

Generate burning file under CW10 for S12Z

Recently I have two customers asking me same questions – How to generate s19/hex/bin file under CW10 for S12Z.

Unlikely CW10 for S08, S12Z build process does not use the Burner to generate S-Record file. By default, after a successfully build, S12Z build tool chain generates elf file only. The Burner panel has remained as part of the S12Z properties since the build tools configuration panels were imported from S08 build tools. Thus even users configure it, it doesn't generate bbl file and s19/hex/bin files.

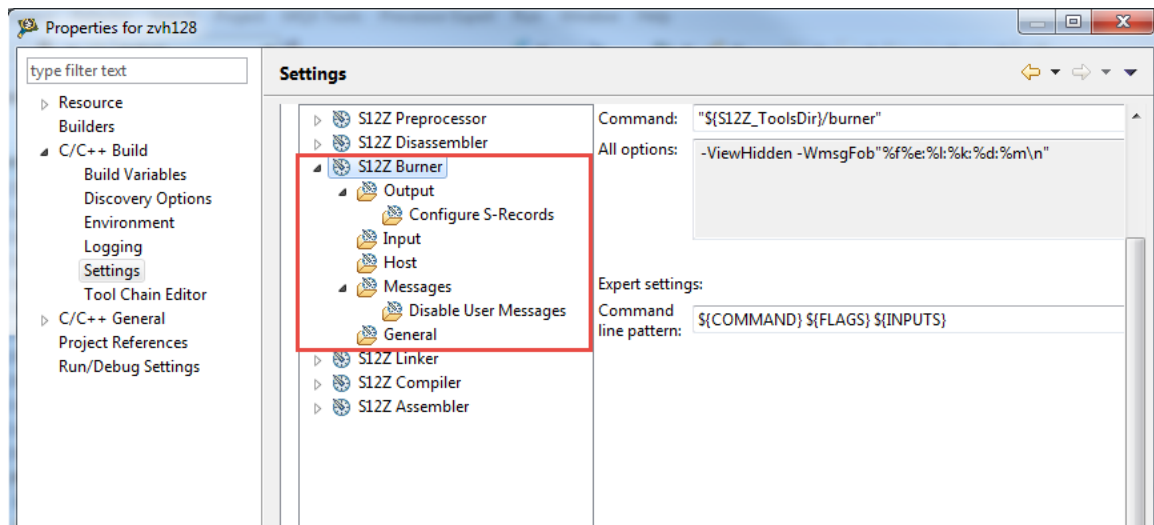


Figure 1

Fortunately we have workaround to integrate burner tool into CodeWarrior10 post build steps. I will illustrate the procedure step by step.

1. Generate burner.bbl file

Open Burner.exe under {CW10 install folder}\MCU\S12lisa_Tools\Build_Tools

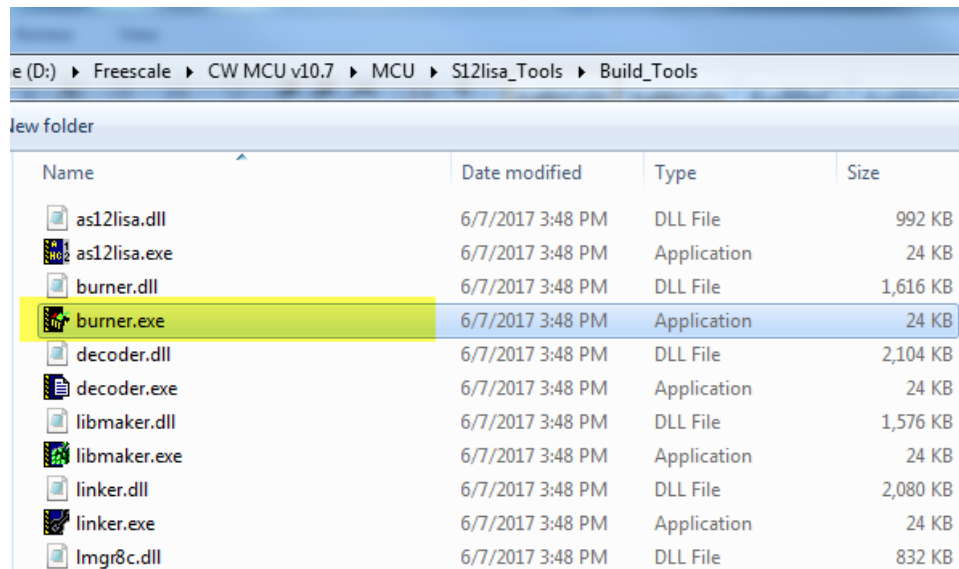


Figure 2

In Figure 3,

- Input/Output tab:

