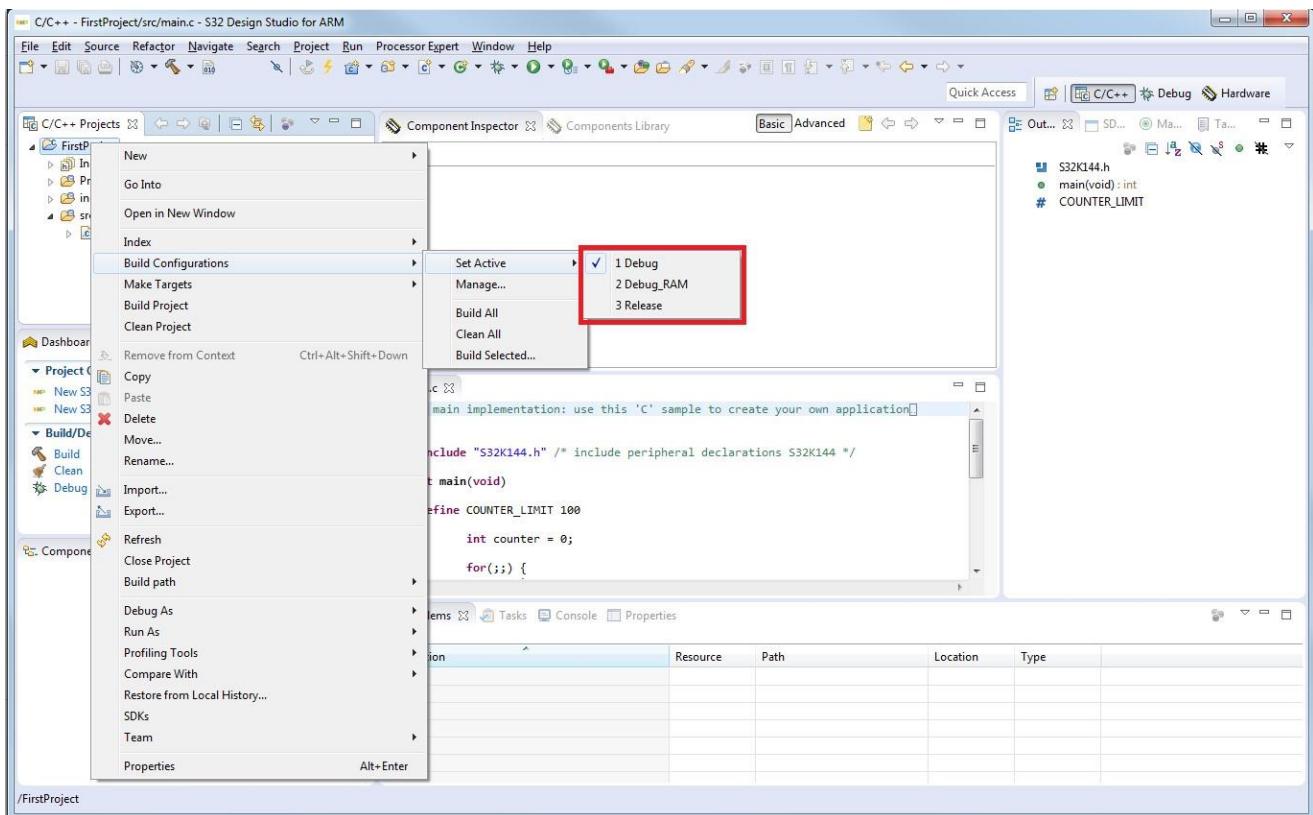


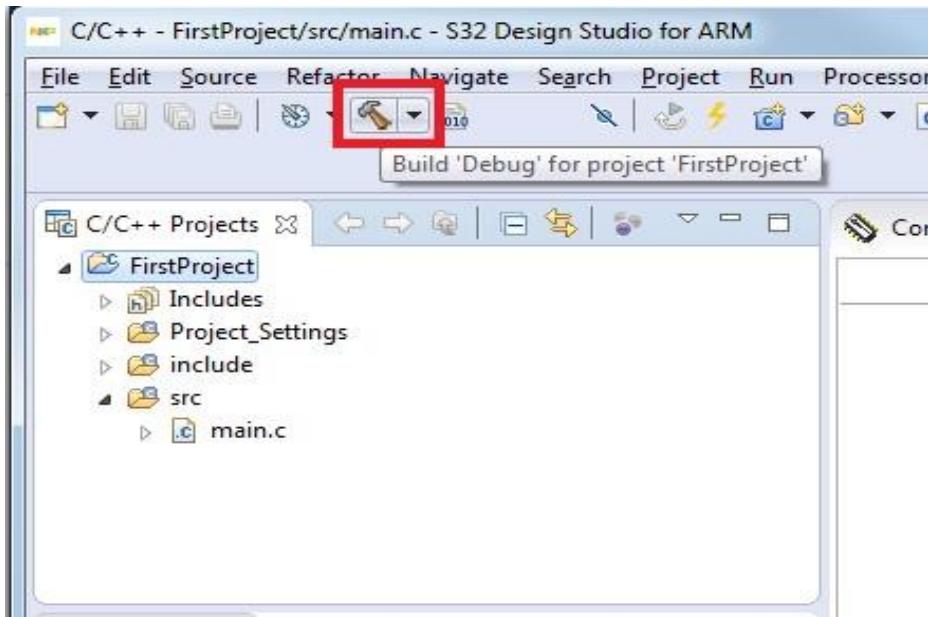
HOWTO: Build a Project and Setup a Debug Configuration for debugging in S32 Design Studio

1. Build the project.
 - a. Select the build configuration. (optional)



HOWTO: Build a Project and Setup a Debug Configuration for debugging in S32 Design Studio

- b. Click on Build.



- c. Check there are no compiler errors.

The screenshot shows the 'Console' tab of the S32 Design Studio interface. The output window displays the following text:

