CodeWarrior
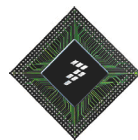
Development Suite

Eclipse Quick Reference (DE RT 18) Windows ® Hosted

Menus and Keyboard Shortcuts

File Menu

New	Alt+Shift+N ▶
Open Path	Ctrl+Shift+A
Open File	
Close	Ctrl+W
Close All	Ctrl+Shift+W
Save	Ctrl+S
Save As	
Save All	Ctrl+Shift+S
Revert	
Move	
Rename	F2
Refresh	F5
Convert Line Delimiters To	▶
Print	Ctrl+P
Switch Workspace	▶
Restart	
Import	
Export	
Properties	Alt+Enter
Exit	

Edit Menu

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Delete	Delete
Select All	Ctrl+A
Find/Replace	Ctrl+F
Find Word	
Find Next	Ctrl+K
Find Previous	Ctrl+Shift+K
Incremental Find Next	Ctrl+J
Incremental Find Previous	Ctrl+Shift+J
Add Bookmark	
Add Task	
Smart Insert Mode	Ctrl+Shift+Insert
Show Tooltip Description	F2
Word Completion	Alt+/
Quick Fix	Ctrl+1
Content Assist	Ctrl+Space
Parameter Hints	Ctrl+Shift+Space
Set Encoding	

Source Menu

Toggle Comment	Ctrl+/
Add Block Comment	Ctrl+Shift+/
Remove Block Comment	Ctrl+Shift+\
Shift Right	
Shift Left	Shift+Tab
Correct Indentation	Ctrl+I
Format	Ctrl+Shift+F
Add Include	Ctrl+Shift+N
Sort Lines	Ctrl+Alt+S
Implement Method	
Generate Getters and Setters	
Surround With	Alt+Shift+Z ▶

Refactor Menu

Rename	Alt+Shift+R
Extract Local Variable	Alt+Shift+L
Extract Constant	Alt+C
Extract Function	Alt+Shift+M
Hide Method	
Apply Script	
Create Script	
History	

▶ Denotes a hierarchical menu

Note: Most of these menu items are dynamic and will change relative to the active context.

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Menus and Keyboard Shortcuts (Continued)

Navigate Menu		
Go Into		
Go To		▶
Open Declaration	F3	
Open Type Hierarchy	F4	
Open Call Hierarchy	Ctrl+Alt+H	
Open Include Browser	Ctrl+Alt+I	
Toggle Source/Header	Ctrl+`	
Open Element	Ctrl+Shift+T	
Open Type in Hierarchy	Ctrl+Shift+H	
Open Element in Call Hierarchy		
Open Resource	Ctrl+Shift+R	
Show In	Alt+Shift+W	▶
Quick Outline	Ctrl+O	
Next/Next Annotation	Ctrl+.	
Previous/Previous Annotation	Ctrl+,	
Last Edit Location	Ctrl+Q	
Go to Line	Ctrl+L	
Back	Alt+Left	▶
Forward	Alt+Right	▶

Search Menu		
Search	Ctrl+H	
File		
C/C++		
Remote		
Text		▶

Project Menu		
Open Project		
Close Project		
Build All	Ctrl+B	
Build Configurations		▶
Build Project		
Build Working Set		▶
Clean		
Build Automatically		
Make Target		▶
Generate Processor Expert Code*		
Generate Makefiles	Ctrl+6	
Change Device/Connection		
Properties		

Profiler Menu		
Trace**		▶
Kinetis - Trace and Profile Results/ Trace and Profile Results***		
Critical Code**		▶
Performance**		▶
Alu-Agu**		▶
DPU Analyzer**		▶
All Results**		