“Input File”: *D:\ws_ctm\Gen_S12zvh128\FLASH\Gen_S12zvh128.elf*

“Output File”: *D:\ws_ctm\Gen_S12zvh128\FLASH\Gen_S12zvh128.s19*

- Content tab:

Format: Motorola S

Length: 100000

Choose the right file syntax (srecord/hex/bin) you need to generate. Because S12Z has 24bits width address, we set Length as 1000000

- Command File tab:

Correspond with previous pages, burner commands are automatically generated in command file page. We just need copy and save the content generated from step3 and save it as burner.bbl file.

===== Content of burner.bbl =====

```
OPENFILE "D:\ws_ctm\Gen_S12zvh128\FLASH\Gen_S12zvh128.s19"  
format=motorola  
busWidth=1  
origin=0  
len=0x1000000  
destination=0  
SRECORD=Sx  
SENDBYTE 1 "D:\ws_ctm\Gen_S12zvh128\FLASH\Gen_S12zvh128.elf"  
CLOSE
```

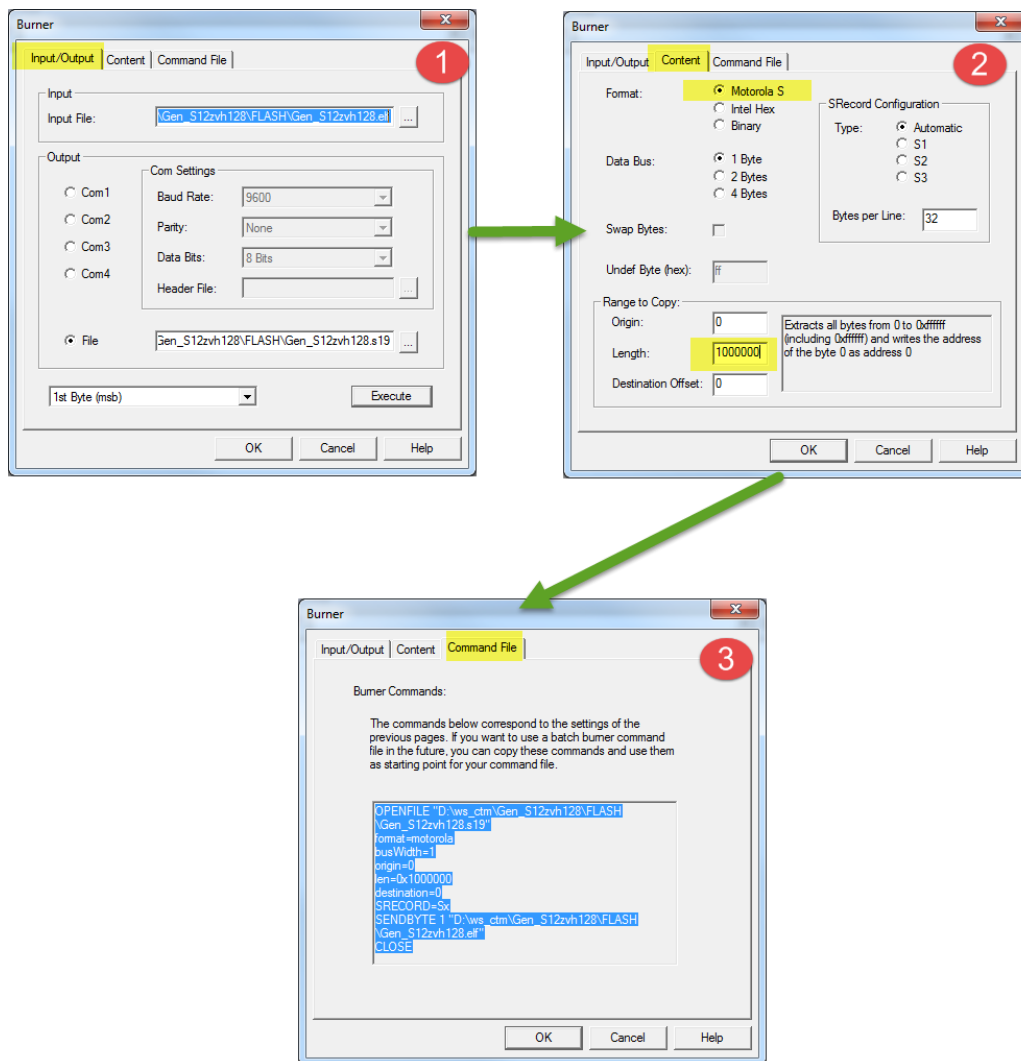


Figure 3

2. Enter command for burner into Post-build steps

Please go to CW-Your project-Properties-C/C++ Build-Settings and select Build Steps tab in the right panel.

Enter command for burner into Post-build steps Command window.

For example:

`${S12Z_ToolsDir}/burner.exe -`

`F=D:\ws_ctm\Gen_S12zvh128\Project_Settings\Linker_Files \burner.bb1`

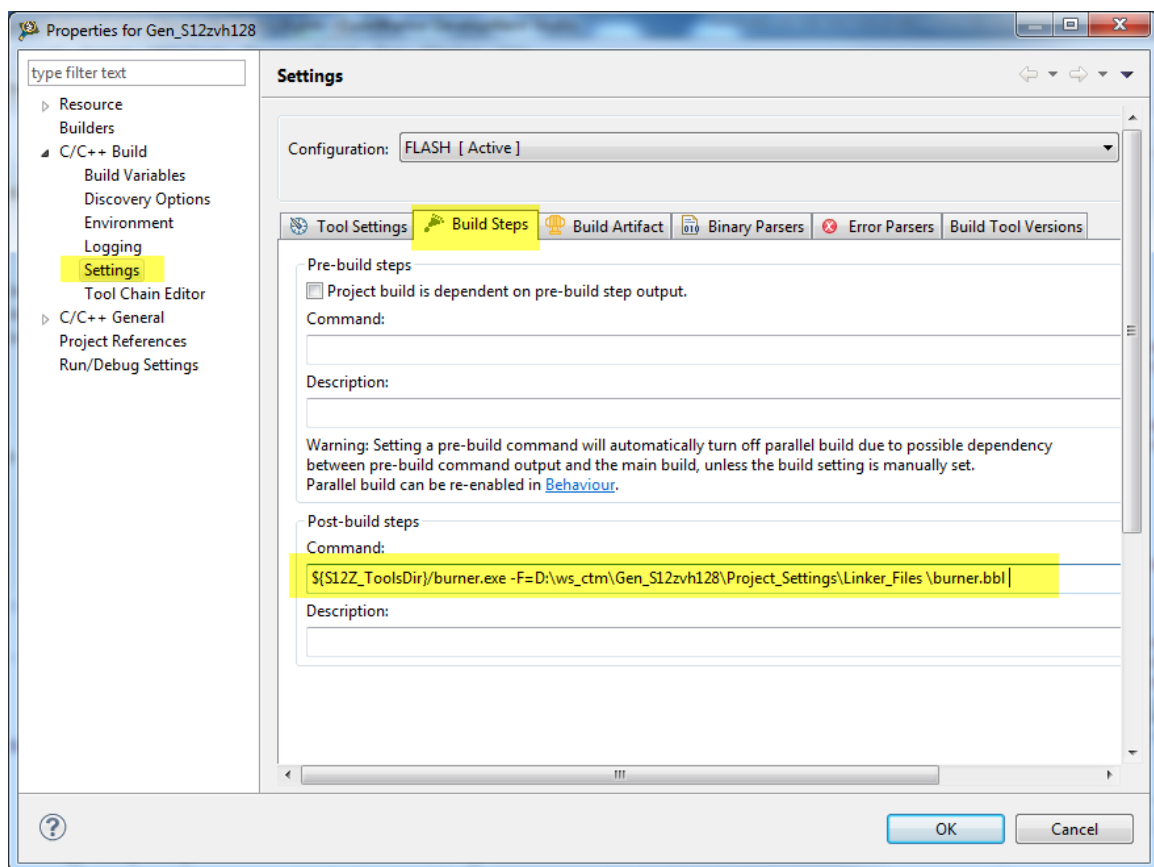


Figure 4

Of course, you should use your own file paths (rather relative) .

