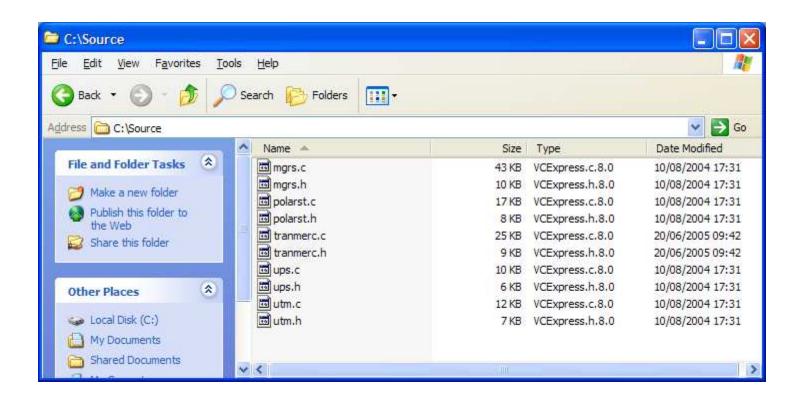
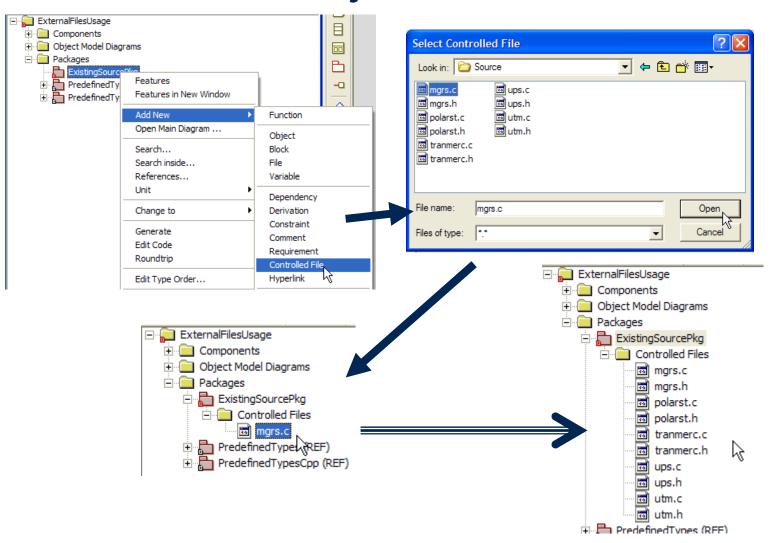
# Including External C Files in a Model & Build

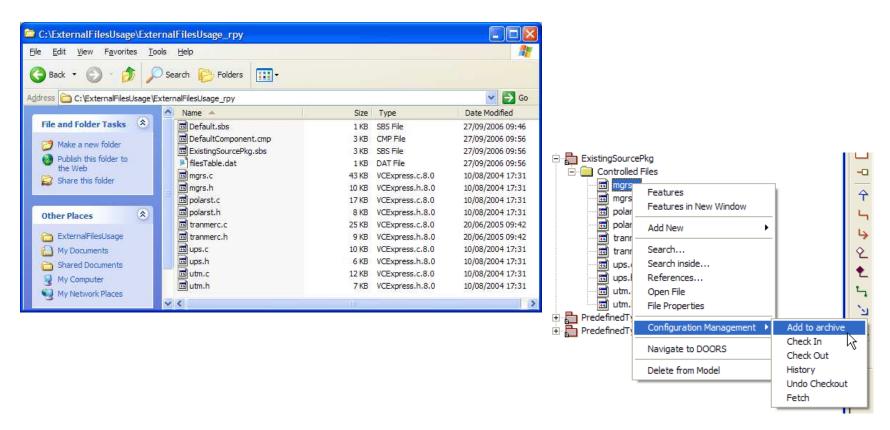
#### **External Files**



#### Add to Project as Controlled Files

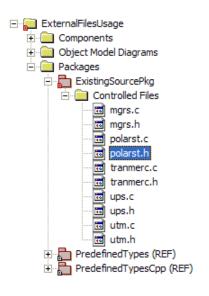


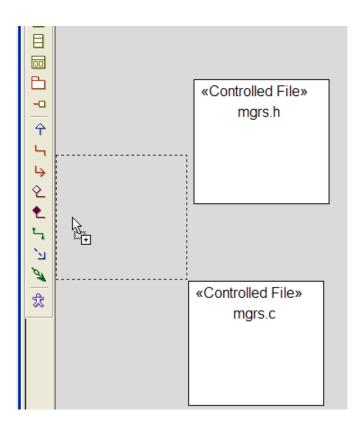
#### **Controlled Files in Model**



The files are now part of the project. These are copies of the original files from C:\Source. We will no longer use the files in C:\Source. The files can now be CMed from within Rhapsody.

