AURIX™ Development Studio

Release Notes

Product name: AURIX™ Development Studio
Release number and version: V1.10.6 build 20241024-1327
Type of release: Official Release
Release method: Infineon corporate website
AUTOSAR specification: None
Compiler support: Not applicable
Processor platform: Not applicable
Date: 2024-11-08
Previous release number and version: V1.10.2 build 20240725-1519

About this document

Scope and purpose

This document details the release contents, all known issues in the release and the changes from the last release, together with information on tools, compiler options and support packages.

Changes implemented since the last release of this document are detailed first, followed by all changes implemented in previous versions of this release.

Attention: *Refer to the Limitations and deviations chapter before using the software for integration.*

Intended audience

This document is intended for anyone using the AURIX™ Development Studio and the AURIX™ microcontroller products from Infineon Technologies AG.

Reference documents

- None

Release Notes
www.infineon.com

Please read the Important Notice and Warnings at the end of this document
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Version 1.0
2024-11-08

Table of contents

1 Release contents

1.1 Release overview

This release is for building software on AURIX™ microcontroller products from Infineon Technologies AG.

1.2 Released items

The release contains the file AURIX-studio-setup_1.10.6.exe.

Table 1 Release content

COMPONENT	DESCRIPTION
AURIX-studio-setup_1.10.6.exe	**Installer for the AURIX™ Development Studio development environment** This is a self-extracting installation program which contains the following software components: • **AURIX™ Development Studio V1.10.6**: Integrated Development Environment for AURIX™ • **AURIX™ Flasher Software Tool 3.0.0.0:** Flashing tool for AURIX™ Devices • **DAS V8.0.5**: Infineon AURIX™ Drivers • **iLLD 1.0.1.17.0:** Infineon Low Level Drivers for AURIX™ TC2xx devices • **iLLD 1.0.1.17.0.1:** Infineon Low Level Drivers for AURIX™ TC3xx devices • **OpenJDK 17:** Java Runtime Environment • **TASKING® Compiler v1.1r8 -** Compiler for AURIX™ devices that can only be used for non-commercial purposes • **iSystem winIDEA 9.21.133.1** • **TASKING® PinMapper for AURIX™ Development Studio v1.1r9** • **SDCC SCR Compiler v4.2.2** • **GNU Make 4.2.1** • **GNU Coreutils 5.3.0** • **OneEye 2.56.0** • **GCC11 with TriCore support**

1.3 Safety

This product is a software customization. This product is developed according to project specific lean process for tool development. Safety process related documents are not in the scope of deliverables of this product and hence not produced.

1.4 Compatibility

This product is a standalone product for the main use-cases of producing and testing non-commercial software on AURIX™ microcontroller products from Infineon Technologies AG.

The AURIX™ Development Studio has been tested on Windows 10 operating system.

2 Tool information

Please look into the Getting Started guide for more details.

2.1 Supported sub-derivate

Not applicable

3 Summary of changes

This chapter describes the new features and fixes for issues from previous version(s).

3.1 Changes implemented in release V1.10.6

Table 2

Module	Description of changes
Tasking	• Fixed a bug that broke the build when using an external folder in the tasking configuration (AURIX_E2U-3348)
Manage build	• A flag has been added to disable hardware floating point instructions in GCC (AURIX_E2U-3084) • Added default linker scripts to AURIX GCC (AURIX_E2U-3386)
WinIDEA debugger	• Added a device configuration file to enable support for the device (AURIX_E2U-3329)
Managed files	• Fixed a compilation error that occurred after renaming an existing project (AURIX_E2U-3346)
Quick links	• Updated for new device (AURIX_E2U-3375)
New Project	• Disabled selection of multiple architectures when creating a new project (AURIX_E2U-3383) • Sorted families of devices in the new Project Wizard (AURIX_E2U-3384) • New project creation recipe and build configuration (AURIX_E2U-3371)
Aurix Flasher	• Aurix Flasher updated to version 3.0 (AURIX_E2U-3399)

