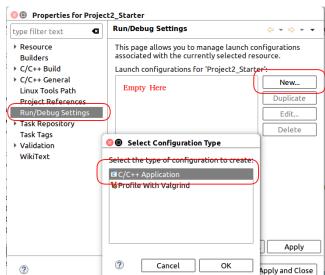
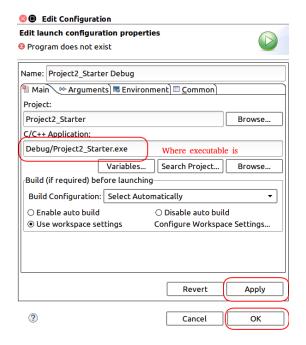
Project seems to build fine but you get a 'binary not found' on running your app. You are probably missing a debug or Release configurations

Right click your project choose 'Properties' in left pane choose 'Run/Debug Settings'

in right pane if there is nothing in the 'Launch configurations for ...' your project choose New



then OK, in the following screen do



Things should work now.

## What version of C++ do you use? The default is 98, but you can change what standard you code too You can also do the following

- 1.go to project properties (alt enter)
- 2.In the left pane, scroll to "C/C++ Build", expand it, select settings.
- 3.In the right pane, select and expand your compiler under the Tool Settings menu, select"Dialect", choose your language standard from the drop down, or enter -std=c++0x in the "other dialect flags" text input.

### Alternatively,

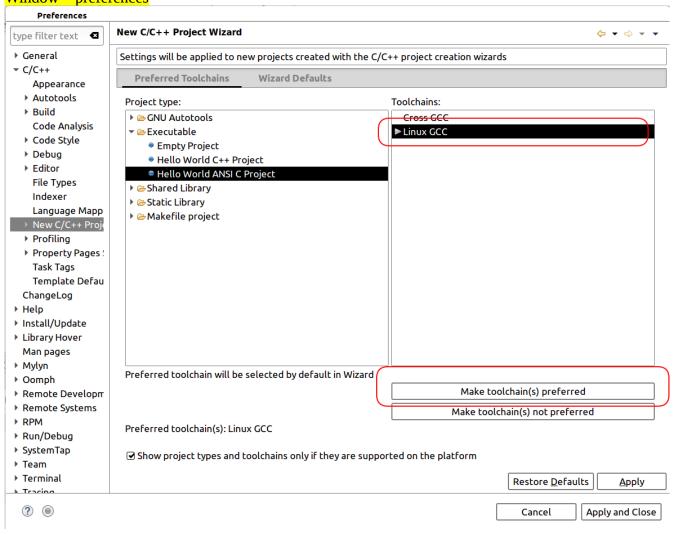
- 1.Properties --> "C/C++ Build" --> collapse and and select "Settings"
- 2. Under the Tool settings tab, select your compiler, and highlight the "Miscellaneous" field.
- 3.Add -std=c++0x to the "Other flags" input field.

### Additional Include Paths

select project in project explorer
alt-enter (properties for project)
under c/C++ general
paths and symbols
includes tab

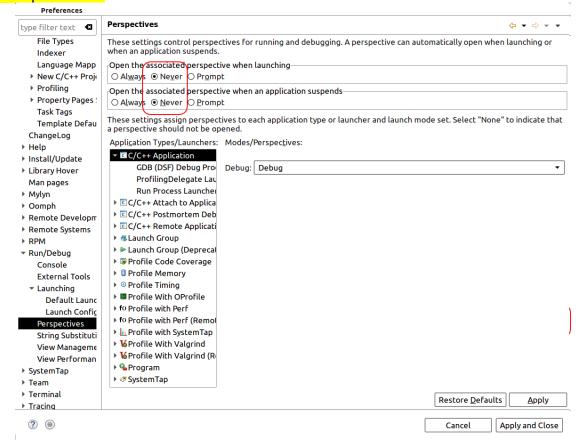
enter the directory that you want c++ preprocessor to look in for include files

# Want to autoselect the correct compiler? Window → preferences



Sick of switching between c/C++ perspective and Debug Perspective? Then stay in only 1 perspective for both!

### Window → preferences



# Want to turn off stopping at main when you debug? Windows->Preferences

#### Preferences type filter text General settings for GDB Debugging ▶ General ▼ C/C++ Debug Configurations Defaults Appearance GDB debugger: Browse... Autotools GDB command file: .gdbinit Browse... Autoconf Edit Automake Edi ☐ Stop on startup at: main ▼ Build **Build Targets** ☐ Command timeout (ms): 10000 Advanced... **Build Variable** ☐ Non-stop mode (Note: Requires non-stop GDB) Console General Behavior Environment ▼ Terminate GDB when last process exits Logging ■ Use enhanced debug hover ▼ Makefile Edito ☐ Show only suspended threads in the Debug View Settings ■ Use aggressive breakpoint filtering Settings ☐ Show the GDB traces consoles with character limit: 500000 Code Analysis ▶ Code Style ☑ Display run-time type of variables (Note: requires GDB 7.5 or higher) ▼ Debug Breakpoint Ac Pretty Printing ☑ Enable pretty printers in variable/expression tree (Note: requires python-enabled GDB) Disassembly Floating Point GDB For collections, initially limit child count to 100 Console Reverse De Source Looku Tracepoint Ac Traditional Me **▶** Editor File Types Indexer Language Mapp Restore <u>D</u>efaults **Apply** Now C/C++ Proi ? Cancel Apply and Close