\_size

Specifies the size, in bytes, of enumeration types.

#### Syntax

```
#pragma min_enum_size 1 | 2 | 4
```

#### Remarks

Turning on the `enumsalwaysint` pragma overrides this pragma. The default is 1.

---

### options

Specifies how to align structure and class data.

#### Syntax

```
#pragma options align= alignment
```

#### Parameter

*alignment*

Specifies the boundary on which structure and class data is aligned in memory. Values for *alignment* range from 1 to 16, or use one of the following preset values:

**Table 30.1 Structs and Classes Alignment**

If <i>alignment</i> is ...	The compiler ...
<code>mac68k</code>	Aligns every field on a 2-byte boundaries, unless a field is only 1 byte long. This is the standard alignment for 68K Mac OS.
<code>mac68k4byte</code>	Aligns every field on 4-byte boundaries.

**Table 30.1 Structs and Classes Alignment**

If <i>alignment</i> is ...	The compiler ...
<code>power</code>	Aligns every field on its natural boundary. This is the standard alignment for PowerPC Mac OS. For example, it aligns a character on a 1-byte boundary and a 16-bit integer on a 2-byte boundary. The compiler applies this alignment recursively to structured data and arrays containing structured data. So, for example, it aligns an array of structured types containing a 4-byte floating point member on a 4-byte boundary.
<code>native</code>	Aligns every field using the standard alignment. It is equivalent to using <code>mac68k</code> for 68K Mac OS and <code>power</code> for PowerPC Mac OS.
<code>packed</code>	Aligns every field on a 1-byte boundary. It is not available in any panel. This alignment causes your code to crash or run slowly on many platforms. <b>Use it with caution.</b>
<code>reset</code>	Resets to the value in the previous <code>#pragma options align</code> statement.

---

**NOTE** There is a space between `options` and `align`.

---

## pool\_strings

Controls how string literals are stored.

### Syntax

```
#pragma pool_strings on | off | reset
```

### Remarks

If you enable this pragma, the compiler collects all string constants into a single data object so your program needs one data section for all of them. If you disable this pragma, the compiler creates a unique data object for each string constant. While this decreases the number of data sections in your program, on some processors it also makes your program bigger because it uses a less efficient method to store the address of the string.

## Pragmas for Code Generation

---

This pragma is especially useful if your program is large and has many string constants or uses the CodeWarrior Profiler.

---

**NOTE** If you enable this pragma, the compiler ignores the setting of the `pcrelstrings` pragma.

---

This pragma corresponds to the **Pool Strings** setting in the CodeWarrior IDE's *C/C++ Language* settings panel.

---

### readonly\_strings

Controls whether string objects are placed in a read-write or a read-only data section.

#### Syntax

```
#pragma readonly_strings on | off | reset
```

#### Remarks

If you enable this pragma, C strings used in your source code (for example, "hello") are output to the read-only data section instead of the global data section. In effect, these strings act like `const char *`, even though their type is really `char *`.

This pragma does not correspond to any IDE panel setting.

---

### reverse\_bitfields

Controls whether or not the compiler reverses the bitfield allocation.

#### Syntax

```
#pragma reverse_bitfields on | off | reset
```

#### Remarks

This pragma reverses the bitfield allocation, so that bitfields are arranged from the opposite side of the storage unit from that ordinarily used on the target. The compiler still orders the bits within a single bitfield such that the lowest-valued bit is in the right-most position.

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---



## store\_object\_files

Controls the storage location of object data, either in the target data directory or as a separate file.

### Syntax

```
#pragma store_object_files on | off | reset
```

### Remarks

By default, the IDE writes object data to the project's target data directory. When this pragma is on, the object data is written to a separate object file.

---

**NOTE** For some targets, the object file emitted may not be recognized as actual object data.

---

This pragma does not correspond to any panel setting. By default, this pragma is off.



## Pragmas for Code Generation

---

# Pragmas for Optimization

---

---

## global\_optimizer

Controls whether the Global Optimizer is invoked by the compiler.

### Syntax

```
#pragma global_optimizer on | off | reset
```

### Remarks

In most compilers, this #pragma determines whether the Global Optimizer is invoked (configured by options in the panel of the same name). If disabled, only simple optimizations and back-end optimizations are performed.

---

**NOTE** This is not the same as #pragma optimization\_level. The Global Optimizer is invoked even at optimization\_level 0 if #pragma global\_optimizer is enabled.

---

This pragma corresponds to the settings in the **Global Optimizations** panel. By default, this setting is on.

---

## ipa

Specifies how to apply interprocedural analysis optimizations.

### Syntax

```
#pragma ipa program | file | on | function | off
```

### Remarks

See [“Interprocedural Analysis” on page 167](#).

Place this pragma at the beginning of a source file, before any functions or data have been defined. There are three levels of interprocedural analysis:

## Pragmas for Optimization

---

- program-level: the compiler translates all source files in a program then optimizes object code for the entire program
- file-level: the compiler translates each file and applies this optimization to the file
- function-level: the compiler does not apply interprocedural optimization

The options `file` and `on` are equivalent. The options `function` and `off` are equivalent.

---

### `opt_common_subs`

Controls the use of common subexpression optimization.

#### Syntax

```
#pragma opt_common_subs on | off | reset
```

#### Remarks

If you enable this pragma, the compiler replaces similar redundant expressions with a single expression. For example, if two statements in a function both use the expression

```
a * b * c + 10
```

the compiler generates object code that computes the expression only once and applies the resulting value to both statements.

The compiler applies this optimization to its own internal representation of the object code it produces.