3.2 Changes implemented in release V1.10.2

Table 3

Module	Description of changes
Base Platform	• Added missing Trade Mark symbol in IFX Developer Center launcher (AURIX_E2U-3288)
Debugging	• Standalone winIdea and TASKING debuggers replaced with new integrated winIdea debugger
Analytics	• Refactored Data Evaluation Opt-In form (AURIX_E2U-3293)
Managed build	• "make" replaced by TASKING "amk" for TASKING build toolchains (AURIX_E2U-3200) • Added additional optimization levels for TriCore GCC compiler (AURIX_E2U-3247) • Updated External GCC Toolchain documentation (AURIX_E2U-3260) • Changed default settings of Build Booster (AURIX_E2U-3216) • Fixed bug that prevented the GCC assembler to be correctly called if the "Debug mode" option was different than "None" (AURIX_E2U-3289)

Module	Description of changes
New Project	• Added option to include additional Code Example files to a new Project (AURIX_E2U-3158)
DAS	• DAS updated to version 8.1.1 (AURIX_E2U-3217)
Quick Links	• Added support to Base64 encoded icons in Quick Links (AURIX_E2U-3198)
TriCore GCC	• Replaced embedded TriCore GCC with version having Libgcc compiled with DWARF-4 debug symbols (AURIX_E2U-3203)

3.3   Changes implemented in release V1.9.20

Table 4

Module	Description of changes
Base Platform	• Upgraded base platform to Eclipse 2023-06 • Fixed missing separator in source templates (AURIX_E2U-2969)
Licenses	• Removed obsolete TASKING Compiler and winIDEA EULA and license (AURIX_E2U-3033)
Analytics	• Removed empty, unused personal data node from payload (AURIX_E2U-3059) • Fixed wrong analytics backend endpoint (AURIX_E2U-3023) • Fixed bug that was causing an error popup when the Analytics backend URL could not be found in the settings (AURIX_E2U-3093)
Managed build	• Fixed missing linker flag -nocrt0 from external GCC build configuration (AURIX_E2U-3031) • Fixed a bug that was causing the GCC for TriCore to sporadically crash at link time (AURIX_E2U-3045)
Project Exporter	• Folder winIDEAWorkspace removed from exported folders (AURIX_E2U-3066)
New Project Wizard	• Update iLLDs to latest version. (AURIX_E2U-3051)

3.4   Changes implemented in release V1.9.16

Table 5

Module	Description of changes
winIDEA Debugger	• Fixed a bug that caused winIDEA debugger not to start anymore due to a licensing issue (AURIX_E2U-3090)

3.5   Changes implemented in release V1.9.12

Table 6

Module	Description of changes
Base Platform	• Fixed a bug that caused wrong code highlighting for GCC projects (AURIX_E2U-2920)
Managed build	• Updated embedded GCC for TriCore toolchain (AURIX_E2U-2931)

Summary of changes

Module	Description of changes
	• Fixed a bug that caused not working dependency files for *.c/*.cpp files in the root when using TASKING toolchains (AURIX_E2U-2958) • Fixed a bug that caused creation of non-buildable TC3 project, when using the embedded GCC toolchain (AURIX_E2U-2927)
DAS	• DAS updated to version 8.0.5
Metadata Editor	• Fixed a bug that caused the Last Modified date not to be written in metadata if not explicitly set by the user (AURIX_E2U-2990)
Analytics	• Updated analytics backend endpoint (AURIX_E2U-2988)

