

Debugging for TriCore/AURIX™ with Lauterbach TRACE32 - Live Online Training

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™)

Live-Online-Training

* Price per attendee, in Euro plus VAT

Training code: LE-T32-BAS

Face-To-Face - English

Duration

1 day

Live Online - German

Duration

1 day

Face-To-Face - German

Duration

1 day

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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