Run Menu		
Reset		
Move to Line (C/C++)		
Resume At Line (C/C++)		
Resume		
Suspend		
Terminate		
Resume Without Signal		
Step Into		
Step Over		
Step Return		
Run to Line		
Use Step Filters	Shift+F5	
Run	Ctrl+F11	
Debug	F11	
Run History		▶
Run As		▶
Run Configurations		
Debug History		▶
Debug As		▶
Debug Configurations		
Toggle Breakpoint	Ctrl+Shift+B	
Toggle Line Breakpoint		
Toggle Method Breakpoint		
Toggle Watchpoint		
Skip All Breakpoints		
Remove All Breakpoints		
Breakpoint Types		▶
Multicore Resume	Alt+Shift+F8****	
Multicore Suspend		
Multicore Restart		
Multicore Terminate		
External Tools		▶

▶   Denotes a hierarchical menu

Note: Most of these menu items are dynamic and will change relative to active context.

*   Feature not available in CodeWarrior for StarCore® V10.x or CodeWarrior for Power Architecture™ V10.x

**   Feature not available in CodeWarrior for Micro-controllers V10.x or CodeWarrior for Power Architecture™ V10.x

***   Feature not available for StarCore V10.x

****   Feature not available for Power Architecture™ V10.x

Menus and Keyboard Shortcuts (Continued)

Processor Expert Menu*
Component Wizard
Show Views
Hide Views
Import Package

PEMicro Menu*
(None)✱

Window Menu	
New Window	
New Editor	
Open Perspective	▶
Show View	▶
Customize Perspective	
Save Perspective As	
Reset Perspective	
Close Perspective	
Close All Perspectives	
Navigation	▶
Refresh Debug Views	
Preferences	

Help Menu	
Welcome	
Help Contents	
Search	
Dynamic Help	
Key Assist	Ctrl+Shift+L
Videos*	
Tip and Tricks	
Cheat Sheets	
Check for Updates	
Install New Software	
Documentation Roadmap	
StarCore/PA Device Information*****	
About CodeWarrior Development Studio	
Freescale Licenses	

▶ Denotes a hierarchical menu

Note: Most of these menu items are dynamic and will change relative to active context.

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***** Feature not available in CodeWarrior for Microcontrollers V10.x

✱   Submenus appear when a project is being debugged

3
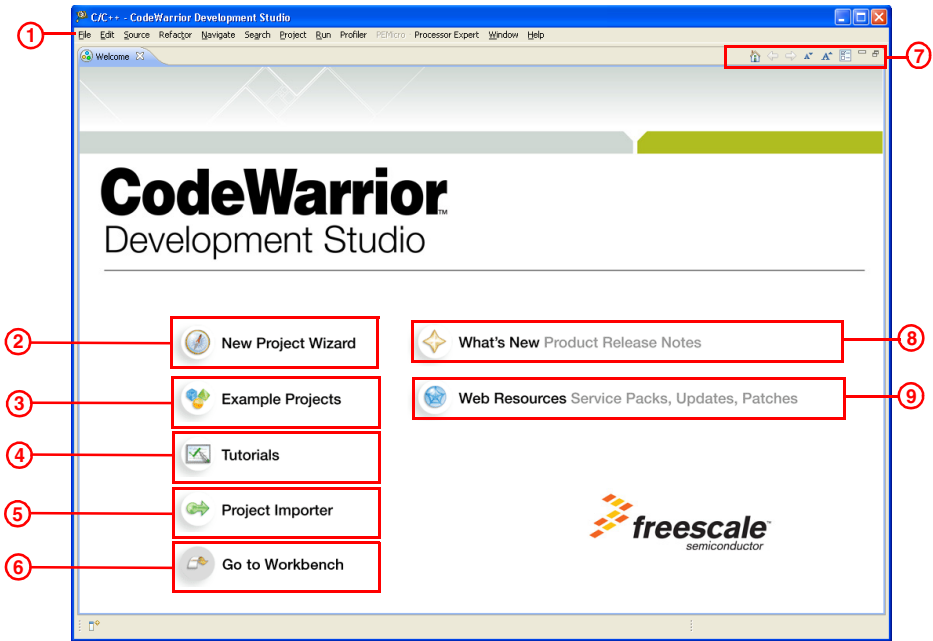
Welcome Page

1. Welcome page—the first page you see when you launch Eclipse IDE for the first time

2. Launches the New Project wizard

3. Provides you access to the sample projects available in the product

4. Takes you to the Tutorials page that provides links to the Cheat Sheets, Getting Started guide and Help system

5. Starts CodeWarrior Project Importer wizard. You can use the wizard to import a classic CodeWarrior project into Eclipse IDE