3.6 Changes implemented in release V1.9.8

Table 7

Module	Description of changes
Base Platform	• Added link to "Report a Bug, Feedback, Ideas", allowing users to submit a feedback to Ease of Use team (AURIX_E2U-2465) • Added a button to open the Updated Infineon template for empty source and header files with Infineon copyright (AURIX_E2U-2665) "Infineon Register Viewer" (AURIX_E2U-2685) • Fixed an issue which was preventing Infineon Developer Community forum to be usable in all its parts and menus (AURIX_E2U-2681)
Managed build	• Added embedded GCC for TriCore toolchain (AURIX_E2U-2460) • Added the possibility to set linker floating point settings via user interface (AURIX_E2U-2597) • Fixed a bug which was causing unresolved placeholders in the build booster configuration (AURIX_E2U-2833)
SCR support	• Fixed "Calling a function without a prototype" warning (AURIX_E2U-2373)
Notifications	• Added the ADS Notification System, which allows to display remote information to the user via pop-ups (AURIX_E2U-2455)
Analytics	• Added the ADS Analytics System, which allows (with user consent) to collect anonymous usage data from ADS (AURIX_E2U-2459)
Project Importer	• README.md file is opened automatically after importing a project, if the file exists (AURIX_E2U-2660)
ChipCoach Library	• Updated ChipCoach Library to latest version

3.7 Changes implemented in release V1.9.4

Table 8

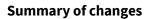| Module	Description of changes
Base Platform	• Added support for Dark theme (AURIX_E2U-2515) • Fixed names of all toolbars in "Window -> Perspective -> Customize Perspective -> Toolbar Visibility" (AURIX_E2U-2389)

Module	Description of changes
	• Fixed bug that was causing some menu options to be duplicated in the C/C++ Projects view (AURIX_E2U-2591)
Managed build	• Aligned all build configuration and tool-chain names to a common standard (AURIX_E2U-2393) • Fixed bug that was causing an internal error in the booster in case of folders which are not synchronized in the workspace (e.g. non existing folders shown as existing) (AURIX_E2U-2354) • Fixed bug that was producing an ELF file without name for a CSRM build configuration (AURIX_E2U-2396)
winIDEA Debugger	• Upgraded version • Fixed a bug that was preventing the winIDEA debug configuration UI to correctly save settings (AURIX_E2U-2421)
Metadata Editor	• Encoding forced to be always UTF-8 when serializing metadata (AURIX_E2U-2589) • Fixed bug that was wrongly allowing the user to open the metadata editor when more than one projects were selected (AURIX_E2U-2537) • Fixed bug that was preventing the metadata editor to correctly close if the date was not explicitly set by the user (AURIX_E2U-2542)
Active Project	• Fixed bug that was causing text editor background color not showing according to the state of the active project (AURIX_E2U-2563)
AURIX™ PinMapper	• Integrated PinMapper version 1.1r9 (AURIX_E2U-2404)
AURIX™ Flasher	• Integrated AURIX Flasher version 2.5.3.2 (AURIX_E2U-2471)
SDCC Compiler	• Integrated SDCC compiler version 4.2.2 (AURIX_E2U-2606)
Quick Links	• Refactored to support Dark Theme • Added display of icons in the QuickLins view (AURIX_E2U-1518)
OneEye	• Updated OneEye version to the latest release
ChipCoach Library	• Integrate ChipCoach Library version with support for external parameters (AURIX_E2U-2505)

3.8 Changes implemented in release V1.9.0

Table 9

Module	Description of changes
Base Platform	• Updated Eclipse version to 2022-06 and CDT to 10.7 • Aligned version name in documentation and UI • Removed non-existent TASKING Update site from "Install New Software" function
Managed build	• Added quick build configuration switch functions, which activates a build configuration and build the project at once • Deprecated legacy Command Line Pattern for TASKING toolchains. The Command Line Pattern has now the standard Eclipse form, and all extra flags have been added to the Settings UI

