



SW Development Tools for Intel XScale® Microarchitecture – Debug Tools FAQ

Target OS: Windows* CE and Windows Mobile*

Version 1.0.0

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Topic: General (XDB Debugger and Debugging Extensions for Windows* CE)

- None

Topic: Debugging Extensions for Microsoft Windows* CE

- **I cannot start hardware debugging using the Intel® eXDI Driver under Platform Builder.**

You need to disable the build option *Enable Kernel Debugger* in the Project Settings otherwise the eXDI Driver cannot connect. You can create a Release Build (that has this option disabled by default) but adding the debugging info switch `-Zi` and perhaps optimization (e.g. `-O3`).

On KITL builds, the transport layer *Ethernet* must be enabled. The transport layer is not really used when debugging via eXDI JTAG, but the KITL build requires the layer.

When debugging via KITL/Ethernet the build option *Enable Kernel Debugger* must be set.

See Also: N/A

Product/Version: All

- **Breakpoints cannot be activated on Intel builds (Platform Builder 5.0)**

When debugging (software or eXDI hardware debugging) code produced with the Intel Compiler, no breakpoints can be hit. The breakpoint is set, but remains purple even after the respective module is loaded. The debugger doesn't stop at the breakpoint.

This is due to a know issue in the Platform Builder 5.0 environment, esp. when debugging drivers (e.g. DLLs). The synchronization with the respective source files is not working.

See Also: N/A

Product/Version: All

- **What if I don't have any breakpoints left for debugging?**

The Intel XScale architecture supports 2 hardware breakpoints. But under Platform Builder 5.0 one of them may be used internally by the system.

You can define as many breakpoints as you need, but you can have activated only two (or one) at the same time.

A suitable workaround also is to locate the cursor on a breakpoint location and use the debug option 'Run until cursor'.

See Also: N/A

Product/Version: All

- **I found a possible debugging extension bug. How should it be reported?**

Any build tool bug requires three pieces of information: 1) a test case that can be built and run, 2) the exact command sequence to build the test case, including the command line arguments, and 3) a description of the failing behavior and the expected behavior. Once you have all three pieces of information, submit a problem report as follows:

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Type in your Login and Password. Both are case-sensitive.

Click the **Submit** button.

Read the Confidentiality Statement and click the **I Accept** button.

Click on the **Go** button next to the **Product** drop-down list.

Click on the **Submit Issue** link in the left navigation bar.

Choose **Development Environment (tools,SDV,EAP)** from the Product Type drop-down list.

If this is a software or license-related issue, choose **Intel® C++ Compiler, Windows* CE, Std** or **Intel® C++ Compiler, Windows* CE, Pro** from the **Product Name** drop-down list.

Enter your question and complete the fields in the windows that follow to successfully submit the issue.

See Also: N/A

Product/Version: N/A

Problem Report Submission

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