

Debugging for TriCore/AURIX™ with Lauterbach TRACE32

Objectives

You know the features of the Lauterbach TRACE32 debugger and can use them to debug a microcontroller system. You are able to write and test script files that set up your debug session.

Participants

Hardware and software architects, hardware and software developers, test engineers

Requirements

Basic knowledge of microcontroller architectures (e.g. TriCore™, AURIX™)

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Content

TRACE32 Basics

- TRACE32 tools
- Debug session set-up
- TRACE32 PowerView GUI
- Register and memory access: display, modification
- Debug process: start/stop, single-step, breakpoints
- Sample-based code profiling

High-level Language Debugging with the TRACE32 Debugger

- Loading an application (flash programming)
- Displaying/ initializing/ changing variables
- Display stack/ call stack contents (stack/ call stack view)
- Monitoring variables at runtime

TRACE32 Script Language - PRACTICE

- Writing script files with the TRACE32 script language PRACTICE
- Debugging of script files

Multicore Debugging

- Debug session set-up for multicore (for two or more cores)

Optional: Bosch GTM Module Tracing

Trainings

Price *	Duration
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-	1 day
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Training code: E-T32-BASE

* Price per attendee, in Euro plus VAT

Coaching

Our coaching services offer a major advantage: our specialists introduce their expertise and experience directly in your solution process, thus contributing to the success of your projects.

We will be happy to provide you with further information or submit a quotation tailored to your requirements.