When you build your project, the s19 will be created from your elf file.

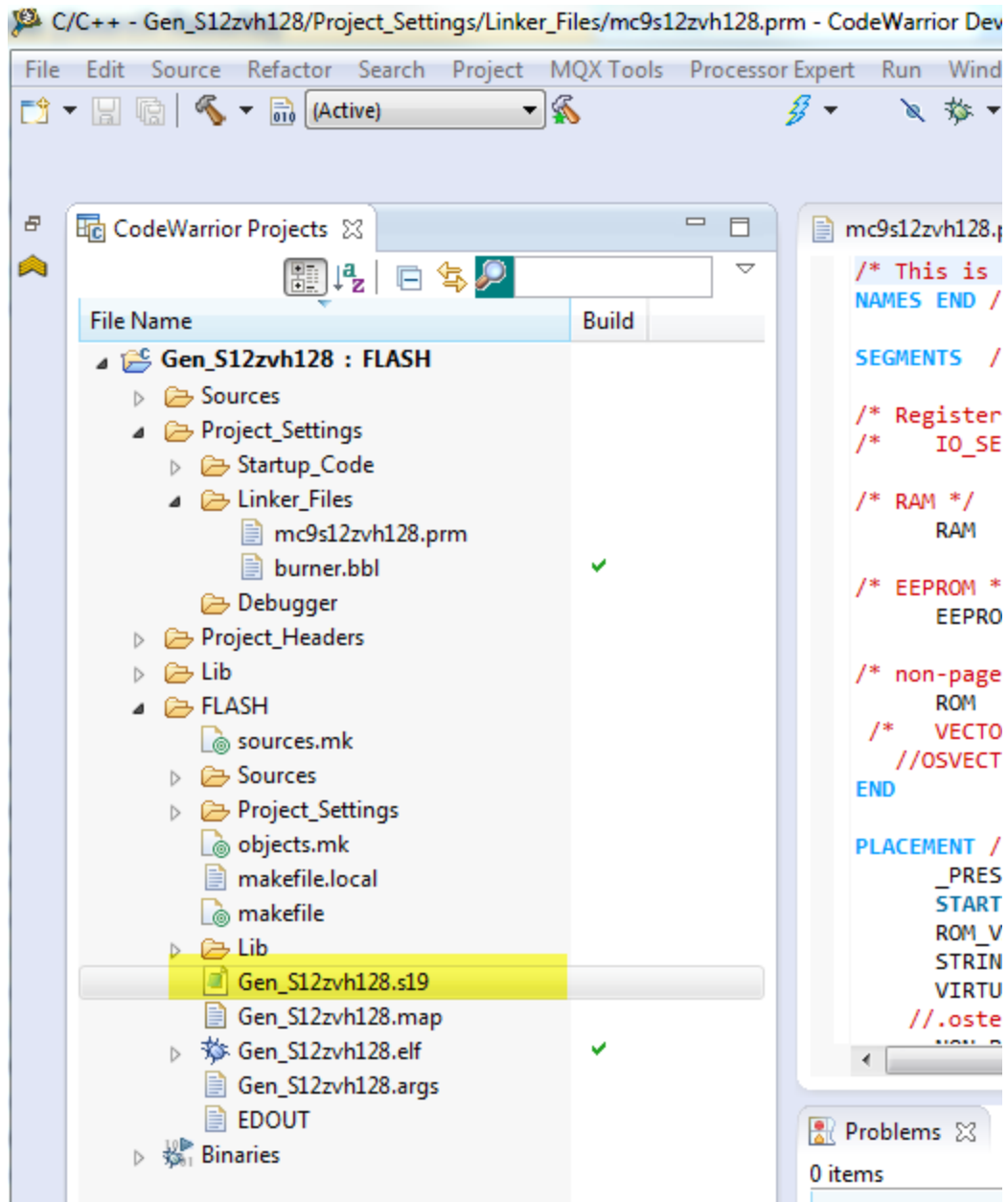


Figure 5

The method is same for generating hex and bin file. Just choose the right file syntax in burner "content" tab.