This pragma does not correspond to any panel setting. By default, this settings is related to the [global\\_optimizer](#) pragma.

---

### `opt_dead_assignments`

Controls the use of dead store optimization.

#### Syntax

```
#pragma opt_dead_assignments on | off | reset
```

---

**Remarks**

If you enable this pragma, the compiler removes assignments to unused variables before reassigning them.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

**opt\_dead\_code**

Controls the use of dead code optimization.

**Syntax**

```
#pragma opt_dead_code on | off | reset
```

**Remarks**

If you enable this pragma, the compiler removes a statement that other statements never execute or call.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

**opt\_lifetimes**

Controls the use of lifetime analysis optimization.

**Syntax**

```
#pragma opt_lifetimes on | off | reset
```

**Remarks**

If you enable this pragma, the compiler uses the same processor register for different variables that exist in the same routine but not in the same statement.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

**opt\_loop\_invariants**

Controls the use of loop invariant optimization.

---

## Pragmas for Optimization

---

### Syntax

```
#pragma opt_loop_invariants on | off | reset
```

### Remarks

If you enable this pragma, the compiler moves all computations that do not change inside a loop outside the loop, which then runs faster.

This pragma does not correspond to any panel setting.

---

## opt\_propagation

Controls the use of copy and constant propagation optimization.

### Syntax

```
#pragma opt_propagation on | off | reset
```

### Remarks

If you enable this pragma, the compiler replaces multiple occurrences of one variable with a single occurrence.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

## opt\_strength\_reduction

Controls the use of strength reduction optimization.

### Syntax

```
#pragma opt_strength_reduction on | off | reset
```

### Remarks

If you enable this pragma, the compiler replaces array element arithmetic instructions with pointer arithmetic instructions to make loops faster.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

## opt\_strength\_reduction\_strict

Uses a safer variation of strength reduction optimization.

### Syntax

```
#pragma opt_strength_reduction_strict on | off | reset
```

### Remarks

Like the [opt\\_strength\\_reduction](#) pragma, this setting replaces multiplication instructions that are inside loops with addition instructions to speed up the loops. However, unlike the regular strength reduction optimization, this variation ensures that the optimization is only applied when the array element arithmetic is not of an unsigned type that is smaller than a pointer type.

This pragma does not correspond to any panel setting. The default varies according to the compiler.

---

## opt\_unroll\_loops

Controls the use of loop unrolling optimization.

### Syntax

```
#pragma opt_unroll_loops on | off | reset
```

### Remarks

If you enable this pragma, the compiler places multiple copies of a loop's statements inside a loop to improve its speed.

This pragma does not correspond to any panel setting. By default, this settings is related to the [“global\\_optimizer” on page 331](#) level.

---

## opt\_vectorize\_loops

Controls the use of loop vectorizing optimization.

### Syntax

```
#pragma opt_vectorize_loops on | off | reset
```

---

## Pragmas for Optimization

---

### Remarks

If you enable this pragma, the compiler improves loop performance.

---

**NOTE** Do not confuse loop vectorizing with the vector instructions available in some processors. Loop vectorizing is the rearrangement of instructions in loops to improve performance. This optimization does not optimize a processor's vector data types.

---

By default, this pragma is `off`.

---

## optimization\_level

Controls global optimization.

### Syntax

```
#pragma optimization_level 0 | 1 | 2 | 3 | 4
```

### Remarks

This pragma specifies the degree of optimization that the global optimizer performs.

To select optimizations, use the pragma `optimization_level` with an argument from 0 to 4. The higher the argument, the more optimizations performed by the global optimizer.

For more information on the optimization the compiler performs for each optimization level, refer to the *Targeting* manual for your target platform.

These pragmas correspond to the settings in the **Global Optimizations** panel. By default, this pragma is disabled.

---

## optimize\_for\_size

Controls optimization to reduce the size of object code.

```
#pragma optimize_for_size on | off | reset
```

### Remarks

This setting lets you choose what the compiler does when it must decide between creating small code or fast code. If you enable this pragma, the compiler creates smaller object code at the expense of speed. It also ignores the `inline` directive

---



and generates function calls to call any function declared `inline`. If you disable this pragma, the compiler creates faster object code at the expense of size.

The pragma corresponds to the **Optimize for Size** setting on the **Global Optimizations** panel.

---

## optimizewithasm

Controls optimization of assembly language.

### Syntax

```
#pragma optimizewithasm on | off | reset
```

### Remarks

If you enable this pragma, the compiler also optimizes assembly language statements in C/C++ source code.

This pragma does not correspond to any panel setting. By default, this pragma is disabled.

---

## strictheadchecking

Controls how strict the compiler checks headers for standard C library functions.

### Syntax

```
#pragma strictheadchecking on | off | reset
```

### Remarks

The 3.2 version compiler recognizes standard C library functions. If the correct prototype is used, and, in C++, if the function appears in the “std” or root namespace, the compiler recognizes the function, and is able to optimize calls to it based on its documented effects.

When this #pragma is `on` (default), in addition to having the correct prototype, the declaration must also appear in the proper standard header file (and not in a user header or source file).

This pragma does not correspond to any panel setting. By default, this pragma is `on`.

---



## Pragmas for Optimization

---

# Pragmas for ColdFire

---

This chapter is a placeholder for a chapter containing target-specific material.

## ColdFire Diagnostic Pragmas

---

### SDS\_debug\_support

Tries to make the DWARF output file compatible with the Software Development System (SDS) debugger. The default value is `OFF`.

```
#pragma SDS_debug_support [ on | off | reset ]
```

## ColdFire Library and Linking Pragmas

---

### define\_section

Specifies a predefined section or defines a new section for compiled object code.

```
#pragma define_section sname ".istr" [.ustr] [addrmode]  
[accmode]
```

#### Parameters

`sname`

Identifier for source references to this user-defined section.

