

## **Debugging for TriCore/AURIX™ with the PLS Universal Debug Engine UDE - Live Online Training**

### **Objectives**

You know the features of the PLS debugger and can use them to debug a microcontroller system. You are able to write and test script files that set up your debug session.

### **Participants**

Hardware and software architects, hardware and software developers, test engineers

### **Requirements**

Basic knowledge of microcontroller architectures (ARM, AURIX™, TriCore™, XE16x).

### **Live-Online-Training**

\* Price per attendee, in Euro plus VAT

Training code: LE-UDEPLS

### **Face-To-Face - English**

#### **Duration**

1 day

### **Live Online - German**

#### **Duration**

1 day

### **Face-To-Face - German**

#### **Duration**

1 day

## **Debugging for TriCore/AURIX™ with the PLS Universal Debug Engine UDE - Live Online Training**

### **Content**

#### **PLS UDE Basics**

- Debug session set-up
- PLS UDE GUI (user interface)
- Register and memory access: display, modification
- Debug process: start/stop/single-step, breakpoints
- Sample-based code profiling

#### **High-level Language Debugging with the PLS UDE Debugger**

- Loading an application (Flash programming)
- Displaying/ initializing/ changing variables

- Displaying stack/ call stack contents (stack/ call stack view)
- Monitoring variables at runtime

**PLS UDE Script Language**

- Generating script files
- Debugging script files

**Multicore Debugging**

- Debug session set-up for multicore (for two or more cores)