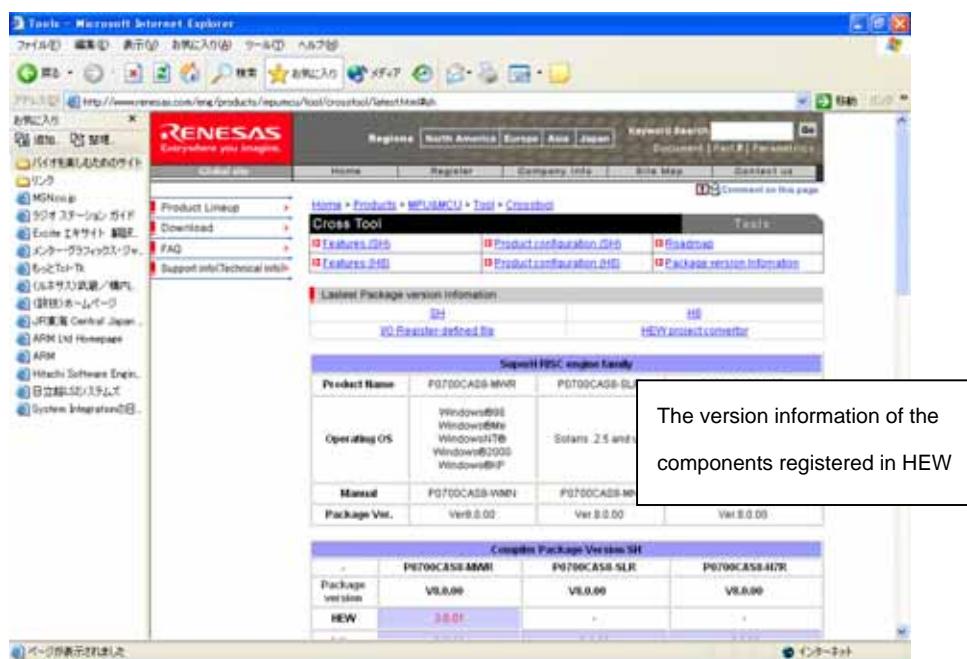


How to check versions of the components registered in HEW

You can see the version information of the registered components in HEW on Cross Tool page of our Tools site.

This page describes how to check the versions of the components registered in HEW by yourself.



The screenshot shows the Renesas Cross Tool page for the P0700CASE-MWR compiler package. The page includes a sidebar with links for Product Lineup, Download, FAQ, and Support info/Technical info. The main content area shows the latest package version information for the P0700CASE-MWR and P0700CASE-SLR packages. A callout box highlights the 'The version information of the components registered in HEW' section, which lists the package versions for each component: P0700CASE-MWR (Ver 8.0.00), P0700CASE-SLR (Ver 8.0.00), and P0700CASE-HTR (Ver 8.0.00). The HEW component is listed as 3.0.1.

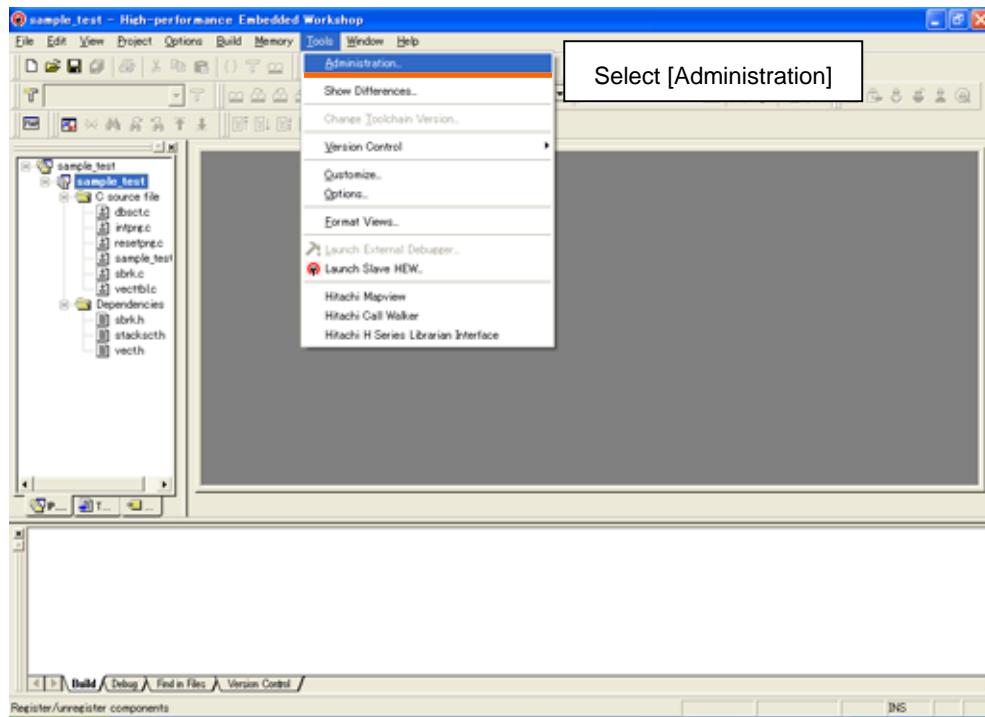
| Component | P0700CASE-MWR | P0700CASE-SLR | P0700CASE-HTR |
|-----------------|---------------|---------------|---------------|
| Package version | V8.0.00 | V8.0.00 | V8.0.00 |
| HEW | 3.0.1 | - | - |

