



# Symphony™ Studio Development Tools

## Overview

The new Symphony™ Studio software tools support the entire Symphony audio DSP family, along with all Freescale DSP56300-based DSPs. By using the extensible development platform Eclipse, which is an open source industry standard, Symphony Studio provides DSP users a fresh way to develop, debug and simulate through an Integrated Development Environment (IDE). The IDE allows code creation and editing as well as project management, debugging and code compilation all in one software suite.

The Symphony Studio includes a variety of enhancements designed to streamline and optimize the development process. The C/C++ Development Tooling (CDT) plug-in for Eclipse enables DSP software development in C and assembly. Debugging is achieved through the GDB (GNU project debugger) debugger interface within Eclipse, which has been customized specifically for the DSP56300 architecture. The GDB graphical interface provides single- and dual-core software simulation as well as actual target hardware debugging through the use of remote server applications. The two servers included in

The Symphony Studio package are the cycle-aware simulation server and the hardware server. The hardware server permits the use of legacy parallel port adapters and new USB-based JTAG adapters. Additionally, several third-party tool vendors offer remote servers that allow Symphony Studio hardware debugging with their JTAG adapters. For those who need more functionality, a third-party supported C compiler plug-in is planned as an alternative to the standard GNU C compiler. Future planned enhancements include plug-ins for an assembly optimization aid, a DSP code generation tool and a filter development tool.