6. Takes you to the Workbench window

7. Welcome page toolbar. Toolbar options include (from left to right):
    - Home
    - Navigate to previous topic
    - Navigate to next topic
    - Reduce
    - Magnify
    - Customize page
    - Minimize
    - Restore

8. Gives you information about the major new features in this release of the product

9. Takes you to **freescale.com/codewarrior**

Tips and Tricks

- To return to the Welcome page or to access the Welcome page from the Workbench window, select Help > Welcome from the IDE menu bar.

- To customize the Welcome page, click the Customize page icon in the Welcome page toolbar. In the Customize dialog box, click the appropriate tab and make the required changes.

    * Depending on the product you are working with, there may be a slight variation in the screenshot of the Welcome page above and/or the screenshots on page 4-11 of this card.

Workbench Window-C/C++ Perspective
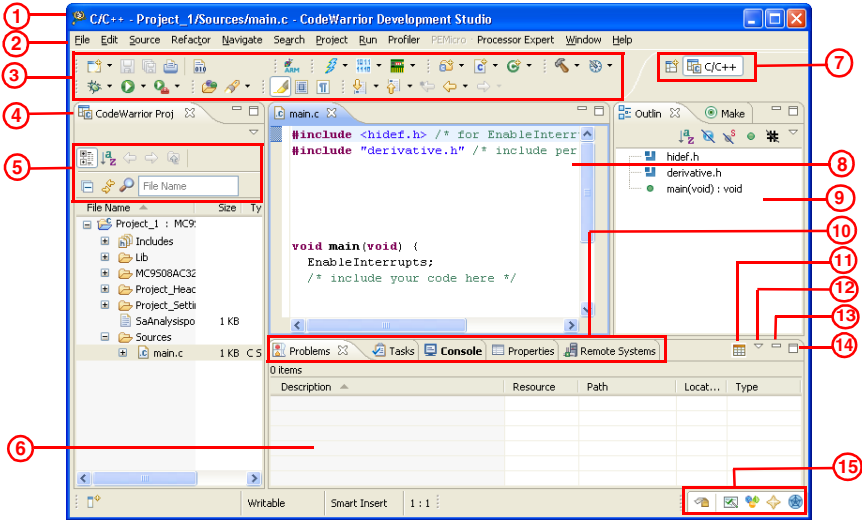
1. Workbench window
2. Workbench menu bar
3. Workbench toolbar containing commands for C/C++ perspective
4. CodeWarrior Projects view
5. CodeWarrior Projects view toolbar
6. Problems view
7. Perspective switcher. Toolbar options include (from left to right):
    • Open perspective
    • C/C++ perspective
8. Editor area
9. Outline view
10. Tabbed views or View stack (Problems, Tasks, Console, Properties, and Remote Systems views)
11. Toggle visibility of details pane
12. Problems view pull-down menu. Menu options include:
    • Show
    • Group By
    • Sort By
    • New Problems View
    • Configure Contents
    • Columns
    • Preferences
13. Click to minimize the View stack (in this case, for the Problems view)

14. Click to maximize the View stack (in this case, for the Problems view)
15. Welcome page icons

Tips and Tricks

• To activate a view that is part of a tabbed view or view stack, click its tab.
• Press Ctrl+F6 to switch between editors, Ctrl+F7 to switch between views, Ctrl+F8 to switch between perspectives, and F12 to activate the editor.
• To see a complete list of the currently available key bindings in the editor or view you are currently working with, press Ctrl+Shift+L.
• To quickly import files and folders to your workspace, drag them from the Windows file system to a view, such as CodeWarrior Projects view. Similarly, to export files and folders, drag them from a view to the Windows file system.
• To change the default way perspective opens in the Workbench window, such as to open it in a different window, use the Open a new perspective options in the Window > Preferences > General > Perspectives page.
• Right-click the title of a view to:
    • Display it as a fast or detached view
    • Restore or move the view
    • Minimize, maximize, or close the view
    • Size the view to left, right, top or bottom