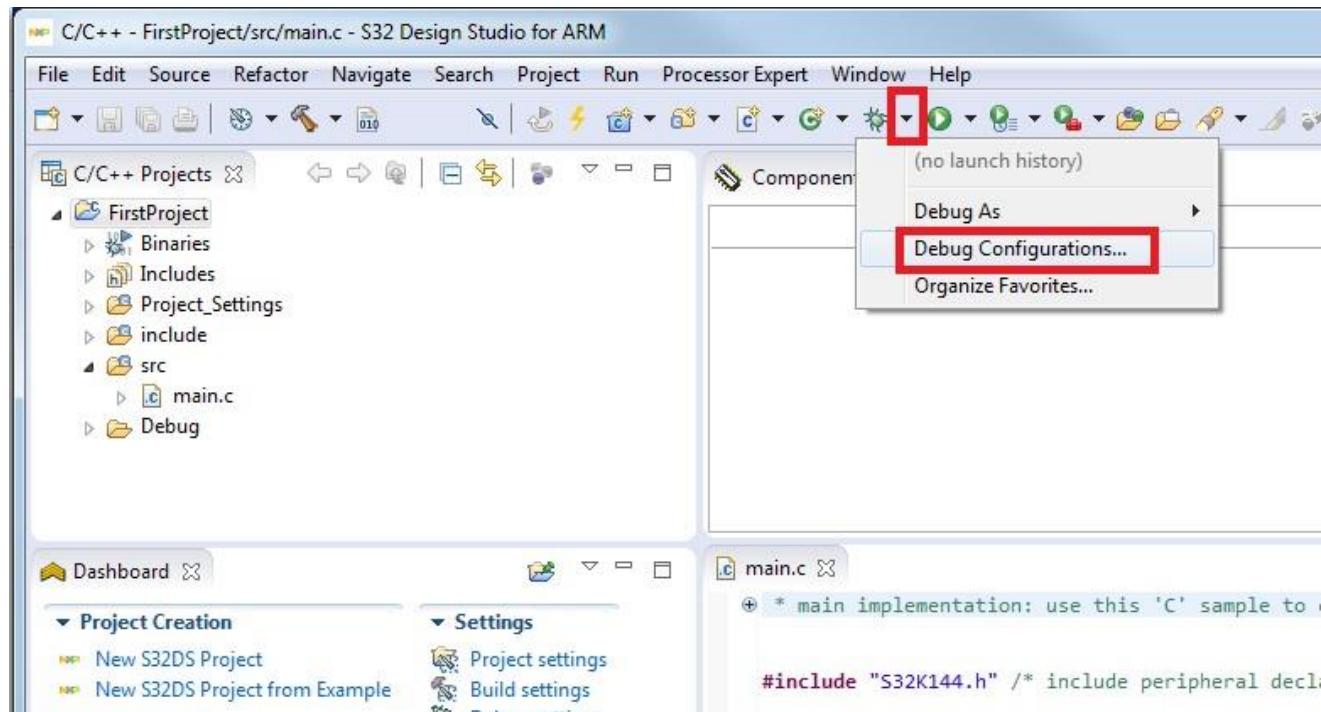
```
CDT Build Console [FirstProject]
Finished building target: FirstProject.elf

Executing target #6 FirstProject.siz
Invoking: Standard S32DS Print Size
arm-none-eabi-size --format=berkeley FirstProject.elf
text      data      bss      dec      hex filename
1428        0    3072    4500    1194 FirstProject.elf
