# C/C++ Project Properties, Configuration management

All CDT-specific property pages have unified controls to handle configurations.



**Configuration management properties**

| Configuration | Specifies the type of configuration(s) for the selected project. A **Debug** configuration lets you see what's going on "inside" a program as it executes. To debug your application, you must use executables compiled for debugging. These executables contain additional debug information that lets the debugger make direct associations between the source code and the binaries generated from the original source. A **Release** configuration provides the tools with options set to create an application with the best performance. |
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| Manage configurations | Opens the Manage Configurations dialog where you can set which configurations are active based on the toolchain(s) that were specified for the selected project. In addition, you can also create new configurations, rename an existing configuration, or remove ones that are no longer required.  **Note:**The **Configuration** selection that you specify in this dialog (unlike the behavior of CDT 3.x) affects only these property pages. This means that the selected configuration is not made the active configuration (the one used to build project). |



* [Project Properties, Resource page](http://docs.google.com/cdt_u_prop_resource.htm)
* [Project Properties, Builders page](http://docs.google.com/cdt_u_prop_builders.htm)
* [Project Properties, C/C++ Build category](http://docs.google.com/cdt_u_prop_build.htm)
  + [Discovery options page](http://docs.google.com/cdt_u_prop_build_discovery.htm)
  + [Environment page](http://docs.google.com/cdt_u_prop_build_environment.htm)
  + Settings page
    - [Tool Settings tab](http://docs.google.com/cdt_u_prop_build_settings_tool.htm)
    - [Build Steps tab](http://docs.google.com/cdt_u_prop_build_settings_steps.htm)
    - [Build Artifact tab](http://docs.google.com/cdt_u_prop_build_settings_artifact.htm)
    - [Binary Parsers tab](http://docs.google.com/cdt_u_prop_build_settings_binparser.htm)
    - [Error Parsers tab](http://docs.google.com/cdt_u_prop_build_settings_errparser.htm)
  + [Tool chain editor page](http://docs.google.com/cdt_u_prop_build_toolchain.htm)
  + [Variables page](http://docs.google.com/cdt_u_prop_build_variables.htm)
* Project Properties, C/C++ General category
  + [Documentation page](http://docs.google.com/cdt_u_prop_general_doc.htm)
  + [File Types page](http://docs.google.com/cdt_u_prop_general_typ.htm)
  + [Indexer page](http://docs.google.com/cdt_u_prop_general_idx.htm)
  + [Language Mapping page](http://docs.google.com/cdt_u_prop_general_lng.htm)
  + Paths and Symbols page
    - [Includes tab](http://docs.google.com/cdt_u_prop_general_pns_inc.htm)
    - [Symbols tab](http://docs.google.com/cdt_u_prop_general_pns_sym.htm)
    - [Libraries path tab](http://docs.google.com/cdt_u_prop_general_pns_libpath.htm)
    - [Source Location tab](http://docs.google.com/cdt_u_prop_general_pns_src.htm)
    - [References tab](http://docs.google.com/cdt_u_prop_general_pns_ref.htm)
* [C/C++ Project Properties, Project References page](http://docs.google.com/cdt_u_prop_ref.htm)
* [C/C++ Project Properties, Refactoring History page](http://docs.google.com/cdt_u_prop_refactoring_history.htm)
* [C/C++ Project Properties, Run/Debug Settings page](http://docs.google.com/cdt_u_prop_rundebug.htm)