HEW compiler package has a version each, and also the following components included in the HEW compiler package have the versions each.

- HEW
- Toolchain
- C/C++ compiler
- Standard library construction tool
- Assembler
- Optimizing linkage editor
- Format converter
- Simulator debugger
- Stack analysis tool
- Map viewer

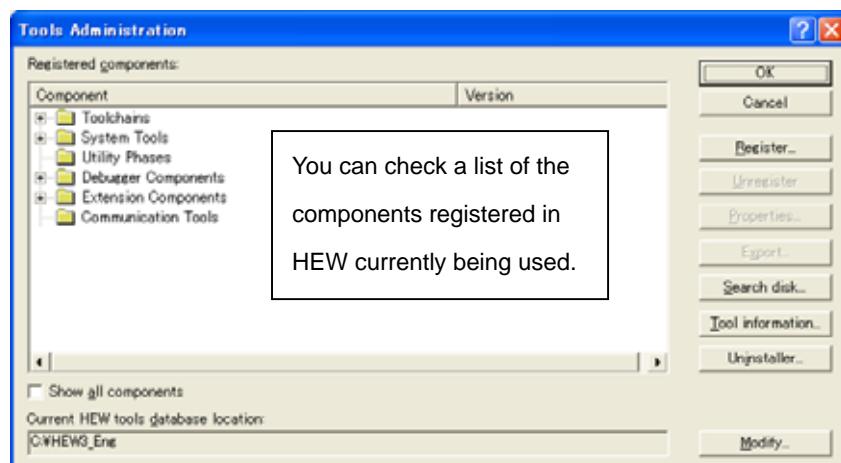
These components can be registered as HEW components by installing.

In order to check the versions of the each component, Select [Tool] from the HEW tool bar, and select [Administration] from the pop-up menu.



[Tools Administration] window is started up.

