

Project Configuration with Lauterbach TRACE32 Support

In most cases, you do not have to perform any additional configuration on C++test projects to run tests using Lauterbach TRACE32. The only element of C++test runtime that is required for testing with TRACE32 is the implementation of the FDX communication protocol.

The FDX communication channel is activated in the C++test runtime library by defining the following macros:

- "CPPTTEST_USE_LAUTERBACH_FDX_COMMUNICATION" - Enables the FDX channel.
- "CPPTTEST_FDX_TC", "CPPTTEST_FDX_PPC", or "CPPTTEST_FDX_ARM" - Selects the hardware-specific layer of the FDX communication channel for TriCore, PowerPC or ARM architecture (respectively).

These macros should be used only when preparing a non-standard build of the C++test runtime library.

You do not need to specify these macros when using TRACE32-dedicated Test Configurations that contain a step for building the runtime library with the "CPPTTEST_USE_LAUTERBACH_FDX_COMMUNICATION" macro already defined. Macros to select the platform-dependent layer of the FDX communication channel are defined in the compiler configuration header files located in the C++test distribution at `<c++test_install_dir>/engine/runtime/include/config`.