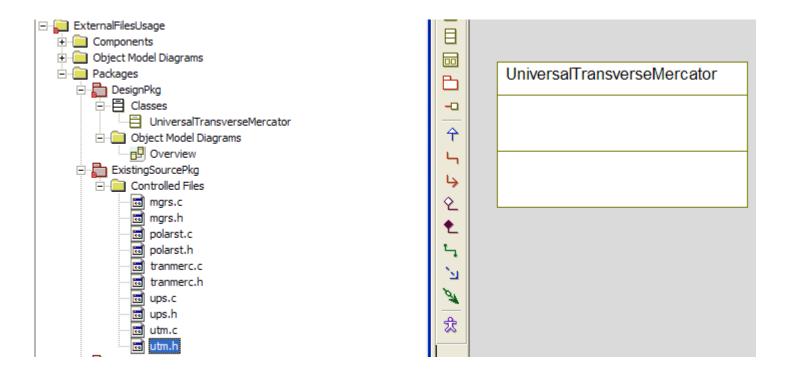
### **Controlled Files on Diagrams**





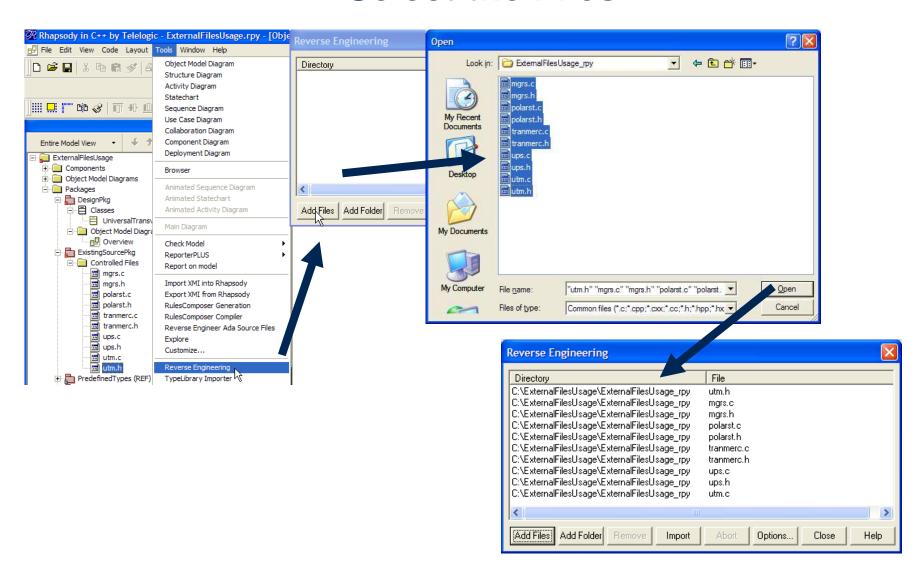
Controlled files can appear on diagrams.