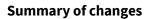| Module	Description of changes
	• Added the possibility to have the object files generated by the compiler call directly for TASKING toolchains • Fixed bug in the Build Booster that was causing cache conflicts when projects with same build configuration ID were built • Fixed bug that was preventing a post-build step to be correctly executed
winIDEA Debugger	• Upgraded version • Fixed bug that prevented the register view to correctly show registers values
Project Importer	• Code examples selection retained after sorting and searching • Minor UI improvements • Extracted folders are removed from temporary folder after a project has been imported
Documentation	• Fixed encoding of documentation pages. The issue was causing special character not to be rendered correctly in some situations
OneEye	• Updated OneEye version to the latest release

3.9 Changes implemented in release V1.8.0

Table 10

Module	Description of changes
Base Platform	• Updated AURIX™ Development Studio EULA • Updated product icons
Managed build	• Fixed a bug in the *.d files postprocessor, which caused dependencies not to be taken into considerations
MCS Support	• Added support for Multi Channel Sequencer (MCS) architecture during project creation for AURIX™ TC3xx
SCR Support	• Added support for Standby Controller (SCR) architecture during project creation for AURIX™ TC3xx
HSM Support	• Added support for Hardware Security Module (HSM) architecture during project creation for AURIX™ TC2xx and TC3xx
ChipCoach Library	• Added ChipCoach Library for AURIX™ devices
AURIX™ Flasher	• Toolbar Flash button renamed
Project Importer	• Fix bug that was showing the wrong date in the "last updated" field, if no value is present in the project metadata

3.10 Changes implemented in release V1.7.2

Table 11

Module	Description of changes
Debugger	• Updated winIDEA debugger • Added core synchronization to winIDEA. If a breakpoint causes a core to stop, all other cores will stop • Fixed bug that prevented debugging of the PPU with the winIDEA debugger

Summary of changes

Module	Description of changes
	• Fixed bug that prevented the usage of winIDEA for a project if the project is renamed
Device Support	• Added support for AURIX™ TC32x devices
MCS Support	• Added external TASKING® MCS Toolchain, which allows to build MCS code using external compiler/assembler/linker.
Build Booster	• Build Booster configuration made available through user interface in project settings • Build Booster operation is now relative to a specific build configuration rather than the whole project, in order to allow build configuration with different source paths in the same project
Include Paths Auto-discovery	• Include paths auto-discovery operation is now relative to a specific build configuration rather than the whole project, in order to allow build configuration with different source paths in the same project
AURIX™ Profiler	• Added AURIX™ Profiler

3.11   Changes implemented in release V1.6.0

Table 12

Module	Description of changes
Debugger	• Added winIDEA debugger as possible option for debugging • Integrated TASKING® Debugger 1.1r8 • Fixed bug that sporadically prevented the correct core to be selected when a breakpoint is hit • Fixed bug that prevented correctly stepping over struct or array assignment instructions • Fixed bug that affected register view performance during debug • Fixed bug that prevented the FSS view to correctly show printfs calls result
Managed build	• Added the possibility to remove the "-C" option in the generated makefiles for advanced usage, by blanking the value of the "processor" option • Project libraries build booster improved to decrease wait time before build start • Fixed bug that prevented TASKING® Assembler flags to be correctly copied to generated makefiles • Fixed bug that prevented library project to be correctly archived during build process • Fixed bug that forced Linker to get called at every build, even if no changes were made to any source file
New Project Wizard	• Fixed bug that prevented projects to be correctly created if remote templates repository is not reachable
DAS	• Integrated DAS version 7.3.7
Project Importer	• Project Metadata shown also for locally imported projects • Changed display of error message when remote repository is not reachable
Project Exporter	• Fixed a bug which prevented some project files to be correctly copied in the destination folder

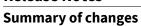| Module	Description of changes
Compiler	• Integrated TASKING® Toolchain 1.1r8
Libraries Updater	• Functionality added. It is now possible to upgrade and rollback the libraries of a project
AURIX™ Flasher	• Added AURIX™ Flasher 2.5.3
OneEye	• Updated version of supported OneEye to latest.
Platform	• Added link to AURIX™ Development Studio Forum

