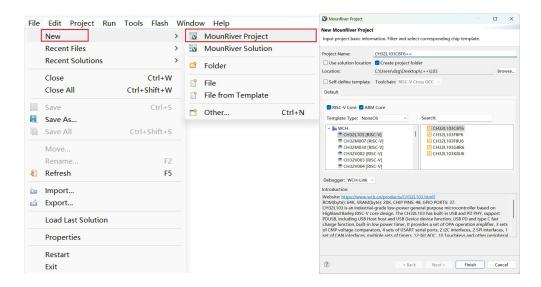
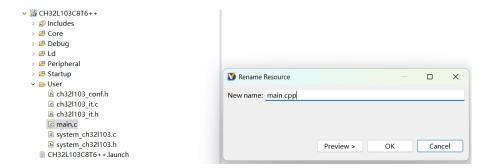
## Create a C++ project based on MRS

Create a C++ project based on MRS . First build a main.c project , and then modifying the configuration so that the .cpp file calls the C++ compiler to compile it. The detailed steps are as follows.

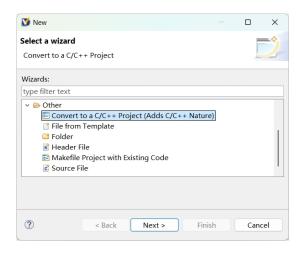
1. Normally create a project based on .C



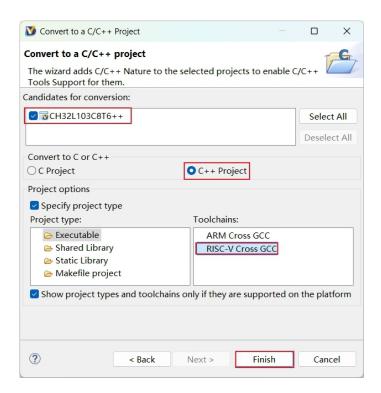
2. Make the main.c file into main.cpp by renaming it. Of course, you can also add a new .cpp by adding a File.



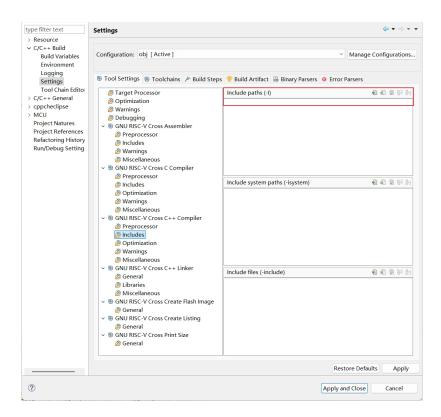
3. Right-click the project, new->other, select it according to the following figure, and then click Next.



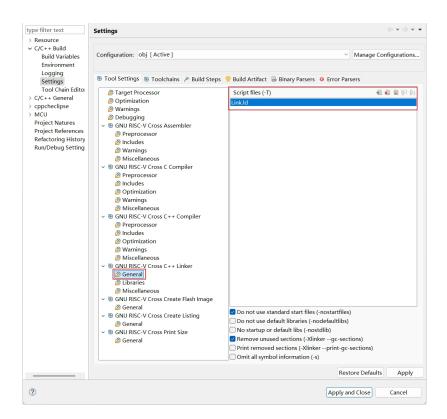
## 4. Configure as shown below



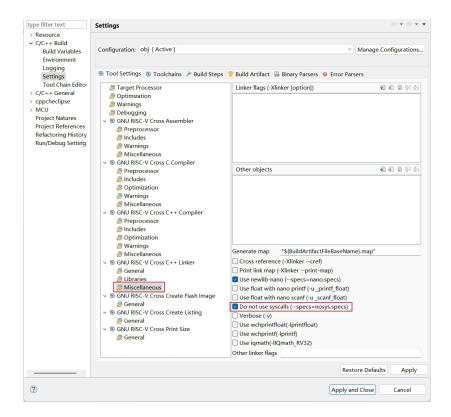
5. The original settings will become the default and need to be added again.



Add the header file path in the above image.



Add the link script path in the above figure.



The above figure uses the default function, if the original project uses the library, the library also needs to be added again after conversion.

6. Add the C++ initialization function before the main function is called in the startup file.

```
la a0, libc fini array
  call atexit
  call __libc_init_array
∨ 📆 CH32L103C8T6++
                                                                                                       Configure pipelining and instruction predictio li t0, 0x1f csrw 0xbc0, t0 Enable interrupt nesting and hardware stack */ li t0, 0x3
    🗱 Binaries
    Includes
  > 🕮 Core
  v 🐸 Debug
       debug.c
                                                                                                         csrw 0x804, t0
        debug.h
                                                                                                       Enable global interrupt and configure privileg li t0, 0x88
  > 29 Ld
  > 🐸 Peripheral
                                                                                                         csrw mstatus, t0
                                                                                                       Configure the interrupt vector table recogniti
la t0, _vector_base
ori t0, t0, 3
  v 🐸 Startup
                                                                                              260
261
262
263
       startup_ch32l103.S
  > 🗁 obj
                                                                                                         csrw mtvec, t0
  v 🗁 User
                                                                                                        la a0,__libc_fini_array
call atexit
call __libc_init_array
        h ch32l103_conf.h
        ch32l103_it.c
ch32l103_it.h
        main.cpp
                                                                                                        jal SystemInit
la t0, main
csrw mepc, t0
        system_ch32l103.c
system_ch32l103.h
     CH32L103C8T6++.launch
```

7. Two more empty functions are needed and must be declared in files with a .c suffix.

```
void _fini() { }
      void _init() {}
                                                                 > & Binaries
   Includes
  > 🐸 Core
  v 🐸 Debug
  > 🐸 Peripheral

v 🐸 Startup
                                                                          extern char _end[];
extern char _heap_end[];
static char *curbrk = _end;
     startup_ch32l103.S
  > 🗁 obj
  if ((curbrk + incr < _end) || (curbrk + incr > _heap_end))
return NULL - 1;
     ch32l103_it.c
ch32l103_it.h
                                                                          curbrk += incr;
                                                                  191
192 }
193
     main.cpp
system_ch32l103.c
                                                                          return curbrk - incr;
      la system ch32l103.h
   CH32L103C8T6++.launch
```

8. At this point the project file environment has been configured, the files with the .cpp suffix will call the C++ compiler to compile.