



Release Notes for SHARC Audio Module Bare Metal SDK Rel.2.1.2

Contents

1	Introduction	3
2	New and Noteworthy	4
2.1	SHARC Audio Module Bare Metal Project Wizard	4
2.2	"seg_dmda_nw" Reserved by the Compiler	4
2.3	Minor Bug Fixes	4
3	Support	5
4	Known Issues	6
4.1	Using Faust with the SHARC Audio Module	6

1 Introduction

This document describes information for users of the **SHARC Audio Module 2.1.2** release. For information regarding installation, system requirements and support please visit <http://analog.com/sharcaudiomodule>.

2 New and Noteworthy

2.1 SHARC Audio Module Bare Metal Project Wizard

Starting in the CrossCore Embedded Studio 2.10.0 release, the SHARC Audio Module Bare Metal Project Wizard stopped working. That has now been fixed and is working as expected.

2.2 "seg_dmda_nw" Reserved by the Compiler

The Bare Metal Framework had arrays explicitly using `seq_dmda_nw` and so they were word-addressed arrays in byte-addressed code. This is considered unsafe so after reviewing the code it was updated appropriately.

2.3 Minor Bug Fixes

In addition to the referenced changes above there were a handful of other minor fixes to the bare metal framework.

3 Support

For questions and feedback surrounding the SHARC Audio Module, please visit the [SHARC Audio Module EngineerZone®](#) page.

4 Known Issues

4.1 Using Faust with the SHARC Audio Module

Although there is mention of Faust in some of the current documentation, Faust support relies heavily on the current Faust compiler and software. As that software changes, it could cause issues with the generated code used within the bare metal framework. For more up-to-date information on the best version of Faust to use with the SHARC Audio Module bare metal framework, please reference the *Faust and the SHARC Audio Module* page found at <http://analog.com/sharcaudiomodule>.