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

Use the **Paths and Symbols** properties panel **# Symbols** tab to modify the list of preprocessor symbols.



**Paths and Symbols, Symbols tab**

| **Option** | **Description** |
| --- | --- |
| **Languages** (left pane) | Displays language related to this file. |
| **Symbol / Value** | List of symbols related to given language. |
| **Add...** | Add new symbol. |
| **Edit...** | Modify selected symbol value. |
| **Delete** | Remove selected symbol. |
| **Export / Unexport** | Toggle selected symbol exported or not. |
| **Show built-in values** | Check to display system (built-in) includes. |
| **Import Settings...** | Import symbol settings. |
| **Export Settings...** | Export symbol settings. |

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)