Finished building: FirstProject.siz

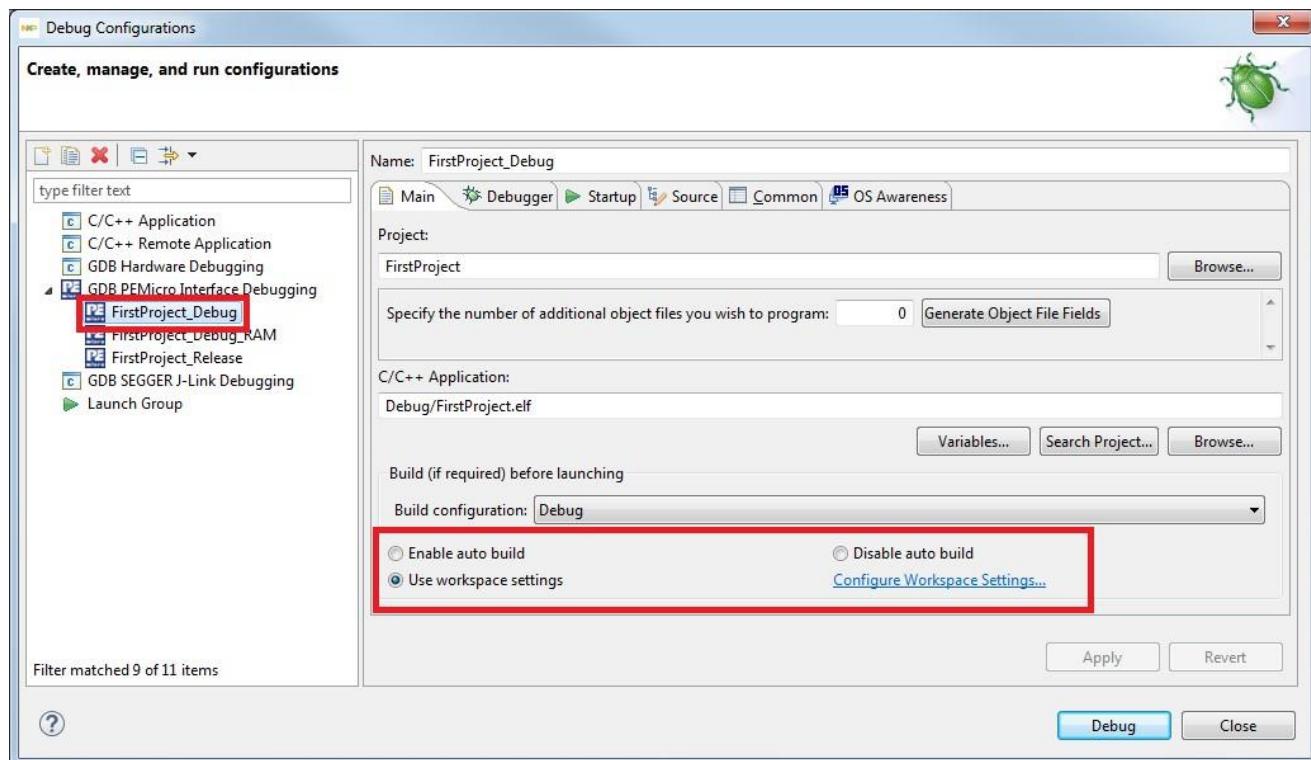
17:48:24 Build Finished (took 4s.977ms)
```

HOWTO: Build a Project and Setup a Debug Configuration for debugging in S32 Design Studio

2. Configure the debug configuration to start a debug session.
 - a. Click down arrow next to Debug button.
 - b. Select 'Debug Configurations...'

