Known problems for the IAR Embedded Workbench shared components 7.5.1

Known Problems

- **IDE-3121**
  Search in files does not work correctly with UTF-8
- **IDE-3038**
  Editing in the Memory Window with slow connection to the debug probe may write inconsistent data
- **EW25836 / IDE-2940**
  When the editor window is split into multiple panes, the Navigate Backward button might work incorrectly.
- **EW22608 / IDE-2893**
  Sometimes the value of a float type placed in a packed struct is displayed incorrectly.
- **EW25793 / IDE-2855**
  C-SPY may display blank for variables of type 'char' in range 0x80-0xFF since it tries to interpret them as multi-byte characters.
- **EW25438 / IDE-2675**
  Selecting Window->Close Window on an empty editor pane may close the Workspace window
- **EW25440 / IDE-2674**
  After closing a vertical editor pane, Ctrl-Tab does not set focus properly.
- **EW25481 / IDE-2673**
  Setting the editor font to "Arial" results in "Arial-Narrow" being used instead.
- **EW25524 / IDE-2671**
  When a breakpoint set at "memset();" triggered, the execution might halt at "__aeabi_memset(_D, _N, _C);" in DLib_Product_string.h.
- **EW25573 / IDE-2657**
  Source Browsing does not work with paths containing Kanji character where 2nd byte is 0x5c (= '\').
- **IDE-2541**
  A deadlock might occur in the Disassembly window if a breakpoint invokes a condition macro that tries to manipulate breakpoints.
  See also: IDE-2538
- **EW25406 / IDE-2538**
  There could be a deadlock in the disassembly window when a breakpoint invokes a condition macro, where the macro tries to manipulate breakpoints.
  See also: IDE-2541
- **EW24226 / IDE-2513**
  In some rare cases after performing a "Rebuild All" command, executing a "Download and Debug" command might not start the debug session. Executing a "Clean" command solves this problem.
- **EW25237 / IDE-2479**
  Pressing "Debug without Downloading" very rapidly creates a crash.
- **EW25306 / IDE-2475**
  Local variables defined within a switch-case block might not be listed in the Locals window.
- **EW25231 / IDE-2436**
  If you specify a linker output file without a filename extension, the debugger cannot load it.
- **EW25115 / IDE-2354**
  After stepping over a statement that changes the value of the current stack pointer (for example by way of changing which SP that is the current SP) the execution might not stop as expected.
- **EW24976 / IDE-2302**
  In applications that use realtime interrupts, inserting C-RUN checks for Division by zero and Unhandled switch case at the same time, might cause the debugger to crash.
- **EW24810 / IDE-2255**
  It may be difficult to place a breakpoint in a preprocessor macro.

- **EW24771 / IDE-2207**
  In rare cases IarBuild.exe might return failure status (1) even when the build actions were successful.
- **EW17530 / IDE-2190**
  Sometimes static variables defined locally in a function are not shown in the Watch window.
- **EW24690 / IDE-2181**
  If the embOS plugin is enabled, the contents of Locals window might fail to refresh when the execution stops.
- **EW24665 / IDE-2152**
  It is not possible to use the uCProbe plugin simultaneously in more than one instance of IAR Embedded Workbench. Doing so causes the debugger to exit.
- **EW24602 / IDE-2133**
  If the CPU usage on the host PC is extreme, the debugger might terminate unexpectedly.
- **EW24322 / IDE-1969**
  If you edit and add lines after the visible line of a collapsed region in the editor, it looks as if the region expands but it does not. You must collapse and expand the region to see all of your text again.
- **EW24072 / IDE-1879**
  If you enable the "Show line numbers" editor option when the background color is "Gray" and the default syntax coloring is "White", the line numbers become invisible.
- **EW24090 / IDE-1871**
  If you enable Code Coverage in the Disassembly window, it might be incomplete unless you also enable the Function Profiler and choose "Source Trace (flat)" from the context menu in the Function Profiler window.
- **EW23971 / IDE-1769**
  All IAR Embedded Workbench windows use the system encoding when displaying text (editor is the only exception). This means that text encoded in a different way might be displayed incorrectly.
- **EW23847 / IDE-1639**
  If a collapsed group of files in the Workspace window contains a file that will be rebuilt next time the project is built, the red star icon might not be shown in the build status column. However, if the file group is expanded, the icon is shown correctly.
- **EW23821 / IDE-1611**
  Files that are not members of a project can be checked out but not checked in again if you are using the IDE SCC integration.
- **IDE-1355**
  Disabling "Function Profiler" do not disable "Power Sampling".
- **EW23347 / IDE-1347**
  If you close the Disassembly window while it is the active window, it will be reopened every time execution stops. Workaround: Click in the editor window to make it active before you close the Disassembly window. Now then the Disassembly window will only reopen when the execution stops at a location that does not have any corresponding source code.
- **EW23061 / IDE-1264**
  CSpyBat do not expand environment variables in .board files.
- **IDE-298**
  The text editor does not show active/inactive code in #if/#else/#endif branches

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