

S il r r uid





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## 1 Introduction

### 1.1 About SD

SDCC1 is a non-proprietary, open-source AN I-C compiler. See  
Diffid and for 8-bit microcontroller. The current version is Int l  
C 51 based microcontroller (8051, 8052, etc, Z80 based CU, and th















ch n dln ction , nun comm nd nd o on. Th ch n dln ction comm nd l  
 " ", th mo comm nd l "mv". To nnt th cunn nt on dln ction , t  
 " w ". To m l dln ction , u "m r".

Th n n om b le dl nnc b t n Unt nd Indo fil t m  
 ou hould und nt nd. h n ou t ln dln ction th , Unt nd th C -  
 ln b h nom t u fon nd l h ' ' b t n dln ction hll Indo  
 tn dltion ll u ' ' b ck nd l h . o h n ou on t th C ln b h  
 nom t, ou ll n d to u th fon nd ' ' l h . Unt do not h  
 conc t of dnl l tt n , uch "cl", ln t d ll fil t m tt ch nd n  
 dln ction .

### .5. nning SDCC N ti e Co ile Exe ntl ble

If ou u th n-com ll d bln nl , th ln t ll dln ctionl fon th llbn nl nd

The command `./configure --prefix=/usr/` will configure the compilation to

b i n t

2.8

CC

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Not h n th t *myli*

*USI S CC*

*.2 C and Line Opti ns*



- **k-ier-** **Thl o tlon** **llc u** **th t ck** **to b loc t d** **ln th** **Int m l**  
**n m ft n th d t** **m nt.**
- **l -lo**

**3. . O fi i tion O tion**

**-nog e** ill not do lob l ub n fon llinn tion, thl o tion m b  
u d h nth com ll ncn t und in bl l n t cl d t c





- **u loo** **ll en t** **dum** of **lCod** ', **ft u loo** o **tllz tlon**, **lnto fil**

**3.3.5 fir / bit**

the bit is on, *sfr / s i* in fi both d t -t nd(oth -i io) cl , th

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All unique identifiers are 32-bit (32-bit for the 3.0 *generic* identifier). The set of identifiers is defined.





### 3. Interrupt Service Routine

The `ISR` macro is used to declare an interrupt service routine in C, with the following syntax:

```
void ISR (void interrupt using IO)
{
    ..
}
```

The number following the `interrupt` keyword is the interrupt number that the routine will service. The compiler will generate the code to call the routine in the interrupt control block for the interrupt number specified. The `using`





I using particular banks occur in local memory I using



USI S CC . int( 6 bit and 1 ng ( 2 bit Supp rt

Th m o th oth n , l . l b l d fin in lnl n mbl CANNOT

\_f 2uint.c - convert floating point to unsigned int  
\_f 2int.c - convert floating point to signed int  
\_f 2ulong.c - convert floating point to unsigned long  
\_f 2long.c - convert floating point to signed long  
\_uch u2f.c - convert unsigned char to floating point  
\_ch u2f.c - convert char to floating point number  
\_uint2f.c - convert unsigned int to floating point  
\_int2f.c - convert int to floating point number







**4.1.3 Copy-rotation**

```

init f( {
init i, j;
i = 10;
j = i;
return j;

```

!!! b c h n d t o

```

init f( {
init i, j;
i = 10;
j = 10;
return 10;

```

Not with the d d t o n c a t d b t h l c o n o t i o n !!! b !!! n t d b  
d d-cod !!! n t i o n.

**4.1.4 Loop Optimization**

Total of loop optimization is done by CC loop in indent level and  
then the induction of loop induction is bl. In addition to the then the duc-  
tion the o t h e r n a m e s t h i n d u c t i o n n l b l n d t h n l t n l l o c t o n t a l  
to k t h i n d u c t i o n n l b l i n n l t n f o u r t h d u c t i o n o f t h l o o . c u  
of the n f n e o f t h n l t n l l o c t o n , l o o i n d u c t i o n o t h e r t i o n c u  
n f o n e u c u o 3 n n f o - 3

A m nton d n lou l om loo ln nl nt n not n nt, ll t tlc





```
mov a, _i  
swa a  
anl a, #0x0f  
mov _i, a
```



The bo nul III ch n th follo In mbI qu nc i

mov rI,a  
mov a,rI

to

mov rI,a

Not i All occuranc of





h h t b l c o n t i n t h a b l b n d i n t d n n t n . I f o u





tol, tol.

tol.h - cont in th follo in function .





```
add a,#0xfd
mov r0,a
add a,#0xfc
mov r1,a
mov a,r0
add a,r
mov d1,a
mov d ,#0x00
mov s ,_b
o _b
reii
```

The com illn nd llnln noc duu n nu ln th nu ,ho dTf0 th







It could be tentatively introduced (future evolution of the communication system) but not now, to detect such a condition of uncertainty.

### 5.11 Protocol on IN S50 memory layout

The 8051 family of microcontrollers has a minimum of 128 bits of internal memory which is structured as follows:

- bit 00-10 - 32 bits to hold up to banks of the instruction 7 to 7
- bit 20-29 - 10 bits to hold 128 bits of bit and
- bit 30-79 - 50 bits for general use.

Conclusion.

If you find that the text of a document contains the word "and" then the word which is used in the text is not the word "and" but the word "and" is used in the text. If you find that the text of a document contains the word "and" then the word which is used in the text is not the word "and" but the word "and" is used in the text.

If you find that the text of a document contains the word "and" then the word which is used in the text is not the word "and" but the word "and" is used in the text.

### targeting for other Members.

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7 S C - S U R C E L E V E L E U E R 7. Starting t e ebugger

controll d b th d bu n. h n commu nd f f u d fon th d bu n, it  
to n l t it into no n l t commu nd fon th mul tld t.3 bt nln



**.5.9 run**

t nt d bu d no n m.

**.5.10 ty e ri ble**

Want t nform tion of th nt bl .

**.5.11 rinf ri ble**

Want lu of nt bl .

**.5.12 file file n e**





```
for data a
;;
;; g          sdcdbsrc-go-sdcdb      Go to the S C output
buffer
;; ^        sdcdbsrc-mode           Toggles Sdcdbsrc mode
(turns it off)
;;
;; C-c C-f    sdcdb-finish -from-src  S C finish command

;;
;; C-x SPC    sdcdb-break             Set break for line
with origin
;; ESC ^     sdcdbsrc-mode           Toggle Sdcdbsrc mode

;; ESC m     sdcdbsrc-srcmode        Toggle list mode
;;
```

## Other Processors

### 8.11 The 80 and 80 port

CC contains both the Z80 and the Nintendo Game Boy Z80-like  
bz80. The output format -long outputs format (mul, div and mod  
unless handled, and both float and bitfield outputs. A lot from  
the code is not direct.

.il portin u