You can check the versions of each component other than HEW and format converter



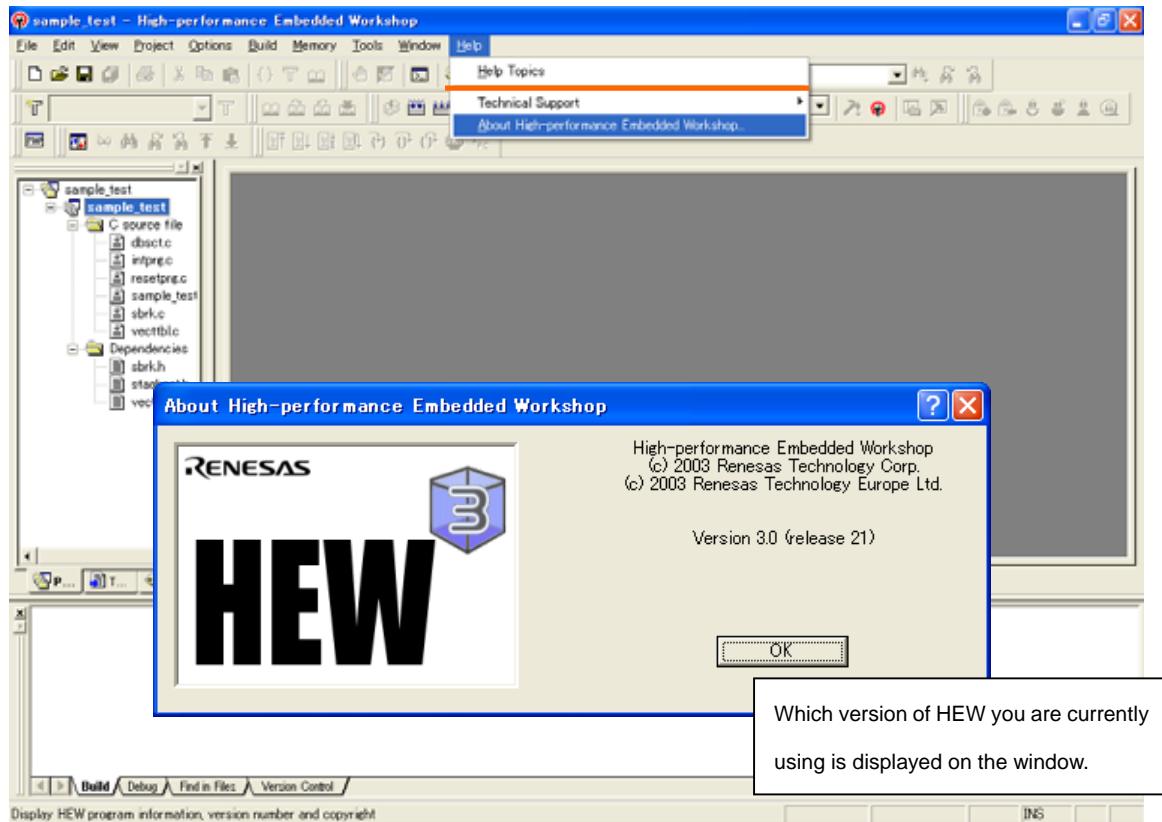
1, How to check versions of the each component

HEW

Right-click on [Help] on HEW tool bar and select [High-performance Embedded Workshop] from the pop-up menu.

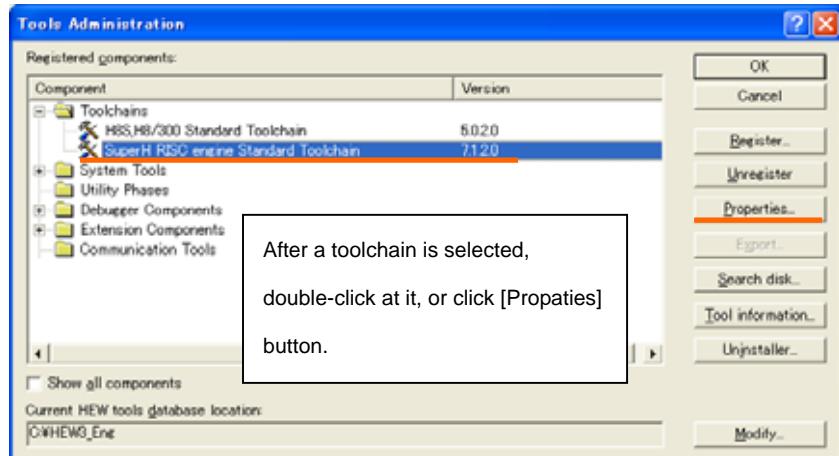
[About High-performance Embedded Workshop] window is started up.

Which version of HEW you are currently using is displayed on the window.



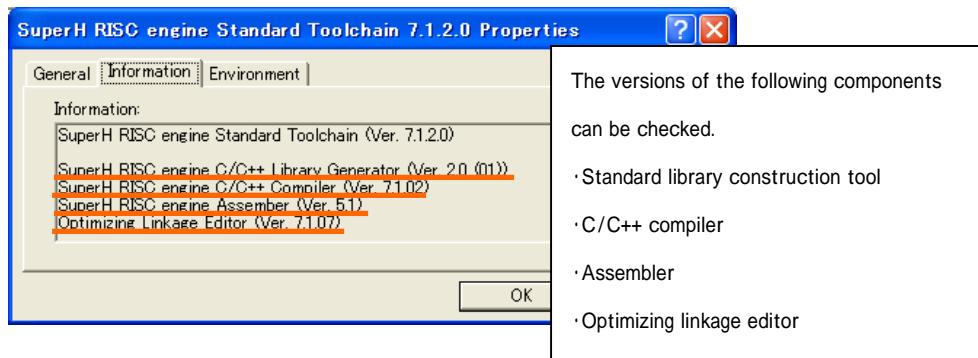
C/C++ compiler, Standard library construction tool, Assembler, Optimizing linkage editor, Format converter