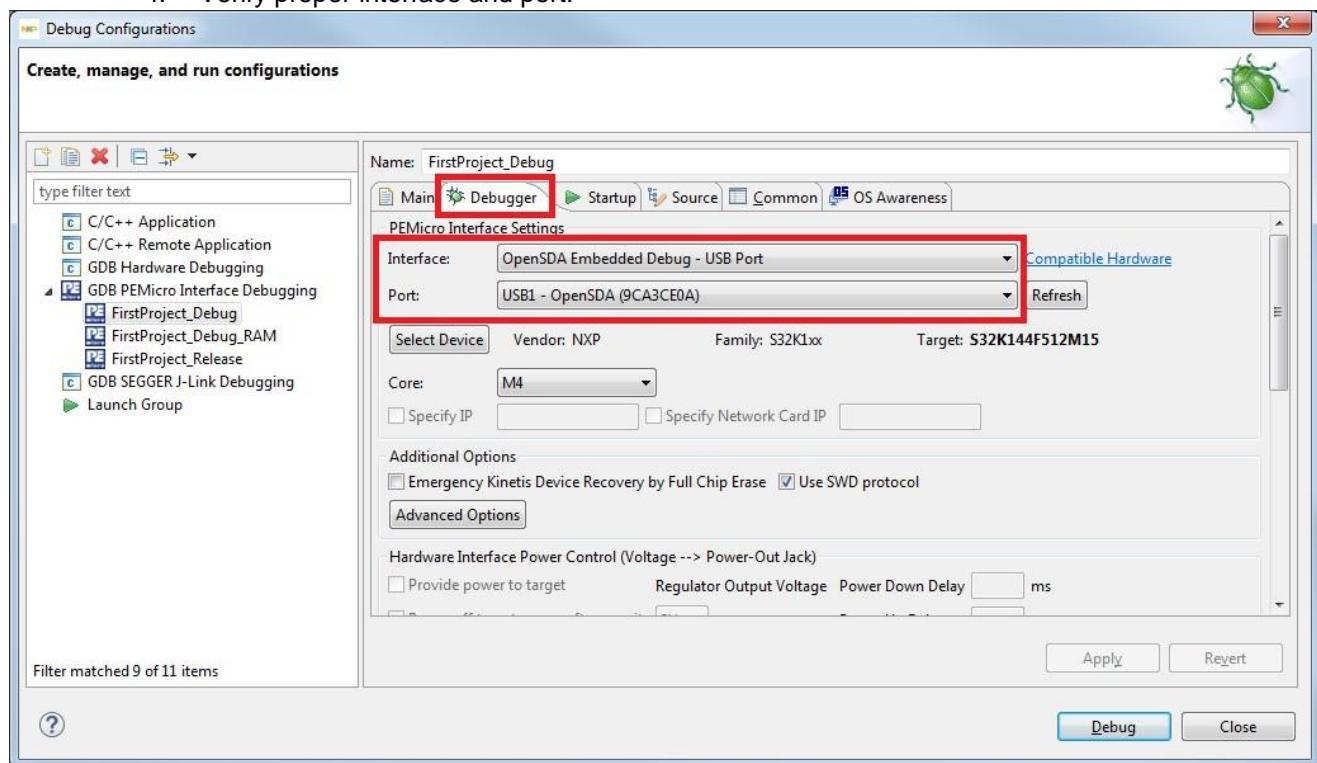


- c. Select the debug configuration associated with your current build configuration.
- d. Select whether to rebuild code each time debug session start is requested.



HOWTO: Build a Project and Setup a Debug Configuration for debugging in S32 Design Studio

- e. Click on Debugger tab.
- f. Verify proper interface and port.



3. Click Debug