#### Reverse Engineering as External

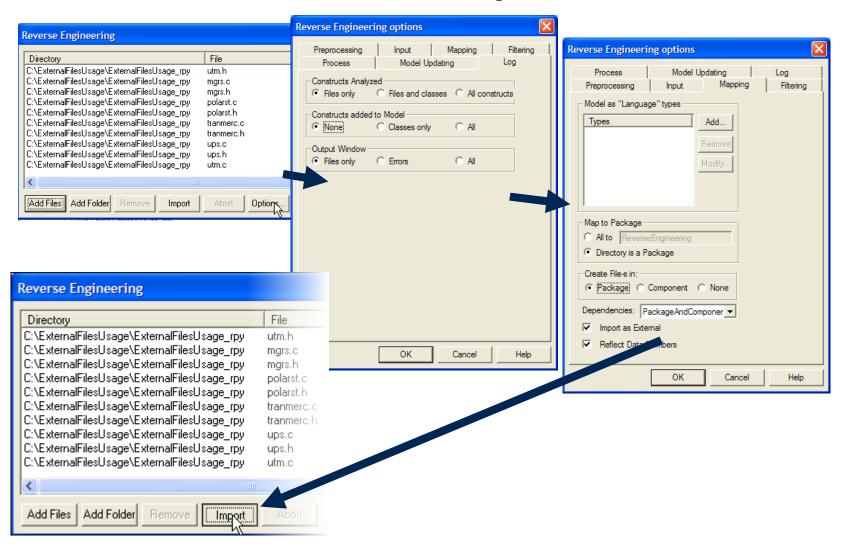


Our UniversalTransverseMercator class would like to utilise the utm.h header file.

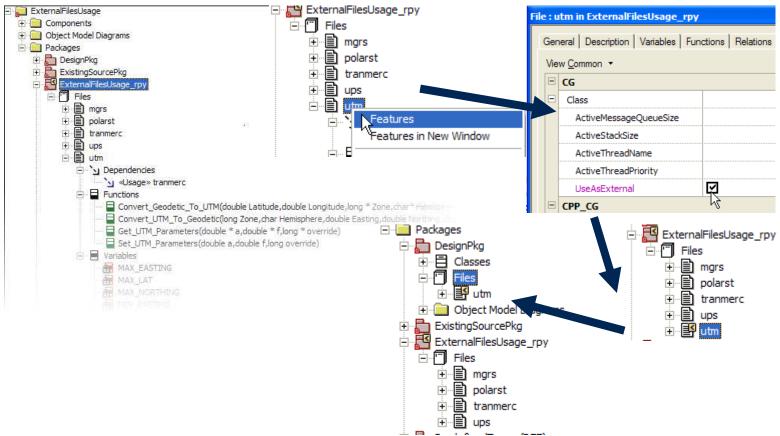
#### Select the Files



#### **Set the Options**



#### **Rearrange Model**



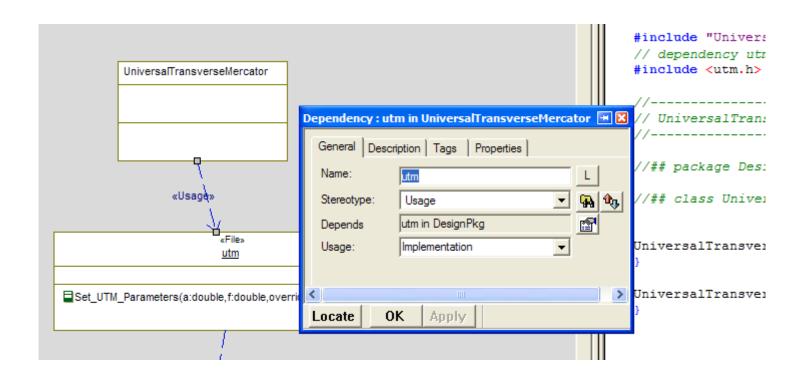
The files have been put in a package named after the directory containing them. We could move the utm file into the Design package but we must first set it as external. This is because DesignPkg is not external.

#### **Rearrange Model Continued**

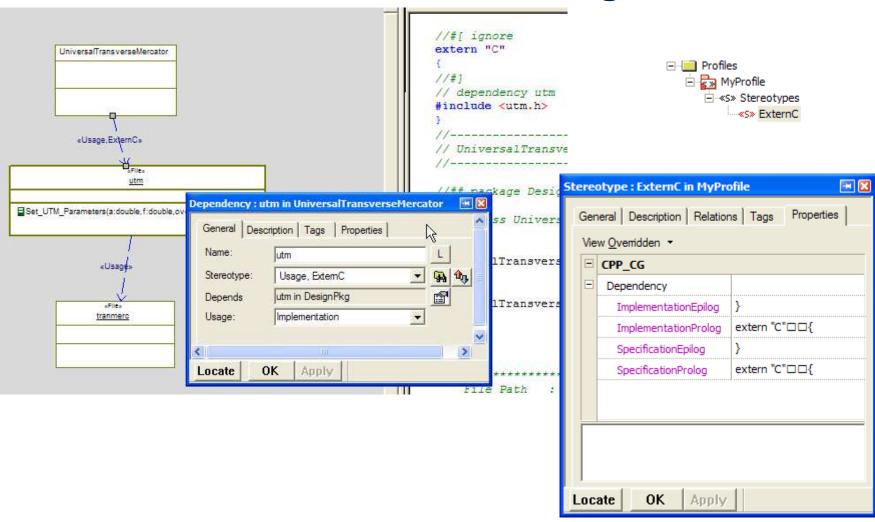


Here we've decided to move all the files into the design package and deleted the original external package. Complete Relations reveals the dependency between utm and tranmerc.