3.12 Changes implemented in release V1.5.4

Table 13

Module	Description of changes
OneEye	• Added support to OneEye. OneEye can be installed with ADS, and can be started from within ADS for the active project.
Managed build	• TASKING® Processor and Package options made visible and editable using the UI • Fixed a bug which was preventing the TASKING® Assembler flags to be correctly used during the build process • Fixed bug which was preventing imported non-managed make based projects to correctly build
Platform	• Eclipse upgrade to version 2021-09 • Added Markdown viewer and editor • Fixed unlinked page in the Help Documentation
Compiler	• Integration of version 1.1r8 of the non-commercial TASKING® Toolchain • Fixed bug which was preventing the Linker to complete processing in certain situations
Project Exporter	• Removed generation of .exportedSettings file. Project are now exported in standard Eclipse format
New Project Wizard	• Removed iLLD set choice. All projects are now created with the full iLLD set

3.13 Changes implemented in release V1.5.2

Table 14

Module	Description of changes
Managed build	• Added support to projects which are located in an external folder, and not in the workspace • Default include paths have been changed to use Eclipse variables in order to be independent from the project name • Fixed bug that prevented the project to be built if the project contains folders with empty characters in the name • Fixed bug that caused a delay in the project build even if the project sources was not changed from the last build • Fixed bug that occasionally prevented the build working directory to be deleted

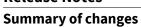| Module	Description of changes
	• Fixed bug that prevented the file specific build settings to be opened • Fixed bug that prevented the built-in "*make*" program to be used, if "make" is contained also in the bin folder of an external toolchain • Fixed bug that occasionally prevented the correct sequence of "build" and "flash" to be executed when using the function "*Build Active Project*" • Fixed bug that caused the building of a project to fail if any command exceeds the maximum number of characters allowed by the shell
Platform	• Added possibility to build the project, including libraries boosting and includes auto discovery, using the contextual menu "Build Project"
Project Importer	• Added number of projects currently shown in the list • Removed empty projects from the AURIX™ Code Vault projects list
Project Exporter	• Fixed bug that prevented to import a previously exported project, if the project was exported using ADS version 1.5.0
New Project Wizard	• UI improvements for screens with lower resolution • Fixed bug that caused a project to have a wrong folder structure, if the project is created in a non-default location

3.14 Changes implemented in release V1.5.0

Table 15

Module	Description of changes
Managed build	• Added support to AURIX™ TC334 lite Kit • Added possibility to create a static Library Project • Added g++ compiler support in External GCC Toolchain • Added support to C++ constructors and destructors • Added the root of a project in the list of Compiler Include paths
Platform	• Added possibility to import projects from AURIX™ Code Vault (only available from within IFX Network) • Removed possibility to import AURIX™ Code Examples from IFX BitBucket
Project Importer	• Added capability to import projects which were not previously exported using the AURIX™ Development Studio export function, but which contain a *.project* Eclipse file
Project Exporter	• Changed UI texts

3.15 Changes implemented in release V1.4.2

Table 16

Module	Description of changes
Managed build	• Added support to TC33xLP_A-Step device

Module	Description of changes
	• Fixed bug that caused the selected CPU setting to get lost after resetting the Toolchain Settings to their default • Fixed bug that prevented the External TASKING® Toolchain to be used with any device but the TC29xTP_B-Step and TC29TA/TX/TF_B-Step • Fixed bug that prevented a project from being built if any used iLLD folder contains *c files which are the only includers of other iLLD header files contained in different folders • Fixed bug that caused the Floating-point custom settings to be ignored if deactivated
Platform	• Added documentation for Compiler Include paths Auto-discovery function and creation and configuration of an external TASKING® Toolchain • Fixed bug that would occasionally cause the UI to freeze while a project is building • Fixed bug in installation program, which forced a system reboot after the installation • Fixed bug that caused the build folder not to refresh correctly after a build, if the project was copied and pasted from another
Debugger	• Integration of version 1.1r7 of the non-commercial TASKING® debugger • Fixed bug that prevented the Memory View to correctly display data when scrolling • Fixed bug that caused the Expression View to display no data • Fixed bug that caused sporadic crash when creating/editing expressions in the Expression View • Fixed bug that prevented the Expression View to correctly refresh the data of configured expressions • Fixed bug that prevented float values to be correctly displayed in Variables View • Fixed bug that prevented all elements of array variables to be shown in Variables View