`istr`

Section-name string for *initialized* data assigned to this section. Double quotes must surround this parameter value, which must begin with a period. (Also applies to *uninitialized* data if there is no `ustr` value.)

`ustr`

Optional: ELF section name for uninitialized data assigned to this section. Must begin with a period. Default value is the `istr` value.

## Pragmas for ColdFire

### ColdFire Library and Linking Pragmas

---

#### addrmode

Optional: any of these address-mode values:

- `standard` — 32-bit absolute address (default)
- `near_absolute` — 16-bit absolute address
- `far_absolute` — 32-bit absolute address
- `near_code` — 16-bit offset from the PC address
- `far_code` — 32-bit offset from the PC address
- `near_data` — 16-bit offset from the A5 register address
- `far_data` — 32-bit offset from the A5 register address

#### accmode

Optional: any of these letter combinations:

- `R` — readable
- `RW` — readable and writable
- `RX` — readable and executable
- `RWX` — readable, writable, and executable (default)

(No other letter orders are valid: `WR`, `XR`, or `XRW` would be an error.)

### Remarks

The compiler predefines the common ColdFire sections that [Table 32.1](#) lists.

**Table 32.1 ColdFire Predefined Sections**

Applicability	Definition Pragmas
Absolute Addressing Mode	<code>#pragma define_section text ".text" far_absolute RX</code>
	<code>#pragma define_section data ".data" ".bss" far_absolute RW</code>
	<code>#pragma define_section sdata ".sdata" ".sbss" near_data RW</code>
	<code>#pragma define_section const ".rodata" far_absolute R</code>
C++, Regardless of Addressing Mode	<code>#pragma define_section exception ".exception" far_absolute R</code>
	<code>#pragma define_section exceptlist ".exceptlist" far_absolute R</code>

**Table 32.1 ColdFire Predefined Sections (*continued*)**

PID Addressing Mode	<code>#pragma define_section text ".text" far_absolute RX</code>
	<code>#pragma define_section data ".data" ".bss" far_data RW</code>
	<code>#pragma define_section sdata ".sdata" ".sbss" near_data RW</code>
	<code>#pragma define_section const ".rodata" far_absolute R</code>
PIC Addressing Mode	<code>#pragma define_section text ".text" far_code RX</code>
	<code>#pragma define_section data ".data" ".bss" far_absolute RW</code>
	<code>#pragma define_section sdata ".sdata" ".sbss" near_data RW</code>
	<code>#pragma define_section const ".rodata" far_code R</code>

Another use for `#pragma define_section` is redefining the attributes of predefined sections:

- To force 16-bit absolute addressing for all data, use

```
#pragma define_section data ".data" near_absolute
```

- To force 32-bit TP-relative addressing for exception tables, use:

```
#pragma define_section exceptlist ".exceptlist" far_code
#pragma define_section exception ".exception" far_code
```

You should put any such attribute-redefinition pragmas a prefix file or other header that all your program's source files will include.

---

**NOTE** The ELF linker's **Section Mappings** settings panel must map any user-defined compiler section to an appropriate segment.

---

## ColdFire Code Generation Pragmas

### codeColdFire

Controls organization and generation of ColdFire object code.

```
#pragma codeColdFire processor
```

## Pragmas for ColdFire

### *ColdFire Code Generation Pragmas*

---

#### Parameter

`processor`

Any of these specifier values: MCF521x, MCF5206e, MCF5249, MCF5272, MCF5282, MCF5307, MCF5407, MCF547x, MCF548x — or `reset`, which specifies the default processor.

---

## **const\_multiply**

Enables support for constant multiplies, using shifts and add/subtracts.

```
#pragma const_multiply [ on | off | reset ]
```

#### Remarks

The default value is `on`.

---

## **emac**

Enables EMAC assembly instructions in inline assembly.

```
#pragma emac [ on | off | reset ]
```

#### Remarks

Enables inline-assembly instructions `mac`, `msac`, `macl`, `msacl`, `move`, and `movclr` for the ColdFire EMAC unit.

The default value is `OFF`.

---

## **explicit\_zero\_data**

Specifies storage area for zero-initialized data.

```
#pragma explicit_zero_data [ on | off | reset ]
```

#### Remarks

The default value `OFF` specifies storage in the `.sbss` or `.bss` section. The value `ON` specifies storage in the `.data` section. The value `reset` specifies storage in the most-recent previously specified section.

---

**Example**

```
#pragma explicit_zero_data on
int in_data_section = 0;

#pragma explicit_zero_data off
int in_bss_section = 0;
```

---

**inline\_intrinsics**

Controls support for inline intrinsic optimizations `strcpy` and `strlen`.

```
#pragma inline_intrinsics [ on | off | reset ]
```

**Remarks**

In the `strcpy` optimization, the system copies the string via a set of move-immediate commands to the source address. The system applies this optimization if the source is a string constant of fewer than 64 characters, and optimizing is set for speed.

In the `strlen` optimization, a move immediate of the length of the string to the result replaces the function call. The system applies this optimization if the source is a string constant.

The default value is ON.

---

**interrupt**

Controls compilation for interrupt-routine object code.

```
#pragma interrupt [ on | off | reset ]
```

**Remarks**

For the value ON, the compiler generates special prologues and epilogues for the functions this pragma encapsulates. The compiler saves or restores all modified registers (both nonvolatile and scratch). Functions return via RTE instead of RTS.