## **External File <<Usage>>**

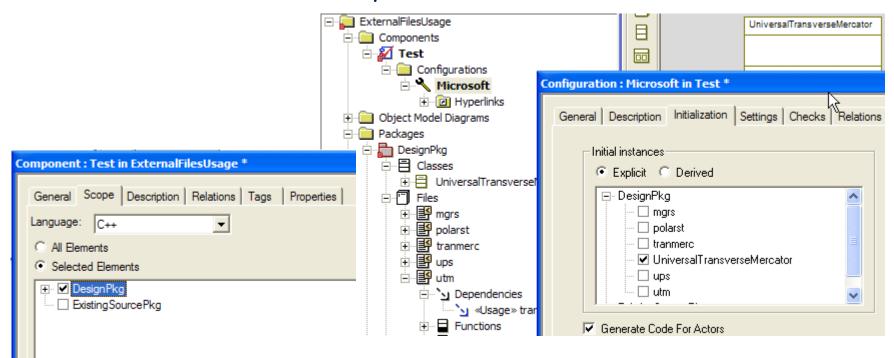


## extern "C" File <<Usage>>



#### **Building the Component**

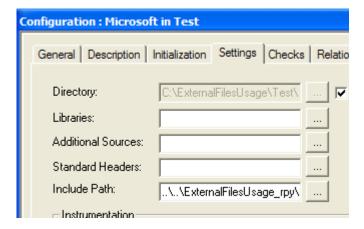
The DefaultComponent may have gathered information during reverse engineering which has overridden properties. In this case it's best to delete this component and create a fresh one.



# Compiling the Component – accessing the .h files

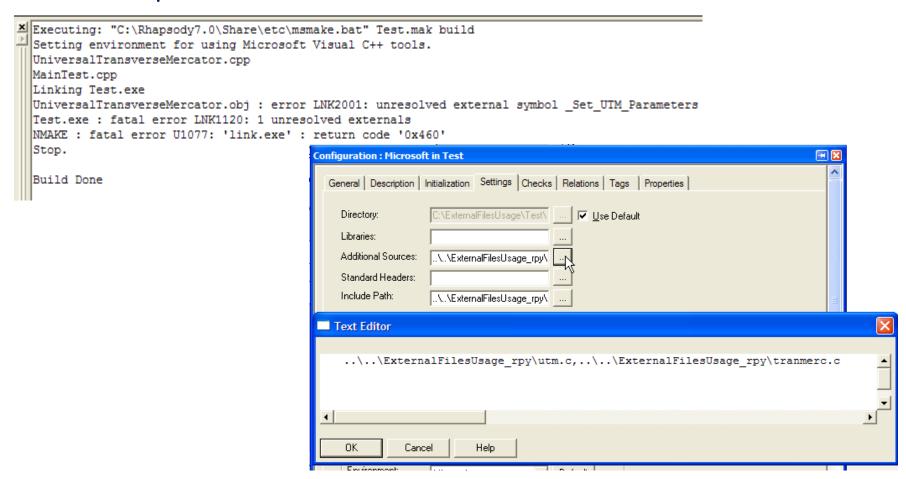
The first error will be due to the fact that the .h files cannot be found.

×	Building Test.exe
	Executing: "C:\Rhapsody7.0\Share\etc\msmake.bat" Test.mak build
Ш	Setting environment for using Microsoft Visual C++ tools.
Ш	UniversalTransverseMercator.cpp
Ш	UniversalTransverseMercator.cpp(18) : fatal error C1083: Cannot open include file: 'utm.h': No such file or directory
Ш	NMAKE : fatal error U1077: 'cl' : return code '0x2'
Ш	Stop.
	Build Done



# Compiling the Component – accessing the .c files

The second error will be due to the fact that the .c files have not been compiled and are therefore not available to the linker.



# Using External Files on a Sequence Diagram

External files can appear on a sequence diagram as expected. Of course during animation the calls to external files will not appear as the external code will not be annotated.

