Is it possible to add a new type definition in TRACE32 using PRACTICE commands?

2026-07-30 - Comments (0) - PRACTICE

It is not possible to add new types manually in TRACE32. As a workaround, you can declare the type inside a source file, compile it and load the resulting ELF file in TRACE32.

Example:

1. declare the type in a C-file:

```
typedef struct {
int a;
int b;
int d;
} myStruct_t;
volatile myStruct_t *dummy;
```

2. Compile the C-File, e.g.

```
gcc typedef.c -g -o typedef.elf -nostartfiles -nodefaultlibs
```

3. Load the ELF file in TRACE32 using the /NoCODE and /NoCLEAR options

```
Data.LOAD.Elf typedef.elf /NoClear /NoCODE
```