## Workbench Window—Debug Perspective
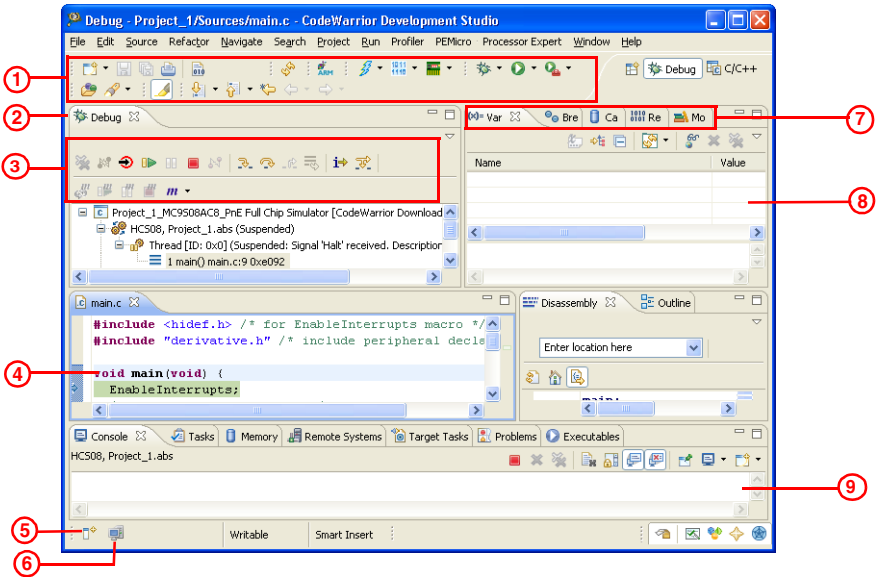
1. Workbench toolbar containing commands for Debug perspective

2. Debug view

3. Debug view toolbar

4. Editor area

5. Show View as a fast view button. Clicking the button displays a list of views. Select a view from the list to display it as a fast view

6. Fast view icon for System Browser view. When you click the icon, the view opens. If you click outside, view loses focus and hides

7. View stack (Variables, Breakpoints, Cache, Registers, Modules)

8. Variables view

9. Console view

Tips and Tricks

- To open other views in a perspective, select Window > Show View > Other and select a new view from the Show View dialog box.

- To save the changes made in the current perspective, select Window > Save Perspective As.

- To return the perspective to its original state, select Window > Reset Perspective.

- To open a new perspective, select Window > Open Perspective > Other and select a new perspective from the Open Perspective dialog box.

Editor Area
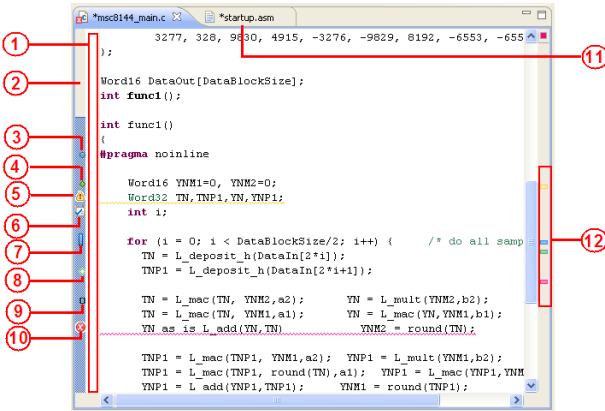
1. Quick diff, which displays color-coded indication for additions, deletions, or changes made to the contents of a file

