

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 5-bit microcontroller (8051, 8052, etc, Z80 8-bit CPU, and the

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 cum 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

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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 lon 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

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 handle. The compiler will generate the code to call the routine in the interrupt control block for the interrupt number specified. The `using`

I using **nticul n b nk** occur **hl noc in lo - mont** 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
`_uint2f.c` - convert unsigned int to floating point
`_int2f.c` - convert int to floating point

4.1.3 Co y- ro g fion

```

ini f( {
ini i, j;
i = 10;
j = i;
reirun j;

```

!!! b ch n d to

```

ini f( {
ini i, j;
i = 10;
j = 10;
reirun 10;

```

Not i th d d ton c n t d b thl co no tlon !!! b !!! n t d b
d d-cod !!! n tlon.

4.1.4 Moo O ti i fion

T o t of loo o tlon n don b C C loo in n t n t n d
t n th n duction of loo induction n b l . In d dition to th t n th n duc-
tion th o tlon n n n th induction n b l n d th n l t n lloc ton t n
to k th induction n b l in n l t n fourth duction of th loo . c u
of th l n f n e of th n l t n lloc ton, loo induction o tlon c u
n f n c u c u o 3 n n fo-3

A m n t l o n d n l o u l o m l o o l n n l n t n n o t n n t , l l t t l c


```
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 l 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

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 commnd f f u d fon th d bu n, it
to n l t it into no n l t commnd 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

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.5.11 rinf ri ble

nt tu of nt bl .

.5.12 file file 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 uses output format (mul, div and mod
unless handled, and both float and bitfield use output format. A
the code is not directly connected.

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