---

## Pragmas for ColdFire

### ColdFire Code Generation Pragmas

---

You also can use `__declspec(interrupt)` to mark functions as interrupt routines, for example:

```
__declspec(interrupt) void alpha()
{
//enter code here
}
```

---

## readonly\_strings

Enables the compiler to place strings in the `.rodata` section.

```
#pragma readonly_strings [ on | off | reset ]
```

### Remarks

The default value is ON.

For the OFF value, the compiler puts strings in initialized data sections `.data` or `.sdata`, according to the string size.

---

## section

Activates or deactivates a user-defined or predefined section.

```
#pragma section sname begin | end
```

### Parameters

`sname`

Identifier for a user-defined or predefined section.

`begin`

Activates the specified section from this point in program execution.

`end`

Deactivates the specified section from this point in program execution; the section returns to its default state.

### Remarks

Each call to this pragma must include a `begin` parameter or an `end` parameter, but not both.

---



You may use this pragma with `#pragma push` and `#pragma pop` to ease complex or frequent changes to section settings.

---

**NOTE** A simpler alternative to `#pragma section` is the `__declspec()` declaration specifier.

---

## ColdFire Optimization Pragmas

---

### **opt\_unroll\_count**

Limits the number of times a loop can be unrolled; fine-tunes the loop-unrolling optimization.

```
#pragma opt_unroll_count [ 0..127 | reset ]
```

#### **Remarks**

The default value is 8.

---

### **opt\_unroll\_instr\_count**

Limits the number of pseudo-instructions; fine-tunes the loop-unrolling optimization.

```
#pragma opt_unroll_instr_count [ 0..127 | reset ]
```

#### **Remarks**

There is not always a one-to-one mapping between pseudo-instructions and actual ColdFire instructions.

The default value is 100.

---

### **profile**

Organizes object code for the profiler library and enables simple profiling.

```
#pragma profile [on| off| reset]
```

---



## Pragmas for ColdFire

### *ColdFire Optimization Pragmas*

---

#### Remarks

Corresponds to the **Generate code for profiling** checkbox of the **ColdFire Processor** settings panel.

# Index

## Symbols

#include  
     diagnosing error messages 286  
     GCC policy 71  
     IDE 30  
     importing linker symbols 317  
     including once 311  
     letter case 36, 67, 291, 292, 36  
     levels 155  
     other operating systems 69  
     paths 308, 309  
     precompiled files 149, 162  
     reducing compiler time 161  
     searching 70, 315

#line 309

\$ 276

. (location counter) linker command 102

.lcf 43

=  
     See also assignment, equals.

==  
     See also equals, assignment.

\_\_embedded\_cplusplus 157, 228

\_\_ide\_target() 229

\_\_INTEL\_\_ 231

\_\_PRETTY\_FUNCTION\_\_ 150

## A

access\_errors 249

addition 180

ADDR linker command 103

ALIGN linker command 104

ALIGNALL linker command 104

alignment, LCF 125

allocation, variable 200

always\_import 317

always\_inline 249

-ansi 45

ANSI Keywords Only option 28

ANSI\_strict 243

arg\_dep\_lookup 249

arguments  
     list 245

arguments, inline assembly 189–191

arithmetic operators, LCF 124, 125

-ARM 47

ARM\_scoping 250

array\_new\_delete 251

asmpoundcomment 275

asmsemicoloncomment 275

assignment  
     accidental 301  
     unused 176

auto\_inline 251

auto\_inline pragma 27

## B

bitfield 328

board-independent code 225

-bool 47

bool 251

## C

C  
     GNU Compiler Collection extensions 142

-c 81

C fully compliant console IO MSL files 209

C fully compliant UART IO MSL files 208

C hardware floating point console IO MSL files 212

C hardware floating point UART IO MSL files 211

C small console IO MSL files 211

C small UART IO MSL files 210

C++  
     embedded 157  
     precompiling 149

C++ fully compliant MSL files 213

C++ hardware floating point MSL files 215

C++ hardware floating point UART IO MSL files 214

C++ small working set MSL files 214

---

C/C++ Warnings panel 32  
 c99 243  
 calling conventions 199  
 catch statement 26, 257  
 -char 51  
 char type 30  
 character strings  
     See strings.  
 check\_header\_flags 307  
 closure segments, LCF 121, 122  
 code  
     board-independent 225  
     position-independent 224, 225  
 code motion 178  
 codeColdFire pragma 341  
 -codegen 81  
 command files 43  
 command-line options  
     -ansi 45  
     -ARM 47  
     -bool 47  
     -c 81  
     -char 51  
     -codegen 81  
     -convertpaths 69  
     -Cpp\_exceptions 47  
     -cwd 70  
     -D+ 70  
     -defaults 51  
     -define 70  
     -dialect 48  
     -disassemble 59  
     -E 71  
     -encoding 52  
     -enum 81  
     -EP 71  
     -ext 82  
     -flag 53  
     -for\_scoping 48  
     -gcc\_extensions 53  
     -gccext 53  
     -gccincludes 71  
     -help 59  
     -I- 72  
     -I+ 72  
     -include 73  
     -inline 85  
     -instmgr 49  
     -ir 73  
     -iso\_templates 49  
     -keepobjects 79  
     -M 54  
     -make 54  
     -mapcr 54  
     -maxerrors 60  
     -maxwarnings 61  
     -MD 55  
     -min\_enum\_size 82  
     -MM 55  
     -MMD 55  
     -msex 56  
     -msgstyle 61  
     -multibyteaware 56  
     -nofail 62  
     -nolink 79  
     -noprecompile 76  
     -nosyspath 76  
     -O 86  
     -o 80  
     -O+ 86  
     -once 56  
     -opt 87  
     -P 73  
     -ppopt 75  
     -pragma 57  
     -precompile 74  
     -prefix 75  
     -preprocess 74  
     -progress 62  
     -relax\_pointers 57  
     -requireprotos 57  
     -RTTI 50  
     -S 62  
     -search 58  
     -som 50  
     -som\_env\_check 50  
     -stderr 62  
     -stdinc 76

