Subject: Can I cross compile to ARM?
Posted by jerson on Tue, 24 Apr 2012 04:52:42 GMT
View Forum Message <> Reply to Message

Hi

I've been using U++ for sometime now and GCC for embedded ARM development and have some questions related to these.

Since U++ is a cross platform GUI framework, can it be used to cross compile to an ARM cortex M0 platform? I believe the basic widgets are built in already and the GCC compiler can target ARM well.

I've been thinking of implementing a GUI for my embedded ARM project and have been considering using U++(due to familiarity) as the framework.

Is the framework tied to platform specific APIs that will be a hindrance in cross porting? Is it practical to cross port or will it be too much of a bother ?

Regards
Jerson

Subject: Re: Can I cross compile to ARM?
Posted by Zbych on Tue, 24 Apr 2012 06:16:46 GMT
View Forum Message <> Reply to Message

jerson wrote on Tue, 24 April 2012 06:52Since U++ is a cross platform GUI framework, can it be used to cross compile to an ARM cortex M0 platform?

M0? M0 micros have usually up to 32kB of flash and a few kB of RAM. Forget about it. Even M3 or M4 with 192kB of internal RAM is to small. You would need external RAM.

Subject: Re: Can I cross compile to ARM?
Posted by jerson on Tue, 24 Apr 2012 06:47:43 GMT
View Forum Message <> Reply to Message

Thanks for the clarification.

I was tempted to ask because of this thread.
http://www.seeedstudio.com/forum/viewtopic.php?f=10&t=23 62&hilit=gui

This person has created a complete GUI (you can see the code here http://pub.valky.eu/ds203ui_preview2.zip) using VS 2000 C++.

Looking at the code, I feel it is autogenerated for the stm32 CM3 processor. I have asked the author how he did this and awaiting his reply.

Regards
Jerson
