# Adding and Editing Build Variables

Use the **Define a New Build Variable** dialog box to add local build variables or the **Edit Existing Build Variable** dialog box to edit a previously defined variable. Both are accessible from the  Build Variables preference panel.

## Define a New Build Variable

1. Click **Window > Preferences > C/C++ > Build > Build Variables**
2. Click **Add...** in the **Build Variables** preference panel to open the **Define a New Build Variables** dialog box
3. Enter the variable name
4. Choose a variable type
5. Enter the variables value
6. Click **OK**

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**Define a New Build Variable/Edit Existing Build Variable Dialog Box Options**

| **Option** | **Description** |
| --- | --- |
| **Variable name** | Enter the variable name. |
| **Type** | Choose the variable type from the available list. |
| **Value** | Enter or edit the value of the variable. |

## Edit Existing Build Variable

1. Click **Window > Preferences > C/C++ > Build > Build Variables**
2. Select the local build variable to edit in the **Build Variables** preference panel
3. Click **Edit...** to open the **Edit Existing Build Variable** dialog box
4. Change the variable type (optional)
5. Edit the variables value (optional)
6. Click **OK**

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[Build Variables preferences](http://docs.google.com/reference/cdt_u_pref_build_vars.htm)

