Code Composer Studio 5.0
Multicore Debugging Demo

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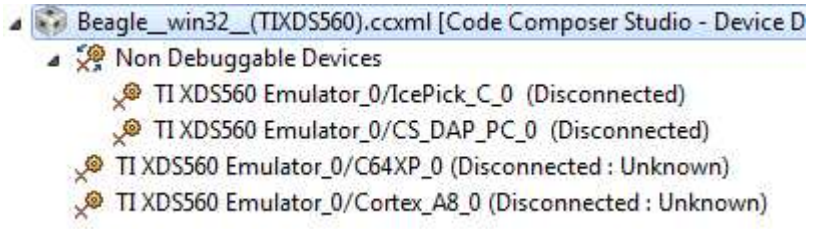
CCS 5.0 - background

- CCS is using DSF to integrate to the backend debugger
- Focused on Device Debugging
- The target system is defined in a target configuration file (CCXML)
  - It is a hierarchy of objects (boards, connections, cores, etc.)
  - Different users want to see different layouts of the target system
  - Each Debug session is using one CCXML file
- Backend support
  - supports synchronous stepping (and other commands) on a group of cores
  - has memory and registers on different node types (not only cores)

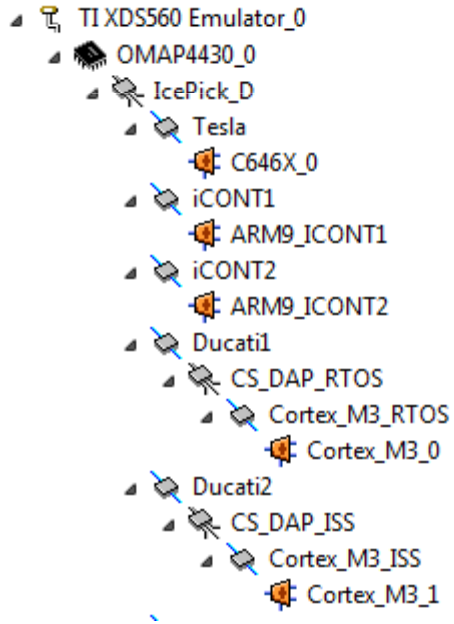
Debug View integrations

- Displays the layout of the system
  - as hierarchy of nodes
  - some nodes have stacks
- The user can customize the layout
  - hide types of nodes
  - hide instances of nodes
  - group nodes in custom groups
  - customization can be persisted
- Debug commands can be issued on any node in the hierarchy

Currently implemented layout



Desired layout



Next steps

- Work with the CDT community to define use cases for:
  - presenting different layouts in the debug view
  - workflows for changing the layouts (grouping, hiding)
- Identify and address DSF changes to support the above use cases, once defined.