2. Marker bar

3. Breakpoint

4. Software breakpoint

5. Warning marker

6. Task marker

7. Bookmark marker

8. Disabled breakpoint

9. Hardware breakpoint

10. Error marker

11. An asterisk (*) appearing at the left side of the tab indicates that the editor has unsaved changes

12. Icons that flag error, warning, task and bookmark markers. You can view extra information by placing the mouse cursor over the marker

Tips and Tricks

- To open a list of all open editors and quickly switch between editors, press Ctrl+E.
- You can open a file in the editor area by dragging the item from a view, such as CodeWarrior Projects or Project Explorer and dropping it over the editor area.
- To activate single-click opening for editors, use the Open mode options in the Window > Preferences > General page. In single-click mode, a single-click on a file selects and immediately opens the file.
- Double-clicking in the marker bar (2) sets or removes breakpoints.
- To move lines up and down in the editor, press Alt+Arrow Up and Alt+Arrow Down.
- To view two or more sections of a source file at the same time, open a similar editor using Window > New Editor. Drag the new editor tab and drop it over the left, right, top, or bottom border of the editor area.
- To activate code completion, press Ctrl+Space.
- To activate quick diff, right-click the markerbar (2) and select Show Quick Diff from the context menu.
- When the mouse cursor is placed over a change in Quick Diff (1), a hover displays the original content, which can be restored using the marker bar context menu.

Debug Configurations Dialog Box
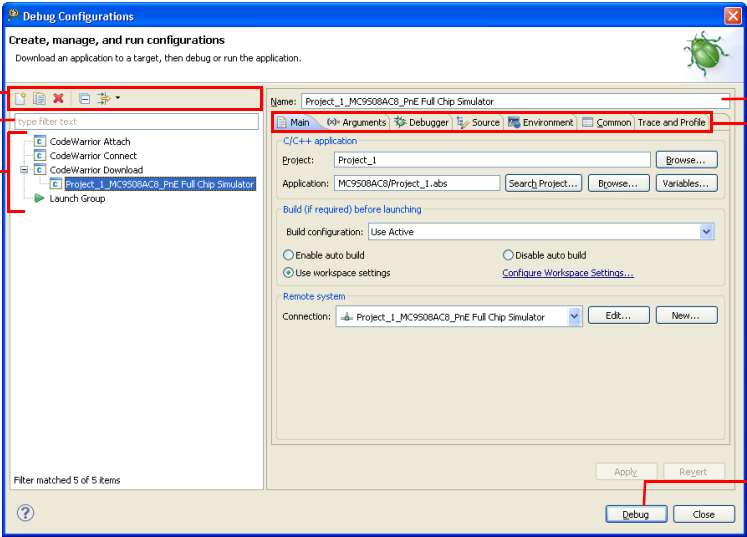
1. Toolbar options include (from left to right):
    - New launch configurations

    - Duplicates the currently selectedlaunch configuration

    - Delete selected launch configuration(s)

    - Collapses all expanded launch configurations

    - Filter launch configurations

2. Type text to filter the launch configurations

3. List of launch configurations that apply to the current application. CodeWarrior generates launch configurations with names that follow the pattern projectname-configtype-target-type

4. Specifies the name of launch configuration selected in the list (3)

5. Click to maximize the View stack (in this case, for the Problems view)

    - Main: Identifies the project and application you want to debug

    - Arguments: Specifies the program arguments and working directory that an application uses for a debug configuration

    - Debugger: Specifies the debugger to use when debugging an application

    - Source: Specifies the location of source files used when debugging an application

    - Environment: Specifies environment variables and values to use when an application runs

    - Common: Specifies the location in which to store the run configuration and how to access it, how standard input and output is handled, and if background launches are enabled or not

    - Trace and Profile: Specifies the trace and profiling options required for hardware profiling

