8 Board Configuration

The STR9-comStick device does not have to be configured for use with the HiTOP user interface.

9 Compiler-Specific Keys and Options

This chapter describes the compiler-related specific keys and options to handle the code with the ARM-hitex-elf GNU toolchain version 4.0.3 compiler/linker.

The code generation is configured to produce code for ARM mode. Currently, the libraries are originally written to be used on other compiler platforms.

The following options provide standard optimization level (same as the –O1 option) and include the libraries in the specified directories (default compiler settings are used):

```
arm-hitex-elf-gcc.exe -mcpu=arm9tdmi -c -gdwarf-2 -MD -Wall -O -mthumb-interwork -mapcs-frame   -I.\Source\
-I..\library\inc\ -I..\library\src\ -o .\[ObjectPath]\[outputname].o ..\[SourcePath]\[ sourcename]
```

```
arm-hitex-elf-as.exe -m armv4t -gdwarf2  -mthumb-interwork -o .\[ObjectPath]\[outputname].o
.\[SourcePath]\[sourcename].s
```

The following settings provide that the linker script file can be portioned for individual needs. Best benefit is the easy way to set up a linker script set once, to include the “input.ld” file to the project and edit only this file if the file sequence changes. The map file being created is located at the same place as the object files and the elf file.

```
arm-hitex-elf-ld.exe   -T.\settings\head.ld -T.\settings\Flash.ld -T.\settings\input.ld -T.\settings\sections.ld --cref -t
-static -lc -lgcc -Map=.\Objects\mapfile.map -lm -start-group -o .\Objects\OutputName.elf -o
.\Objects\[Projectname].elf
```

■