Select a toolchain of a CPU series, which you want to make sure on [Tools Administration] window, and double-click at it, or click [Properties] button on the right side of the window.



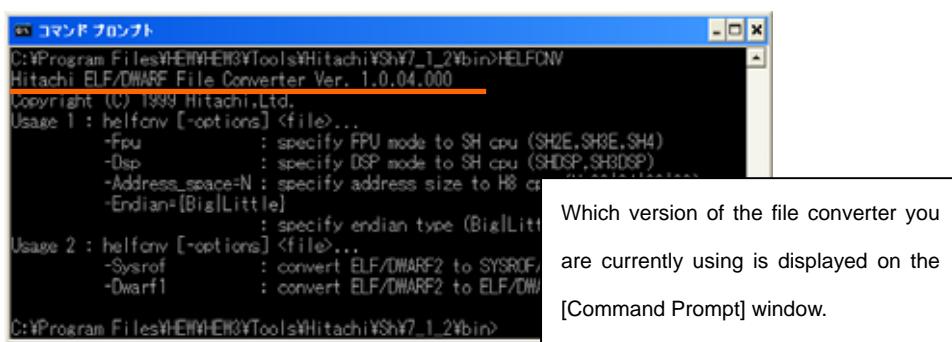
[Properties] window is started up.

You can check the versions of the each component by clicking [Information] tab.



You cannot check a version of the format converter on HEW.

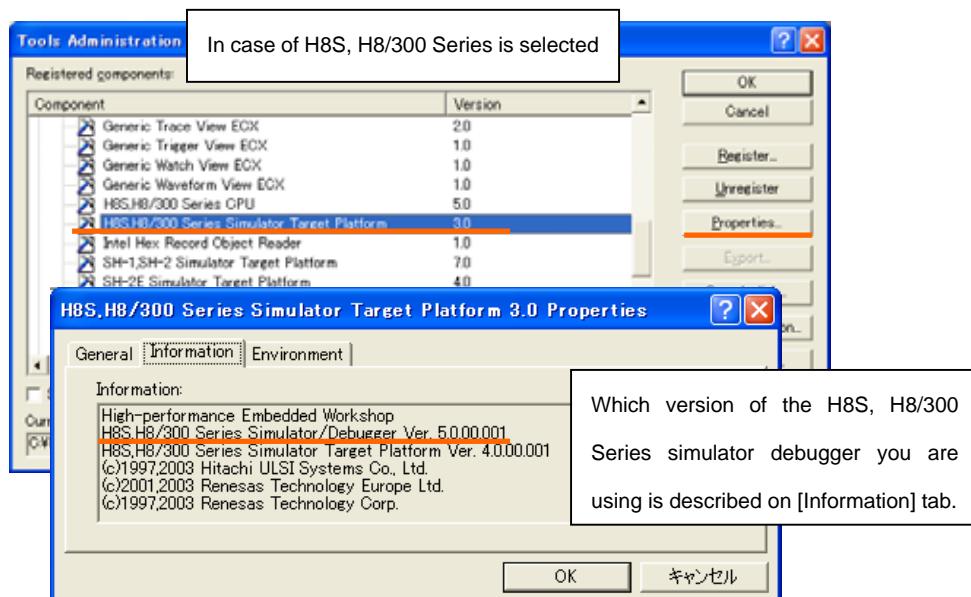
You can check it by executing HELFCNV command on [Command Prompt] window.