6. Click to debug the selected launch configuration

Preferences Dialog Box
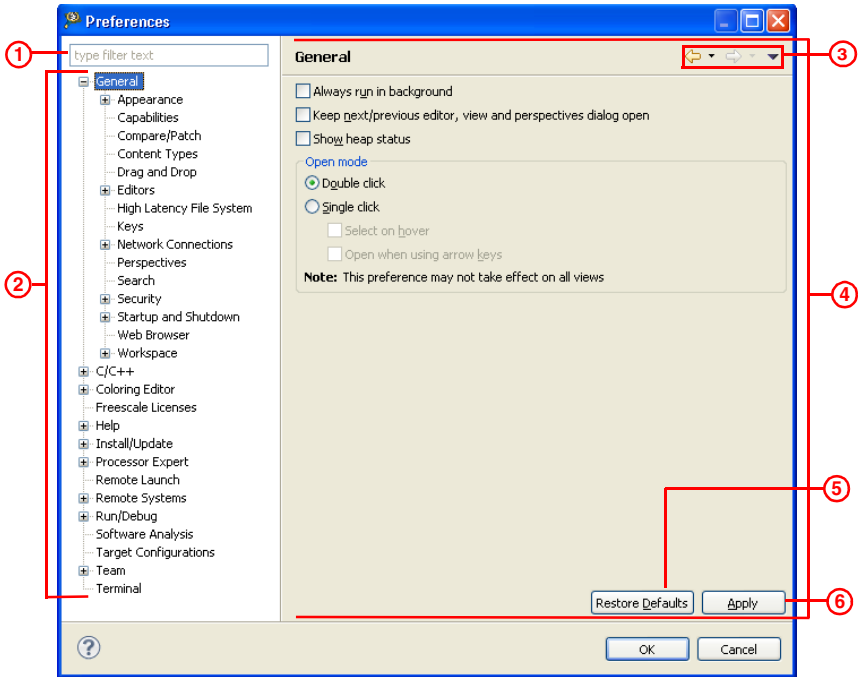
1. Type text to filter the preference panels

2. Select a preference panel from the hierarchi-
   cal list to view and edit its settings on the
   right. The collection of panels varies,
   depending on the current build target and
   chosen settings

3. Allows you to navigate through the previously
   viewed pages

4. Edit preference settings in this panel

5. Restore default settings

6. Save settings for the current project

Help View
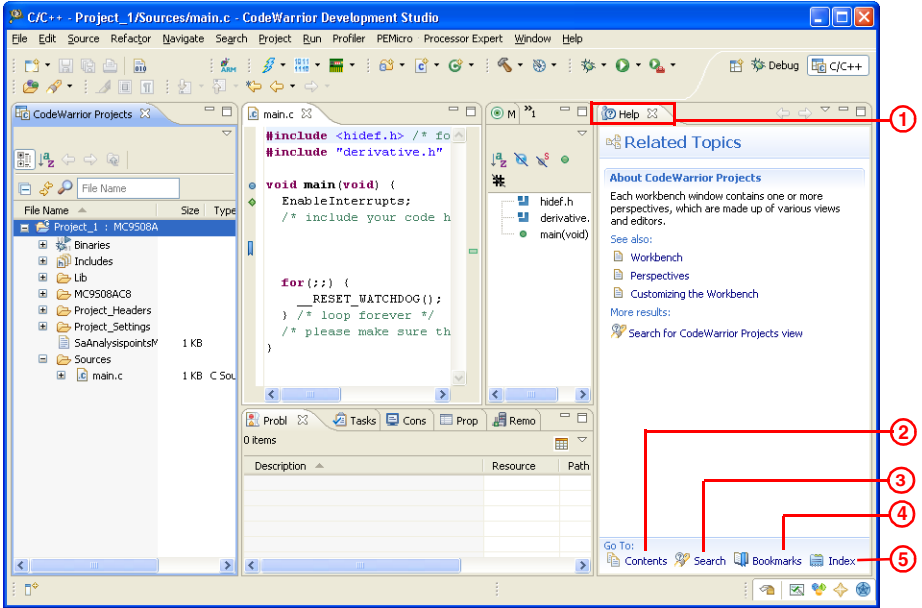
1. Help view

2. Click to display a list of all the help topics provided with the IDE

3. Click to activate the Help documentation search functionality

4. Click to view the bookmarked help topics

5. Click to view an index of the help documentation

Tips and Tricks

- To open the Help view, select Help > Dynamic Help or Help > Search.

