CodeWarrior Development Studio for Microcontrollers V11.x

Profiling and Analysis Quick Start

This Quick Start explains how to collect trace data after creating, building, and running a project on a target in the CodeWarrior for Microcontrollers version 11.x debugger. The document also explains how to view data collected in various viewers on the target hardware. This Quick Start applies to all targets that support tracing, such as HCS08, ColdFire V1-V4, Kinetis, S12z, and DSC.

NOTE In the procedures that follow, advanced users can use numbered steps. Novices may use the more detailed instructions provided by substeps.

Section A: Setting Up Device

Before collecting trace and critical data on the target hardware, make sure that the device on which you want to work is connected to the target board. For example, if you are working on the ColdFire V1 target with the MCF51QE128 device, you need to connect and set up MCF51QE128 device to the board. You can refer relevant documentation to understand how to set up the device for a particular target. You can find the required documentation at the Freescale website:

http://www.freescale.com/webapp/sps/site/ homepage.jsp?code=PCMCR01&tid=FSH

Section B: Collecting Data

- 1. Launch the CodeWarrior IDE
 - a. Select Start > Programs > Freescale CodeWarrior > CW for MCU
 v11.x > CodeWarrior the Workspace Launcher dialog box appears.
 - b. Click Browse to specify the location where you want to store your project.
 - c. Click **OK** CodeWarrior launches.

- 2. Create a new project
 - a. From the CodeWarrior IDE menu bar, select File > New > Project the New Project dialog box appears.

🎾 New Project	
Select a wizard Create an MCU Bareboard Project	
Wizards:	
Bareboard Project Linux/uClinux Application Project MQV-Like Project Wizard General General C/C++ CodeWarrior CVS	
Show All Wizards.	
Rext > Finish	Cancel

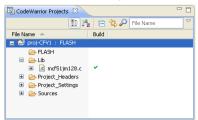
New Project Dialog Box

b. Select **Bareboard Project** and click **Next** — the **Create an MCU Bareboard Project** page appears.

NOTE You can also open the **Create an MCU Bareboard Project** page directly by selecting **File > New > Bareboard Project**.

- c. In the **Project name** field, type the name of your project.
- d. Click Next the Devices page appears.
- e. Select the required device for your project from the list of available families.
- f. Click Next the Connections page appears.
- g. Select the available connection, and follow the steps of the wizard.
- h. Click **Finish** the project is created and appears in the **CodeWarrior Projects** view.

CodeWarrior Projects View



- 3. Build project
 - a. Select the project in the CodeWarrior Projects view.
 - b. Select Project > Build Project to build the project.
- 4. Configure launch configuration
 - Right-click on the project in the CodeWarrior Projects view and select
 Debug As > Debug Configurations from the context menu the
 Debug Configurations dialog box appears.
 - b. Expand CodeWarrior Download in the tree structure on the left, and select the launch configuration corresponding to the project you are using. For example, select crpoject_name>_FLASH_PnE U - MultiLink.
 - c. Click the Trace and Profile tab.
 - Check the Enable Trace and Profile checkbox to enable the project for tracing.
 - e. Select the required trace mode and trigger/tracepoints options for trace collection. The most frequent trace modes that you may use are:

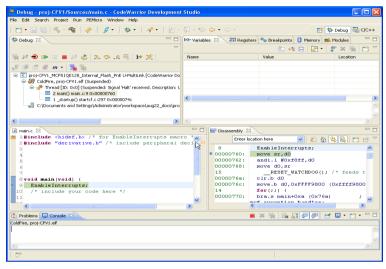
 Automatic — Collects only the last buffer of trace. The buffer is circular; trace is collected without interruption, and when the data reaches the buffer end, the data from the beginning of the buffer gets overwritten.

 Continuous — Collects trace data continuously as soon as the first start trigger/tracepoint is hit. The trace buffer is read, processed, and emptied periodically every time it fills.

- f. Select the Continuous option from the Select Trace Mode group.
- g. Click Apply to save the settings.

5. Debug project

a. Click **Debug** — the **Debug** perspective appears and the execution halts at the first statement of main().



Debug Perspective

6. Collect data

- a. In the **Debug** view, click **Resume** \longrightarrow the execution begins and data measurement starts.
- b. Let the application run for several seconds.
- c. In the **Debug** view, click **Suspend** III the execution stops.

Section C: Viewing Data

NOTE This section shows screens of trace data collected on the ColdFire V1 target as an example. All targets display the collected trace data in the same trace viewers.

- 1. View trace data
 - In the Software Analysis view that opens automatically after data collection, expand the data source — the Trace, Timeline, Critical Code, Performance, and Call Tree hyperlinks appear.
- NOTE You can open the Software Analysis view manually by selecting Window > Show View > Software Analysis in the CodeWarrior IDE menu bar or by using the Fast View menu on the left side of the status bar.
 - b. Click the **Trace** hyperlink the **Trace Data** viewer appears displaying the trace data.