- 
- stdkeywords 45
  - strict 46
  - strings 83
  - timing 63
  - trigraphs 58
  - U+ 76
  - undefine 77
  - verbose 63
  - version 63
  - warnings 64
  - wchar\_t 50
  - wraplines 67
  - commands
    - linker 119
  - comment operators, LCF 124, 125
  - common subexpression elimination 174
  - compilers ??-203
  - compound literal 137
  - configuration flag functionality 219
  - const\_multiply pragma 342
  - const\_strings 276
  - conventions, calling 199
  - convertpaths 69
  - copy propagation 175
  - cplusplus 252
  - Cpp\_exceptions 47
  - cpp\_extensions 252
  - cryptographic acceleration instructions 201-??
  - CSE. See optimization.
  - custom modifications 225, 226
  - cwd 70
  - CWFolder 40
  - cwinst.db 49
- D**
- D+ 70
  - dc inline assembly directive 192
  - dead code 171
  - dead store elimination 176
  - deadstripping, linker 119
  - debuginline 253
  - def\_inherited 254
  - defaults 51
  - defer\_defarg\_parsing 255
  - deferred
    - code generation 255
    - inlining 255
  - define 70
  - define\_section pragma 339-341
  - dialect 48
  - directives
    - #line 309
    - inline assembly 191-196
    - linker 119
  - disassemble 59
  - DLL
    - See libraries.
  - dollar sign 276
  - dollar\_identifiers 276
  - Don't Inline option 27
  - dont\_inline 256
  - dont\_inline pragma 27
  - dont\_reuse\_strings 321
  - dont\_reuse\_strings pragma 30
  - double type 324
  - ds inline assembly directive 192, 193
  - dynamic libraries
    - See libraries.
  - dynamic\_cast keyword 26, 267
- E**
- E 71
  - E option 310
  - EC++ fully compliant MSL files 216
  - EC++ hardware floating point MSL files 217
  - EC++ hardware floating point UART IO MSL files 216
  - ecplusplus 256
  - ecplusplus pragma 157
  - emac pragma 342
  - embedded C++ 157
  - Enable Exception Handling option 26
  - encoding 52
  - entry inline assembly directive 193, 194
  - enum 81
  - enumalwaysint 322
  - enumerated types 283
  - Environment tab 39
-

---

- EP 71
- equals
  - instead of assignment 301
- errno\_name 323
- error messages
  - diagnosing #include directives 286
- exception handling 26
- EXCEPTION linker command 105
- exception tables, LCF 128
- exceptions 257
- executable files, linker 120
- explicit\_zero\_data 323
- explicit\_zero\_data pragma 342
- export 317
- EXPORTSTRTAB linker command 105
- EXPORTSYMTAB linker command 106
- expression
  - common elimination 174
  - simplification 172
- expressions, LCF 123, 124
- ext 82
- extended\_errorcheck 257, 283
- extensions
  - GNU C 277
  - GNU Compiler Collection 142

## F

- faster\_pch\_gen 307
- file specification, LCF 126
- filename parameters 206
- flag 53
- flat\_include 308
- FlexLM 40
- float type 324
- float\_constants 324
- for statement 301
- for\_scoping 48
- force\_active 318
- FORCE\_ACTIVE linker command 107
- formats, integer 198
- fralloc inline assembly directive 194
- frfree inline assembly directive 194
- fullpath\_file 308
- fullpath\_prepdump 309

- function
  - declarations 245
  - prototypes 245
- function specification, LCF 126
- functionality, configuration flag 219

## G

- GCC. See Gnu Compiler Collection.
- gcc\_extensions 53
- gcc\_extensions 277
- gccext 53
- gccincludes 71
- global\_optimizer 331
- GNU C extensions 277
- GNU Compiler Collection
  - extension to C 142
  - file include policy 71

## H

- header files
  - including once 311
  - searching 315
- heap, LCF 127
- help 59

## I

- I- 72
- I+ 72
- identifier
  - \$ 276
  - dollar signs in 276
- if statement 301
- ignore\_oldstyle 245
- import 318
- IMPORTSTRTAB linker command 107
- IMPORTSYMTAB linker command 108
- inaccessible code 171
- include 73
- INCLUDE linker command 109
- infinite loop, creating 301
- inline 85
- inline assembly
  - directives 191–196

---

- dc 192
- ds 192, 193
- entry 193, 194
- fralloc 194
- firfree 194
- machine 195
- naked 195
- opword 196
- return 196
- local variables, arguments 189–191
- returning from routine 191
- syntax 187–189
- inline\_bottom\_up 259
- inline\_bottom\_up\_once 260
- inline\_depth 260
- inline\_intrinsics pragma 343
- inline\_max\_auto\_size 261
- inline\_max\_size 261
- inline\_max\_total\_size 262
- inlining
  - C++ 150
  - choosing functions 182
  - introduction 182
  - policies 184
  - reducing object code size 149
- instance manager 149
- instmgr 150
- instmgr 49
- instmgr\_file 324
- instmgr\_file pragma 150
- integer formats 198
- integrals, LCF 123, 124
- \_\_INTEL\_\_ 231
- internal 262
- interprocedural analysis
  - declarations 169
  - enumerations 170
  - file level 168
  - introduction 167
  - invoking 168
  - program level 168
  - requirements 168
  - source dependencies 169
  - structures 170