- You can press F1 to activate context-sensitive help.

- Help window—You can also access the help system in the Workbench window using the Help window, which opens as a separate window. To open the Help window, select Help > Help Contents.

Cheat Sheets
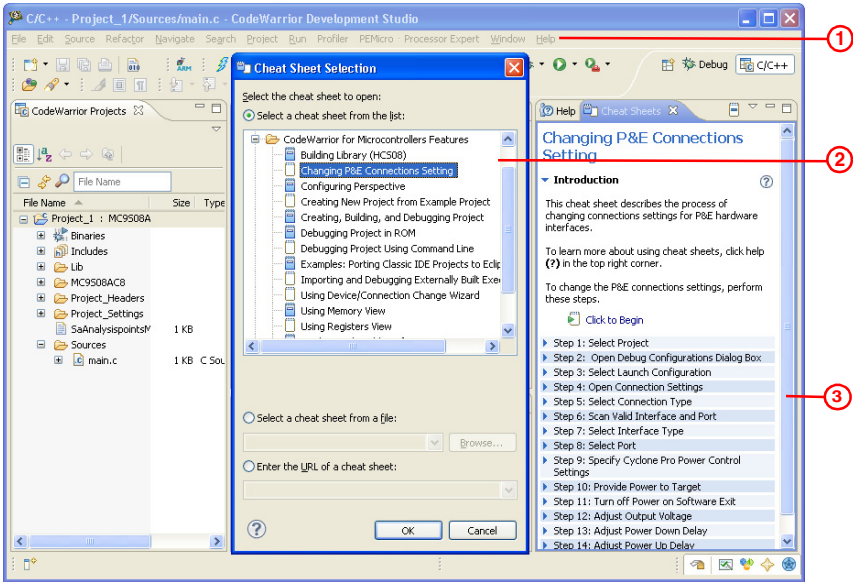
1. To launch a cheat sheet in the Workbench window, select Help > Cheat Sheets

2. From the Cheat Sheet Selection dialog box, select the cheat sheet you want to open

3. Follow the steps given in the cheat sheet to perform a particular task, such as changing P&E connections setting.

Other Tips and Tricks

Search Dialog Box

- You can open the Search dialog box by clicking 🔍 on the Workbench toolbar or using the Search menu

- The File Search tab allows you to search for files or text in the Workbench

- The C/C++ Search tab allows you to search C/C++ elements, such as class, struct, function, variable, union, field, enumeration and namespace

- The search functions support the following wildcards: Use * to represent any series of characters Use ? to represent any single character Use \ to represent literals, such as *, \?

Properties Dialog Box

- You can open the Properties dialog box by right-clicking a project in a view, such as CodeWarrior Projects or Project Explorer, and selecting Properties from the context menu

- The left pane of this dialog box has a Properties list. This list shows the build properties that apply to the current project

- You can use the right pane to modify the build properties of the project, as required. For example, to set properties for linker, assembler, and complier, select C/C++ Build > Settings in the left pane. You can make the required changes in the Tool settings page in the right pane

Miscellaneous

- To rename an object in a project, such as class and type name, variable, and method, right-click on the object in the editor area and select Refactor > Rename or press Alt+Shift+R. The refactoring engine renames all instances of the object in all referenced files. You can undo refactoring by right-clicking the object again and selecting Refactor > Undo

- To set software and hardware breakpoint, right-click the marker bar in the editor area and select Set Special Breakpoint > Software or Hardware respectively

- You can link the navigation views, such as CodeWarrior Projects and Project Explorer, with the editor to automatically activate the file in editor every time you select that the file in the view. To link the view to the editor, click 🔗 in the view toolbar

- To open a file in a different editor other than the default editor, select Open With from the file's context menu and select the required editor

- To restore a maximized view, click the 🗗 icon.

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