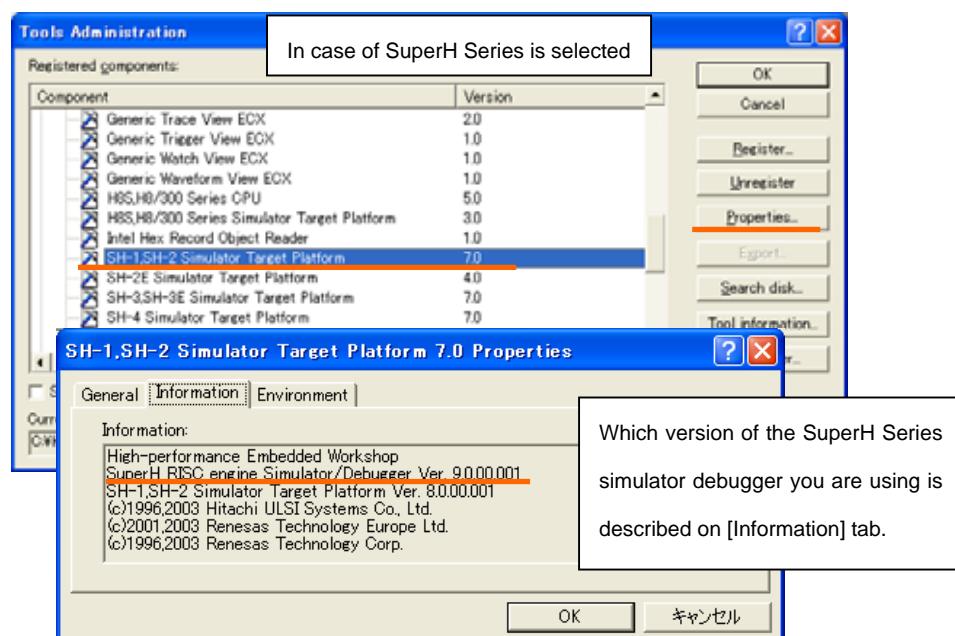
Simulator debugger

Select [Debugger Components] from the components on [Tools Administration] window.

If you are using H8S, H8/300 series C/C++ compiler, select H8S, H8/300 Series Simulator Target Platform, and if you are using SuperH RISC engine C/C++ compiler, select Simulator Target Platform. After one simulator target platform is selected, double-click at it or click [Properties] button. You can check which version of the simulator debugger you are using on [Information] tab of the [Properties] window.



Which version of the H8S, H8/300 Series simulator debugger you are using is described on [Information] tab.

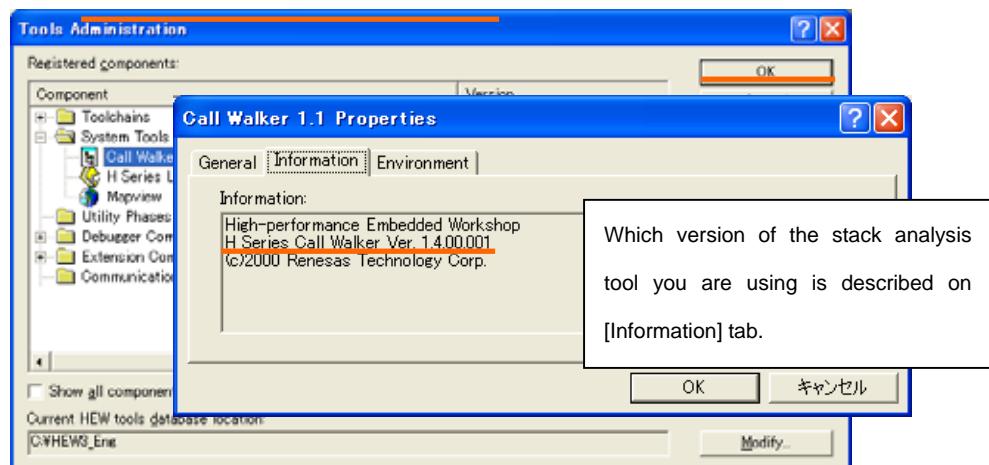


Which version of the SuperH Series simulator debugger you are using is described on [Information] tab.

Stack analysis tool

Select [System Tools] from the components on [Tools Administration] window.

After the stack analysis tool [Call Walker] is selected, double-click at it or click [Properties] button. You can check which version of the stack analysis tool you are using on [Information] tab of the [Properties] window.



Map viewer

Select [System Tools] from the components on [Tools Administration] window.

After [Mapviewer] is selected, double-click at it or click [Properties] button.

You can check which version of the map viewer you are using on [Information] tab of the [Properties] window.