3.16   Changes implemented in release V1.4.0

Table 17

Module	Description of changes
Managed build	• Enhanced support for external GCC toolchain • Added auto discovery of include paths • Removed percent display of build progress • Fixed bug that prevented triggering of build enhancement if an empty source file is present in the project
AURIX™ PinMapper	• Added "Open AURIX PinMapper" button in the toolbar
Quick Links	• Added Quick Links feature, which enables easy access to documentation and functions • Added warning to the user if the PinMapper perspective is left without saving changes

3.17 Changes implemented in release V1.3.2

Table 18

Module	Description of changes
Managed build	• Removed use of external "sed" call for *.d dependency files post processing • Removed percent indicator from build progress bar • Fixed bug that caused the build to fail if build booster is triggered before project indexing is complete • Fixed bug that prevented "Build Active project" command to correctly trigger an incremental build
PinMapper	• Fixed bug that caused the creation of a PinMapper configuration file for imported projects
Platform	• Fixed icon shown in start menu • Activated excluded source files indexing and indexing of open files by default
Project Importer	• Fixed bug that wrongly interpreted Doxygen "\brief" command as part of the project metadata, wrongly recognizing the metadata as available for the project

3.18 Changes implemented in release V1.3.0

Table 19

Module	Description of changes
PinMapper	• Integration of version 1.1r6 of the TASKING® PinMapper for AURIX™ Development Studio
Platform	• Eclipse base framework migrated to version 2020-06 • Fixed bug that prevented the Eclipse indexer to correctly recognize uint*_t data types
AURIX™ Flasher	• "Build and Flash" command bound to Ctrl + Alt + F Keyboard shortcut
Project Importer	• Project list sorted alphabetically • Title column size changed to improve content visibility
New Project Wizard	• Infineon Low Level Driver (iLLD) updated to version 1.0.1.12 • Added support for AURIX™ TC375 lite kit

3.19 Changes implemented in release V1.2.4

Table 20

Module	Description of changes
Debugger	• Integration of version 1.1r6 of the non-commercial TASKING® debugger • Fixed bug that caused the IDE to freeze when expression are used • Fixed bug that caused Expressions to disappear • Fixed bug that prevented to step over struct variables assignments • Fixed bug that prevented the debugger to work correctly with the board KIT_A2G_TC375_ARD_SB (hitex ShieldBuddy with AURIX™ TC37x)

Module	Description of changes
New Project Wizard	• User Interface improvements • Fixed bug that prevented the right version of the iLLDs to be added in new projects when the board KIT_AURIX_TC275_LITE (AURIX™ TC275 lite Kit) is selected

3.20　　Changes implemented in release V1.2.2

Table 21

Module	Description of changes
Debugger	• Integration of version 1.1r5 of the non-commercial TASKING® debugger • General improvement of user experience • Added "Live Variables Mode" in Variables view • Fixed single core/all cores pause and resume functionality • Fixed bug that prevented correct data visualization in Expression view
Managed Build	• Added support to TC36xDP_A-Step device • Added External TASKING® and GCC Toolchain configurations • Added "Libraries" Linker option
New Project Wizard	• User Interface improvements • Fixed bug that prevented the right version of the iLLDs to be added in new projects when device TC37xTX_A-Step is selected
AURIX™ Flasher	• Added "Flash current project" functionality, using AURIX™ Flasher
Platform	• Added "Open AURIX Forum" button • Added new "C/C++ Projects" view with improved Copy/Paste and Project rename support
DAS	• DAS Version updated to 7.2.0

