Custom Linker Script with Creator 3.0

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1   What is a custom Linker Script?

Linker scripts tell the compiler where your program's data should reside. This includes the program itself, static and dynamic variable, and data structures such as the stack and heap. The default linker script maps your program's data to the correct address ranges for basic C programs. However, custom linker scripts are necessary for some particular cases, such as the "PSoC-based VGA interface." In that case, the linker script tells the compiler that data stored in RAM, which normally has 64 kB of data, can now only be mapped to the least significant 32 kB. The most significant 32 kB is renamed as "vram".

2   Setting the Linker Script

Since the linking step is part of the build process, the desired setting is found in the "Build settings…" option under "Project".
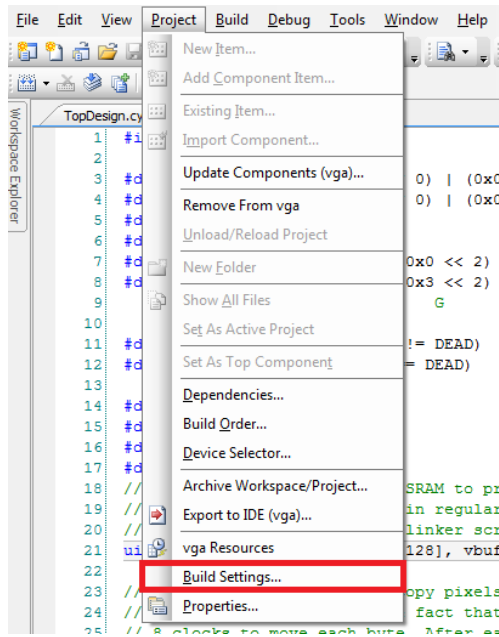
Within the build settings, the particular setting is found under "Linker". Setting the highlighted "Custom Linker Script" path to the actual, absolute, path of your custom linker script will properly include it.