- type definitions 170
- interrupt pragma 343
- ipa 331
- ir 73
- iso\_templates 49

## K

- KEEP\_SECTION linker command 109
- keepcomments 309
- keepobjects 79
- keywords
  - additional 28
  - dynamic\_cast 26, 267
  - standard 134
  - typeid 26, 267
- keywords, linker 119

## L

### LCF

- alignment 125
- arithmetic, comment operators 124, 125
- closure segments 121, 122
- exception tables 128
- expressions 123, 124
- file specification 126
- function specification 126
- heap, stack 127
- integrals 123, 124
- memory segment 120
- position-independent code, data 128
- ROM-RAM copying 129–130
- sections segment 122
- specifying files, functions 126
- stack, heap 127
- static initializers 127
- structure 120–??
- syntax 123–132
- variables 123, 124
- writing to memory 130, 132
- lib\_export 319
- libraries 205–226
  - dynamic 272
  - heaps 219
  - memory 219

- 
- Metrowerks standard 205–220
  - reduced working set 218, 219
  - runtime 220–226
  - serial I/O 217
  - static 272
  - UART 217
  - license 40
  - line\_prepdump 309
  - link order 91
  - linker
    - and executable files 91
    - commands
      - ADDR 103
      - ALIGN 104
      - ALIGNALL 104
      - EXCEPTION 105
      - EXPORTSTRTAB 105
      - EXPORTSYMTAB 106
      - FORCE\_ACTIVE 107
      - IMPORTSTRTAB 107
      - IMPORTSYMTAB 108
      - INCLUDE 109
      - KEEP\_SECTION 109
      - location counter 102
      - MEMORY 110–111
      - OBJECT 111
      - REF\_INCLUDE 112
      - SECTIONS 112, 113
      - SIZEOF 113
      - SIZEOF\_ROM 114
      - WRITE0COMMENT 115
      - WRITEB 114
      - WRITEH 114
      - WRITEW 115
      - ZERO\_FILLED\_UNINITIALIZED 116
    - commands, directives, keywords 119
    - deadstripping 119
    - executable files 120
    - importing with #include 317
    - S-record comments 120
  - linker command files 43
  - live range splitting 177
  - LM\_LICENSE\_FILE 40
  - local variables, inline assembly 189–191
  - location counter linker command 102
  - longlong 325
  - longlong\_enums 325
  - loop
    - infinite 301
    - invariant code motion 178
    - unrolling 181
- ## M
- M 54
  - machine inline assembly directive 195
  - macro\_prepdump 310
  - make 54
  - Makefile 54, 55
  - mangled names 150, 272
  - mapcr 54
  - mark 278
  - maxerrorcount 284
  - maxerrors 60
  - maxwarnings 61
  - MD 55
  - MEMORY linker command 110–111
  - memory segment, LCF 120
  - message 285
  - Metrowerks standard libraries 205–220
  - Microsoft Windows™ 39
  - min\_enum\_size 82
  - min\_enum\_size 326
  - MM 55
  - MMD 55
  - modifications, custom 225, 226
  - mpwc\_newline 278
  - mpwc\_relax 279
  - msect 56
  - msg\_show\_lineref 310
  - msg\_show\_realref 310
  - msgstyle 61
  - MSL 205–220
  - MSL filename parameters 206
  - MSL files
    - fully compliant C++ 213
    - fully compliant console IO C 209
    - fully compliant EC++ 216
-



---

fully compliant UART IO C 208  
 hardware floating point C++ 215  
 hardware floating point console IO C 212  
 hardware floating point EC++ 217  
 hardware floating point UART IO C 211  
 hardware floating point UART IO C++ 214  
 hardware floating point UART IO  
     EC++ 216  
 small console IO C 211  
 small UART IO C 210  
 small working set C++ 214  
 -multibyteaware 56  
 multibyteaware 279  
 multibyteaware\_preserve\_literals  
     280  
 multiplication 180

**N**

naked inline assembly directive 195  
 new\_mangler 263  
 no\_conststringconv 263  
 no\_static\_dtors 264  
 -nofail 62  
 -nolink 79  
 -noprecompile 76  
 nosyminline 264  
 -nosyspath 76  
 notonce 311

**O**

-O 86  
 -o 80  
 -O+ 86  
 object code  
     reducing size 149  
 OBJECT linker command 111  
 old\_pods 265  
 -once 56  
 once 311  
 only\_std\_keywords 245  
 only\_std\_keywords pragma 134  
 operators, LCF 124, 125  
 -opt 87  
 opt\_classresults 265  
 opt\_common\_subs 332  
 opt\_common\_subs pragma 174  
 opt\_dead\_assignments 332  
 opt\_dead\_assignments pragma 176  
 opt\_dead\_code 333  
 opt\_dead\_code pragma 172  
 opt\_lifetimes 333  
 opt\_loop\_invariants pragma 179  
 opt\_propagation 334  
 opt\_propagation pragma 175  
 opt\_strength\_reduction 334  
 opt\_strength\_reduction pragma 180  
 opt\_strength\_reduction\_strict 335  
 opt\_unroll\_count pragma 345  
 opt\_unroll\_instr\_count pragma 345  
 opt\_unroll\_loops 335  
 opt\_unroll\_loops pragma 181  
 opt\_vectorize\_loops 335  
 optimization  
     common subexpression elimination 174  
     copy propagation 175  
     dead code 171  
     dead store elimination 176  
     expression simplification 172  
     inlining 184  
     intermediate 171  
     interprocedural analysis 167  
     live range splitting 177  
     loop unrolling 181  
     loop-invariant code motion 178  
     loops 181  
     stack size 175, 177  
     strength reduction 180  
 optimization\_level 336  
 optimize\_for\_size 336  
 optimizewithasm 337  
 options 326  
 opword inline assembly directive 196

