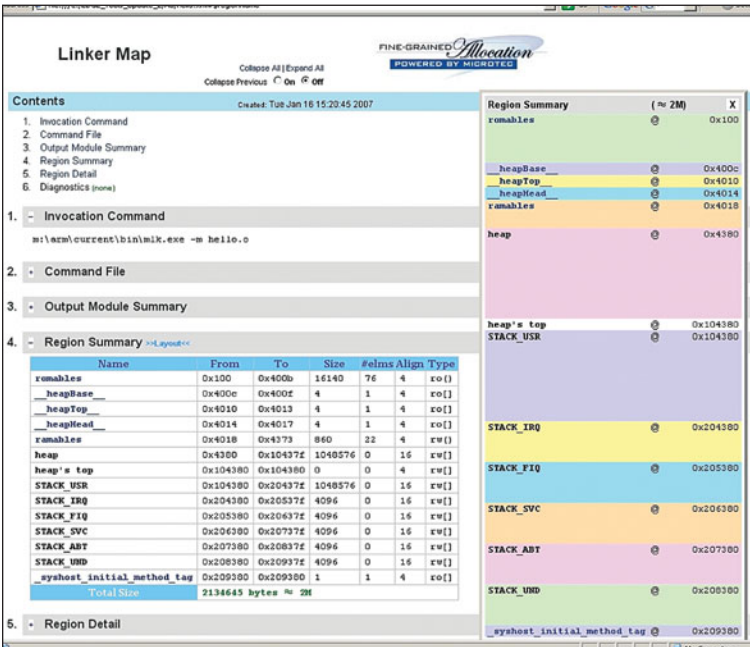


EDGE C/C++ Compiler

You need a set of compiler tools that can take C, C++ or assembly language and produce reliable code for your embedded target. You also need flexibility in code optimizations for space, execution speed, or some middle ground in between, and you need a complete set of compiler tools that reliably produce executable binaries.



EDGE linker map file showing region information and summary

The EDGE C/C++ Compiler is a complete cross-compiler solution that includes a compiler, assembler and linker, all designed exclusively for building embedded applications. The same people who have been building Microtec compilers for 20 years created the new toolchain, and it is packed with features that embedded developers need.

- Aggressive optimizations are tailored to take advantage of processor instruction set architectures
- Support for variants of the ARM processor families is easily added through the use of XML files describing variant-specific items, without requiring a tools update
- Support for compiler extensions like "interrupt" and "asm" minimize the need for hand-coded assembly routines
- Compliant with ANSI C and C++ standards
- High resolution object control with the new linker and command files
- Compatible with objects produced by ARM, Ltd. and GNU compiler tools

Advanced Features

Processor Variant Support

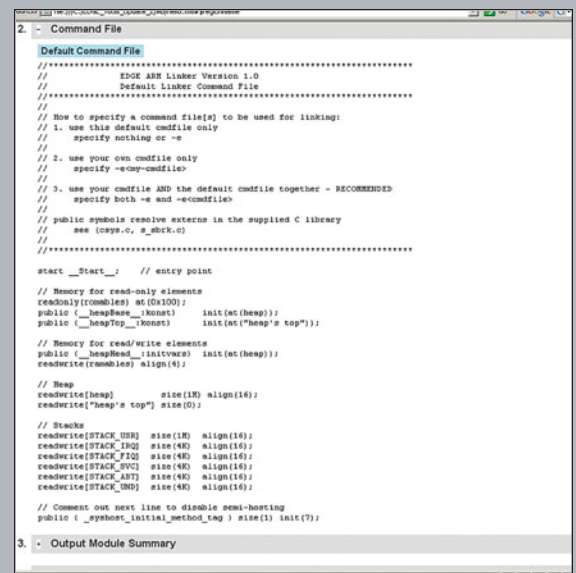
The EDGE C/C++ Compiler introduces several new technologies for compilers. The first is Dynamic Variant Support™, which allows you to modify information about the instruction set architecture and registers for a processor. This is especially useful, for example, in correcting processor instruction errata without modifying the compiler. The DV5 files provide all the information that the compiler needs to know to correct the problem.

Detailed Linker Control

Placing embedded object sections by hand is tedious, error prone and time consuming. Even the most patient developer can get frustrated placing areas in ROM, Flash ROM, or RAM. Fine Grained Allocation™ simplifies this problem by letting the linker read from text-based command files. This lets you control exactly what goes where, without the headaches.

Easy-to-Use Map Files

Reading a linker map file is easy with the new EDGE C/C++ Compiler linker. The map file is an XML file, viewable through a Web browser. The file contains a number of listings, including a copy of the FGA command file. Segments are displayed clearly, and elements can be sorted in a number of ways with a mouse click. There is also a clear section summary available.



EDGE linker map file showing FGA commands in force



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