# Specifying the location of source files

You can specify the locations of source files used when debugging a C or C++ application. By default, this information is taken from your project.

To specify the locations of source files:

1. In the C/C++ Projects view, select a project.
2. Click **Run > Run** or **Run > Debug**.
3. In the **Configurations** box, expand **C/C++ Local**.
4. Select a run or debug configuration.
5. Click the **Source** tab.
6. To add a source container to the source locations list:
   * Click **Add** to open the **Add Source** dialog box
   * Select a container type.
   * Select a container from the list of available containers of the selected type.
7. You can remove or modify a source container by selecting a container and clicking the **Remove** or **Edit** button.
8. You can change the order of source containers by selecting a container and clicking the **Up** or **Down** buttons.
9. To search for duplications in your source locations select the **Search for duplicate source files on the path** checkbox.



[CDT Projects](http://docs.google.com/concepts/cdt_c_projects.htm)

[Project file views](http://docs.google.com/concepts/cdt_c_proj_file_views.htm)



[Creating or editing a run configuration](http://docs.google.com/cdt_o_run_config.htm)



[Run and Debug dialog box](http://docs.google.com/reference/cdt_o_run_dbg_pages.htm)