**P**

-P 73  
 parse\_func\_tmpl 266  
 parse\_mfunc\_tmpl 266  
 PATH 40

---

---

PIC 201  
     LCF 128  
 PID, LCF 128  
 pointer  
     unqualified 253  
 pool\_strings 327  
 pop 312  
 position-independent code 201, 224, 225  
 -ppopt 75  
 -pragma 57  
 pragma\_prepdump 313  
 pragmas ??-345  
     access\_errors 249  
     always\_import 317  
     always\_inline 249  
     ANSI\_strict 243  
     arg\_dep\_lookup 249  
     ARM\_scoping 250  
     array\_new\_delete 251  
     asmpoundcomment 275  
     asmsemicoloncomment 275  
     auto\_inline 251  
     bool 251  
     c99 243  
     check\_header\_flags 307  
     codeColdFire 341  
     const\_multiply 342  
     const\_strings 276  
     cplusplus 252  
     cpp\_extensions 252  
     debuginline 253  
     def\_inherited 254  
     defer\_defarg\_parsing 255  
     define\_section 339-341  
     dollar\_identifiers 276  
     dont\_inline 256  
     dont\_reuse\_strings 321  
     ecplusplus 256  
     emac 342  
     enumalwaysint 322  
     errno\_name 323  
     exceptions 257  
     explicit\_zero\_data 342  
     explicit\_zero\_data 323  
     export 317  
     extended\_errorcheck 257, 283  
     faster\_pch\_gen 307  
     flat\_include 308  
     float\_constants 324  
     force\_active 318  
     fullpath\_file 308  
     fullpath\_prepdump 309  
     gcc\_extensions 277  
     global\_optimizer 331  
     ignore\_oldstyle 245  
     import 318  
     inline\_bottom\_up 259  
     inline\_bottom\_up\_once 260  
     inline\_depth 260  
     inline\_intrinsics 343  
     inline\_max\_auto\_size 261  
     inline\_max\_size 261  
     inline\_max\_total\_size 262  
     instmgr\_file 324  
     internal 262  
     interrupt 343  
     ipa 331  
     keepcomments 309  
     lib\_export 319  
     line\_prepdump 309  
     longlong 325  
     longlong\_enums 325  
     macro\_prepdump 310  
     mark 278  
     maxerrorcount 284  
     message 285  
     min\_enum\_size 326  
     mpwc\_newline 278  
     mpwc\_relax 279  
     msg\_show\_lineref 310  
     msg\_show\_realref 310  
     multibyteaware 279  
     multibyteaware\_preserve\_litera  
         ls 280  
     new\_mangler 263  
     no\_conststringconv 263  
     no\_static\_dtors 264  
     nosyminline 264

---

---

notonce 311  
 old\_pods 265  
 once 311  
 only\_std\_keywords 245  
 opt\_classresults 265  
 opt\_common\_subs 332  
 opt\_dead\_assignments 332  
 opt\_dead\_code 333  
 opt\_lifetimes 333  
 opt\_loop\_invariantsopt\_loop\_invariants 333  
 opt\_propagation 334  
 opt\_strength\_reduction 334  
 opt\_strength\_reduction\_strict 335  
 opt\_unroll\_count 345  
 opt\_unroll\_instr\_count 345  
 opt\_unroll\_loops 335  
 opt\_vectorize\_loops 335  
 optimization\_level 336  
 optimize\_for\_size 336  
 optimizewithasm 337  
 options 326  
 parse\_func\_tmpl 266  
 parse\_mfunc\_tmpl 266  
 pool\_strings 327  
 pop 312  
 pragma\_prepdump 313  
 precompile\_target 313  
 profile 345  
 push 312  
 readonly\_strings 344  
 readonly\_strings 328  
 require\_prototypes 246  
 reverse\_bitfields 328  
 RTTI 267  
 scope of 240  
 SDS\_debug\_support 339  
 section 344  
 show\_error\_filestack 286  
 showmessagenumber 285  
 simple\_prepdump 314  
 space\_prepdump 314  
 srcrelincludes 315  
 store\_object\_files 329  
 strictheadchecking 337  
 suppress\_init\_code 267  
 suppress\_warnings 286  
 sym 286  
 syspath\_once 315  
 template\_depth 268  
 text\_encoding 280  
 thread\_safe\_init 268  
 trigraphs 281  
 unsigned\_char 282  
 unused 287  
 warn\_any\_ptr\_int\_conv 289  
 warn\_emptydecl 290  
 warn\_extracomma 291  
 warn\_filename caps 291  
 warn\_filename caps\_system 292  
 warn\_hiddenlocals 293  
 warn\_hidevirtual 269  
 warn\_illpragma 293  
 warn\_illtokenpasting 294  
 warn\_illunionmembers 294  
 warn\_impl\_f2i\_conv 295  
 warn\_impl\_i2f\_conv 295  
 warn\_impl\_s2u\_conv 296  
 warn\_implicitconv 297  
 warn\_largeargs 298  
 warn\_missingreturn 298  
 warn\_no\_explicit\_virtual 270  
 warn\_no\_side\_effectwarn\_no\_side\_effect 299  
 warn\_no\_typename 271  
 warn\_notinlined 271  
 warn\_padding 299  
 warn\_pch\_portability 300  
 warn\_possunwant 300  
 warn\_ptr\_int\_conv 302  
 warn\_resultnotused 302  
 warn\_structclass 272  
 warn\_undefmacro 303  
 warn\_uninitializedvar 304  
 warn\_unusedarg 304  
 warn\_unusedvar 305  
 warning 288

