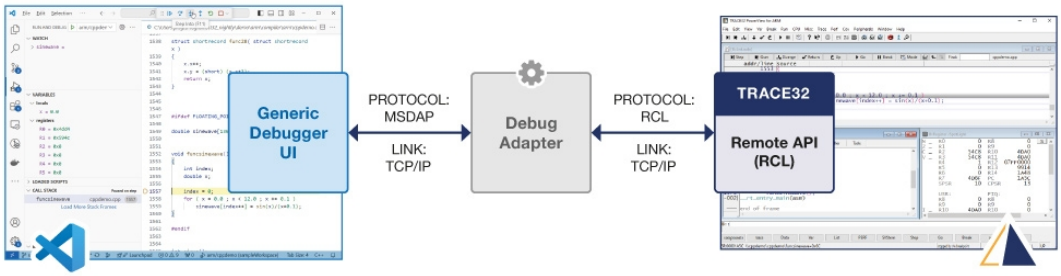
Visual Studio Code Integration with TRACE32

2024-08-19 - Comments (0) - Debug

You can now debug your target in Visual Studio Code using TRACE32 as the debugging backend.



Visual Studio Code (VS Code) is a popular, free, open-source code editor developed by Microsoft, widely embraced in the embedded systems community. It includes a Generic Debugger UI that supports interfacing with debugger backends. Lauterbach has developed a Debug Adapter (t32debugadapter.exe) that operates as a standalone process, facilitating integration via the RCL protocol used by Lauterbach's remote API.

Once you launch the TRACE32 PowerView GUI, you can configure the TRACE32 debugger in VS Code using a startup script and leverage its built-in debugging capabilities.

The initial version of the t32debugadapter.exe is already available. We welcome you to participate as a beta tester and provide feedback before the official launch scheduled for late 2024. Interested? Please contact our support team.

Minimum software requirements: build 171704 or TRACE32 Release 09/2024.