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muex	Event 50	Desi	suption		Source	Target	Type	Timesta	·
7	MCU	Branch from main to main. So	. main	main	Branch	24			
8	MCU	Function main,	main		Linear	26			
9	MCU	Branch from main to main. So	urce address =	= 0x770. Target	. main	main	Branch	28	
10	MCU	Function main,	address = 0×	76c.	main		Linear	30	
11	MCU	Branch from main to main. So	urce address =	= 0x770. Target	. main	main	Branch	32	
12	MCU	Function main, address = 0x76c.			main		Linear	34	
13	MCU	Branch from main to main. Source address = 0x770. Target			. main	main	Branch	36	
14	MCU	Function main, address = 0x76c.			main		Linear	38	
15	MCU	Branch from main to main. So	urce address =	= 0x770. Target	. main	main	Branch	40	~
	are Analysis 🛛	sis	Trace	Timeline	Critical Code	Performance	Call Tree	Log	er El El III
	proj-CFV1							,	2012.08.21 11:27:00 F
	🗐 proj-CFV1_M	CF51QE128_Internal_Flash_I 1_MCF51QE128_Internal_Fla			Critical Code	Ø Performance	E Call Tree	e 🗊 Log	

Trace Data Viewer and Software Analysis View

NOTE All targets except HCS08 generate trace data on the default stationery project. You can change the source code of main.c to generate desired trace data.

2. View timeline data

a. Click the **Timeline** hyperlink — the **Timeline** viewer appears.

TimeLine Viewer

💽 main.c 🚺 🎦 Timeli	ine X	- 8
Selection Mode Zoom M	Mode Full view Edit Groups Configure table 💌	
%	des 1,000cycles	
LOW POWER WAI 00.00		
main 100.0		

- 3. View critical code data
 - a. Click the Critical Code hyperlink the Critical Code viewer appears.
 - b. Click a function in the Function column. For example, click the main() function, and view its statistics at the bottom of the Critical Code viewer.

Address	Function	Coverage %	ASM Dec	ASM Decisi ASM Count Time (CPU		Size		
0×760	main	83.33 %	0%	1,431	1,913	18		
								_
Search:		<i>></i>				00) • 🎯 • 🚺 •	C)
Line / Addr	. Instruction			Coverage %	ASM Decision C.	ASM Cou	int Time (CPU	
9	EnableInt	errupts;		66.6667 %		2	8	
0x760	move sr,	40		🔕 not cov		0	0	
0x762	andi.l #	0xf8ff,d0		🙆 covered		1	1	
0x768	move d0,	sr		🙆 covered		1	7	
15	RESET	WATCHDOG();	1	100 %		953	953	
0x76a	clr.b d0			🙆 covered		477	477	
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0x76c							0	
0x76c 10	/* includ	e your code b	ere 🖓					
	/* includ	e your code l	ere 🖓				0	

- 4. View performance data
 - a. Click the **Performance** hyperlink the **Performance** viewer appears.
 - b. Click a function in the Function Name column. For example, click the main() function, and view its statistics at the bottom of the Performance viewer.

Performance Viewer

🗟 main.c 🛛 🕅 F	Performance	×									- 6
Function Name	Num Calls	Inclusive	Min In	Max Incl	Avg Ind	Percen	Exclusive	Min Ex	Max Excl	Avg Excl	Percen
main	1	1,913	1,913	1,913	1,913	100	1,913	1,913	1,913	1,913	100
<)		>

- **NOTE** The **Performance** viewer also displays call pair relationships for a selected function in the bottom view. In the default stationery project, there is no call to the main() function from another function; also the main() function is not calling a function, so the data is empty in the *Call Site Performance* table and *Caller* and *Callee* graphs.
- 5. View call tree data
 - a. Click the Call Tree hyperlink the Call Tree viewer appears.

Call Tree

🗈 main.c 🗧 Call Tree 🛛				- 0
🎯 -				
Function Name	Num Calls	% Total calls of parent	% Total times it was called	Inclusive Time (Cycles; 50.0 MHz)
E <start></start>				
- f man	1	100.00	100.00	1,913

- NOTE The ColdFire V1 target does not generate Critical Code, Performance, and Call Tree data in the Automatic (Onebuffer) trace mode.
- 6. In the **Debug** view, click **Terminate =** the debug session ends.
- 7. Select **File > Exit** the CodeWarrior IDE window closes.

NOTE For more information on various viewers of trace, refer *Profiling and Analysis Tools User Guide.*

Congratulations!

You have created, built, and debugged a Microcontrollers project using CodeWarrior and collected trace data successfully! Information in this document is provided solely to enable system and software implementers to use NXP products. There are no express or implied copyright licenses granted hereunder to design or fabricate any integrated circuits based on the information in this document. NXP reserves the right to make changes without further notice to any products herein.

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