

ersion	Description	D3 2

3.2.2 Compile Options in AR Project Files

The compile options for each of the supported configurations are stored in the *SampleLight.ewp* file. To modify these compile options, first select **SampleLight – Coordinator**. Then select the

Select the **C/C++ Compiler** item and click on the

ZDO_MATCH_REQUEST	Enable Match Descriptor Request function and response processing
ZDO_NODEDESC_REQUEST	Enable Node Descriptor Request function and response processing