# C/C++ File Properties, Paths and Symbols, Includes

You can modify the list of included paths and change the order in which they are referenced.



Languages (left pane) Displays language related to this file. Include paths (right pane) List of include paths related to given language. Add Add new include path Edit Modify selected include path Delete Remove selected include path Export / Unexport Toggle selected path exported or not Move Up Move the currently selected element up in the list. Move Down Move the currently selected element down in the list. Show built-in values Check to display system (built-in) includes.

Available for : CDT projects, folders and files



* [Resource](http://docs.google.com/cdt_u_fprop_resource.htm)
* C/C++ Build
  + [Discovery options](http://docs.google.com/cdt_u_fileprop_discovery.htm)
  + Settings
    - [Tool chains setting tab](http://docs.google.com/cdt_u_fileprop_toolsettings.htm)
    - [Build Steps tab](http://docs.google.com/cdt_u_fileprop_steps.htm)
  + [Tool chain editor page](http://docs.google.com/cdt_u_prop_build_toolchain.htm)
* C/C++ General
  + Paths and Symbols
    - [Includes tab](http://docs.google.com/cdt_u_fileprop_inc.htm)
    - [Symbols tab](http://docs.google.com/cdt_u_fileprop_sym.htm)
    - [Data Hierarchy tab](http://docs.google.com/cdt_u_prop_general_pns_hier.htm)
* [Run/Debug Settings page](http://docs.google.com/cdt_u_prop_rundebug.htm)

