RENESAS Tool News

A Note on Using the PDSDK COM Kit

Please take note of the following problem in using the PDSDK COM Kit (Emulator/Simulator Debugger Customizing Kit):

- On creating custom windows for calling the scri_command method

1. **Products Concerned**

    The PDSDK COM kits used in the following emulator/simulator debuggers that support the kit:

    (1) Simulator debuggers
      M3T-PD32RSIM V.2.00 Release 1 through V.2.10 Release 1A
      (for the M32R family)

      M3T-PD308SIM V.3.10 Release 1 through V.3.20 Release 1A
      (for the M32C/90, M32C/80 and M16C/80 series)

      M3T-PD30SIM V.5.10 Release 1 through V.5.20 Release 1A
      (for the M16C/60, M16C/30, M16C/Tiny, M16C/20, M16C/10 and R8C/Tiny series)

    (2) Emulator debuggers
      M3T-PD32RM V.1.00 Release 1 through V.2.10 Release 1
      (used with M32R-family emulators, M32100T5-SDI-E, M32100T3-SDI-E and M32100T-EZ-E)

      M3T-PD32R V.3.00 Release 1 through V.4.10 Release 1
      (used with M32R-family emulator, M32100T2-SDI-E)

      M3T-PD308F V.2.00 Release 1 through V.3.20 Release 1

(used with PC7501 emulators for the M32C/80 series)

M3T-PD308 V.4.00 Release 1 through V.5.20 Release 1
(used with PC4701 emulators for the M32C/80 and
M16C/80 series)

M3T-PD30F V.1.00 Release 1 through V.2.20 Release 1
(used with PC7501 emulators for the M16C/60, M16C/30
and M16C/Tiny series)

M3T-PD30 V.7.00 Release 1 through V.8.20 Release 1
(used with PC4701 emulators for the M16C/60, M16C/30,
M16C/Tiny, M16C/20 and M16C/10 series)

M3T-PD30MF V.1.00 Release 1
(used with compact emulators for the M16C/Tiny series)

2. **Description**
   If any custom window created using the PDSDK COM kit calls the scri_command method,
   the window may be closed abnormally.

   scri_command: executes script commands with specific parameters.

3. **Workaround**
   Don't call the scri_command method.
   If the equivalent method to the script command to execute is contained in the PDSDK COM
   kit, call this method. Otherwise, execute any script command in the Script window. Script
   commands can be executed automatically by putting them in a script file.