As of 10.06.2026

Debugging for TriCore/AURIX™ with the PLS Universal Debug Engine UDE - Live Online Training

Objectives

You know the features of the PLS 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 (ARM, AURIX™, TriCore™, XE16x).

Live-Online-Training

* Price per attendee, in Euro plus VAT

Training code: LE-UDEPLS

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

PLS UDE Basics

- Debug session set-up
- PLS UDE GUI (user interface)
- Register and memory access: display, modification
- Debug process: start/stop/single-step, breakpoints
- Sample-based code profiling

High-level Language Debugging with the PLS UDE Debugger

- Loading an application (Flash programming)
- Displaying/ initializing/ changing variables

- Displaying stack/ call stack contents (stack/ call stack view)
- Monitoring variables at runtime

PLS UDE Script Language

- Generating script files
- Debugging script files

Multicore Debugging

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