3.21　　Changes implemented in release V1.2.0

Table 22

Module	Description of changes
Debugger	• Integration of version 1.1r4 of the non-commercial TASKING® debugger • Added support to TC3xx debugging • Removed unsupported TASKING® import function • Fixed a bug that lead to an error popup if the "Generic Infineon AURIX Board" node is selected in Debug view
Compiler	• Integration of version 1.1r4 of the non-commercial TASKING® debugger • Added support to TC3xx debugging
Managed Build	• Added support to C++ language and toolchain options • Added support to TC3xx devices • Improved time required to build a project

Module	Description of changes
	• Changed the makefile generator in order to prevent failures in the "clean" phase, if the command is too long for the console • The default shell program is now forced to "sh". • Fixed some non-working linker parameter • Fixed a bug that prevented the toolchain from recompiling new header files in the "Configuration" folder • Fixed a bug that lead to corrupted makefiles if a project is cleaned manually • Fixed built-in symbols and macros
New Project Wizard	• User Interface refactored and improved • Added support to TC3xx devices • CMake decommissioned • Removed obsolete files from project template
Metadata Editor	• User Interface improvements
Project Importer	• User Interface improvement • Added capability to import project from any folder and independently from their metadata • Fixed a bug that lead to incorrect project settings import
Platform	• Added version number to Splash Screen • Added support and documentation to printf • Removed "Processor" setting view • Fixed an error in the installation program, that prevented the "Uninstall" program from removing all installation files

3.22 Changes implemented in release V1.1.10

Table 23

Module	Description of changes
Debugger	• Integration of version 1.1r3 of the non-commercial TASKING® debugger • Fixed visualization of variables in Variables and Expressions views • Removed Tracer view
Managed Build	• Linker map file is now created in ASCII format • All unsaved files are now automatically saved upon debug start • Fixed bug that prevented the linking of custom assembly files • Fixed rename of a project, which used to break the build
New Project Wizard	• User Interface refactored and improved • Fixed addition of include folders during project creation, when folders contain no header files • Fixed conflicts with already existing folders in workspace during project creation
Metadata Editor	• User Interface refactored and improved

Summary of changes

Module	Description of changes
	• Fixed wrong behavior on Enter Key pressed for boards, keywords and documents
Project Importer	• User Interface refactored and improved • Build folders are now ignored during import • Full-text search algorithm improved
Project Exporter	• Added warning in case of possible override of existing files
Platform	• Changed list of supported Boards • Added button to open IDE documentation in the toolbar • C/C++ perspective is now the default perspective when IDE is started • Improved console output format • Added new *.c and *.h file templates • Terminal window is now visible by default in Debug perspective (requires new workspace)

3.23   Changes implemented in release V1.1.8

Table 24

Module	Description of changes
Debugger	• Integration of version 1.1r2 of the non-commercial TASKING® debugger • Improved multi core synchronization during debugging • Improved variable data transfer from the device during a debug session • Removed "Startup Registers" configuration view • Improved "Resume debug" button function • Fixed "Unknown parent id" and "Cannot read source file" background errors
Documentation	• Added Help documentation accessible from within the IDE
Managed Build	• Added compiler standard library to project includes
New Project Wizard	• Fixed tooltip for iLLD selection options
Project Importer	• Removed support for GitHub Code Examples Repository from within the IDE • Added new Infineon Code Examples HTTP Repository • Implemented Last used Code Examples Repository as the default selection
Platform	• Compiler errors and code syntax recognition improvements • Changed default installation folder • Number of buffered build console lines increased to 5000 • Build console output is grouped by build target • Added Serial Terminal to available tools • Removed unused dependencies