- 
- warning\_errors 289
  - wchar\_type 272
  - pragmas, deprecated
    - always\_inline 249
    - def\_inherited 254
    - multibyteaware 279
  - precompile 74
  - Precompile command 164
  - precompile\_target 313
  - precompiling
    - C++ 149
    - including files 149
  - prefix 75
  - preprocess 74
  - \_\_PRETTY\_FUNCTION\_\_ 150
  - profile pragma 345
  - progress 62
  - prototypes
    - and old-style declarations 245
    - not requiring 245
    - requiring 29
  - push 312
- R**
- readonly\_strings 328
  - readonly\_strings pragma 344
  - reduced working set libraries 218, 219
  - REF\_INCLUDE linker command 112
  - register variables 200
  - relax\_pointers 57
  - Require Function Prototypes option 29
  - require\_prototypes 246
  - requireprotos 57
  - return inline assembly directive 196
  - return statement
    - empty 258, 283
  - returning from a routine, inline assembly 191
  - reverse\_bitfields 328
  - ROM-RAM copying, LCF 129–130
  - RTTI 50
  - RTTI 267
  - runtime code 205–226
  - runtime libraries 220–226
    - C files 221
    - C floating point files 222
    - C++, E++ files 223
    - C++, E++ floating point files 224
  - run-time type information (RTTI) 26, 50, 267
- S**
- s 62
  - SDS\_debug\_support pragma 339
  - search 58
  - section pragma 344
  - SECTIONS linker command 112, 113
  - sections segment, LCF 122
  - semicolon
    - accidental 301
  - serial I/O libraries 217
  - settings panel
    - C/C++ Warnings 32
  - show\_error\_filestack 286
  - showmessagenumber 285
  - simple\_prepdump 314
  - SIZEOF linker command 113
  - SIZEOF\_ROM linker command 114
  - som 50
  - som\_env\_check 50
  - space\_prepdump 314
  - srcrelincludes 315
  - S-record comments, linker 120
  - stack size 175, 177
  - stack, LCF 127
  - statements
    - catch 26, 257
    - for 301
    - if 301
    - return 258, 283
    - throw 26
    - try 26, 257
    - while 301
  - static initializers, LCF 127
  - static libraries
    - See libraries.
  - stderr 62
  - stdinc 76
  - stdkeywords 45
  - store\_object\_files 329
-

---

strength reduction 180  
 -strict 46  
 strictheadchecking 337  
 -strings 83  
 strings  
     reusing 30  
 struct keyword  
     anonymous 253  
     unnamed 253  
 structure, LCF 120-??  
 suppress\_init\_code 267  
 suppress\_warnings 286  
 sym 286  
 syntax  
     inline assembly 187-189  
     LCF 123-132  
 syspath\_once 315  
 System control panel 39

## T

Target Settings window 39  
 template 151  
 template\_depth 268  
 templates  
     reducing object code size 149  
 terminate() 257  
 text\_encoding 280  
 thread\_safe\_init 268  
 throw statement 26  
 -timing 63  
 trigraph characters 28  
 -trigraphs 58  
 trigraphs 281  
 try statement 26, 257  
 type  
     char 30  
     double 324  
     float 324  
     unsigned char 30  
 typeid keyword 26, 267  
 typename 151  
 typeof 277

## U

-U+ 76  
 UART libraries 217  
 -undefine 77  
 unsigned char type 30  
 unsigned\_char 282  
 unused 287

## V

variable  
     reducing 177  
 variables  
     allocation 200  
     LCF 123, 124  
     register 200  
 -verbose 63  
 -version 63

## W

warn\_any\_ptr\_int\_conv 289  
 warn\_emptydecl 290  
 warn\_extracomma 291  
 warn\_filename caps 291  
 warn\_filename caps\_system 292  
 warn\_hiddenlocals 293  
 warn\_hidevirtual 269  
 warn\_illpragma 293  
 warn\_illtokenpasting 294  
 warn\_illunionmembers 294  
 warn\_impl\_f2i\_conv 295  
 warn\_impl\_i2f\_conv 295  
 warn\_impl\_s2u\_conv 296  
 warn\_implicitconv 297  
 warn\_largeargs 298  
 warn\_missingreturn 298  
 warn\_no\_explicit\_virtual 270  
 warn\_no\_typename 271  
 warn\_notinlined 271  
 warn\_padding 299  
 warn\_pch\_portability 300  
 warn\_possunwant 300  
 warn\_ptr\_int\_conv 302  
 warn\_resultnotused 302

---

warn\_structclass 272  
warn\_undefmacro 303  
warn\_uninitializedvar 304  
warn\_unusedarg 304  
warn\_unusedvar 305  
warning 288  
warning pragma 64, 65, 66, 67  
warning\_errors 289  
-warnings 64  
warnings  
    setting in the IDE 32  
-wchar\_t 50  
wchar\_type 272  
while statement 301  
Windows™ operating system 39  
-wraplines 67  
WRITE0COMMENT linker command 115  
WRITEB linker command 114  
WRITEH linker command 114  
WRITEW linker command 115  
writing to memory, LCF 130, 132

## **Z**

ZERO\_FILLED\_UNINITIALIZED linker  
    command 116