Aim: To add a link to the existing common source folder, rather than to put a copy of such folder in each of the projects.

(e.g. we were using /workspace/BtStream/Bluetooth as the BT driver and now we want to use /workspace/shimmer3\_common\_source/Bluetooth/ instead.)

Step A: make common source folder linked to your project.

(e.g. link /workspace/shimmer3\_common\_source/Bluetooth/ to the existing project)

1. right-click the project or folder where you want to create the linked folder (e.g. right clock on BtStream in Project Explorer window).
2. From the pop-up menu, select [[command link](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.folder)%22)) **New > Folder**](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.folder)%22)).
3. Specify the name of the folder as it will appear in the workbench. This name can be different from the name of the folder in the file system. (e.g. bt\_linked)
4. Click **Advanced**.
5. Check **Link to alternate location (Linked Folder)**.
6. Enter a file system path, or click **Browse** to select a folder in the file system. (in the example of shimmer BtStream, see the other step 6 below)
7. Click **Finish**.

To create a linked file, follow the same steps as above, except choose [[command link](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.file)%22)) **New > File**](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.file)%22)) instead of [[command link](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.folder)%22)) **New > Folder**](javascript:executeCommand(%22org.eclipse.ui.newWizard(newWizardId=org.eclipse.ui.wizards.new.folder)%22)) in the context menu.

Linked resource locations can also be specified relative to a variable. This makes it easier to share projects containing linked resources with other team members, since it avoids hard-coded absolute file system paths that may vary from one machine to the next.

To define a linked resource relative to a path variable, do the following after step 5 above:

1. Click the **Variables** button.
2. In the resulting dialog, select an existing path variable or create a new one.(WORKSPACE\_LOC is what we choose here)
3. If the chosen variable defines the exact path of the linked resource, click **OK**. Otherwise, click **Extend** to specify a file or folder below the location described by the path variable, then click **OK**. (now the location should look like WORKSPACE\_LOC\shimmer3\_common\_source\Bluetooth)
4. Click **Finish**.

*Tip:*  The [command link](javascript:executeCommand(%22org.eclipse.ui.window.preferences(preferencePageId=org.eclipse.ui.preferencePages.LinkedResources)%22)) **Project > Properties > Build > Variables (Tab)** also allows you to define path variables.

The [command link](javascript:executeCommand(%22org.eclipse.ui.window.preferences(preferencePageId=org.eclipse.ui.preferencePages.LinkedResources)%22)) **Project > Properties > Resource > Linked Resources > Linked Resources** allows you to check/modify existing linked resource variables.

Step B: change your project settings if you were using a copy of that common source folder

(e.g. /BtStream/Bluetooth).

Now the linked source folders should appear in your project. Note that this folder is only a shortcut of the common source folder.

1. Delete your old common source folder. (delete /BtStream/Bluetooth)
2. In your project, replace the #include statement with the relative path of the common source folder. (Replace **#include** "RN42.h" with **#include** "../shimmer3\_common\_source/Bluetooth/RN42.h")
3. Go to [command link](javascript:executeCommand(%22org.eclipse.ui.window.preferences(preferencePageId=org.eclipse.ui.preferencePages.LinkedResources)%22)) **Project > Properties > Build > MSP430 Compiler > Include Options**, in the “Add dir to #include search path” dialogue at the bottom, delete the search path of your old folder. (delete "${PROJECT\_ROOT}/Bluetooth/")