3.24   Changes implemented in release V1.1.6

Table 25

Module	Description of changes
Platform	• Updated license texts

Module	Description of changes
	• Added link to Getting Started as menu entry

3.25   Changes implemented in release V1.1.4

Table 26

Module	Description of changes
Debugger	• Integration of version 1.1r1 of the non-commercial TASKING® debugger • Removed "Instruction Simulator" from the available targets • Fixed support with ShieldBuddy board
Managed build	• Integration of the TASKING® non-commercial compiler version 1.1r1
New Project Wizard	• Fixed case sensitivity in project name validation phase • Added additional supported boards
Metadata Editor	• Fixed issue with multiline keywords and document names • Fixed issue with carriage return at the end of keywords and documents
Project Importer	• Complete restyling of the UI. • Fixed Network issues for the GitHub repository
Platform	• Updated license texts • Changed workspace default name • Added link to TASKING® website • Removed spaces from installation folder • Added missing window names • Fixed issue with hanging background processes started by the IDE • Added Help menu functions
DAS	• DAS Version updated to 7.1.9

3.26   Changes implemented in release V1.1.2

Table 27

Module	Description of changes
Debugger	• Integration of updated version of the non-commercial TASKING® debugger
Managed build	• Changed optimization level • Removed unsupported platforms • Fixed bug that prevented building of project located in drives whose name is not "C:" • Fixed editing of toolchain settings
Metadata Editor	• UI Improvements
Project Importer	• General user experience improvements
Platform	• Changed Logo/Splash Screen and naming • Removed unused dependencies • Minor cosmetic changes • Changed default workspace folder • Improved logging

Module	Description of changes
	• Fixed project documentation opening • Removed wrong license information

3.27 Changes implemented in release V1.1.0

Table 28

Module	Description of changes
Debugger	• Integration of first version of the non-commercial TASKING® debugger • Removed GDB support
Managed build	• Integration of the TASKING® non-commercial compiler • Removed GCC support • Added "Release" configuration
New Project Wizard	• General UI improvements
Metadata Editor	• Attributes renamed and aligned between UI, project files and repository index file.
Project Importer	• General UI improvements
Project Exporter	• Compiler configuration is also exported
Platform	• Eclipse upgrade to version 2019-03
DAS	• DAS Version updated to 7.1.8

4   Known issues

Title	Identifier	Description
Debugger		
Core0 not resumed after breakpoint hit on another core	AURIX_E2U-1059	If a breakpoint is hit on any other core but Core 0, after a "Resume" operation all cores except Core 0 are resumed. Core 0 needs to be selected and resumed manually.
Build process		
Leaving root folder empty after build breaks successive builds	AURIX_E2U-1416	If, after a successful build, all source files are moved from the project root folder to a subfolder, successive builds will fail because the root "subdir.mk" file is not correctly updated.
Platform		
"Includes" virtual folder not updated when build configuration is switched	AURIX_E2U-1521	The "Includes" virtual folder of the "C/C++ Projects" doesn't show the correct set of include folders for the active build configuration. This issue affects only projects which were created in a previous ADS session. The set of include folders used for building the project is correct, and not affected by this issue.
PinMapper		
Device selection when creating a PinMapper document with "External GCC Toolchain" active	AURIX_E2U-1509	When an "External GCC" build configuration is selected, manually creating a new PinMapper configuration file does not display the correct project device in the "Select device and package for the new pin mapper document" wizard step. It is necessary to select the option "Show all" and to manually search for the correct device/package.

5 Limitations and deviations

This chapter describes the limitations and deviations due to software/hardware design constraints.

5.1 Limitations

There are no limitations towards the established usage of the project environment for the purpose of creating software running on AURIX™ microcontroller products from Infineon Technologies AG.

5.2 Deviations

There are no deviations towards the established usage of the project environment for the purpose of creating software running on AURIX™ microcontroller products from Infineon Technologies AG.

5.2.1 HIS-MISRA violations

Not applicable for this product

6   Installation

Please refer to the **Getting Started** document, which can be downloaded from
https://www.infineon.com/AURIXdevelopmentstudio

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