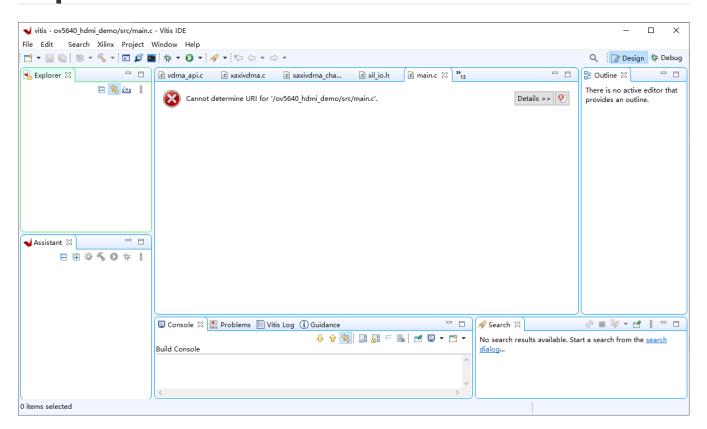
FAQ

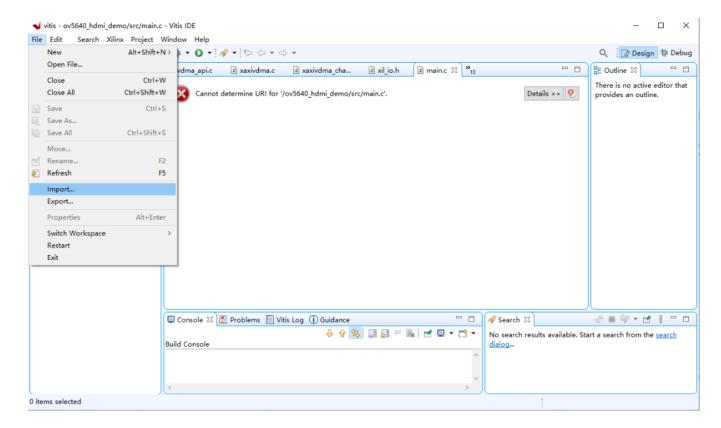
1. After opening the workspace in Vitis, the project files are not loaded under Explorer



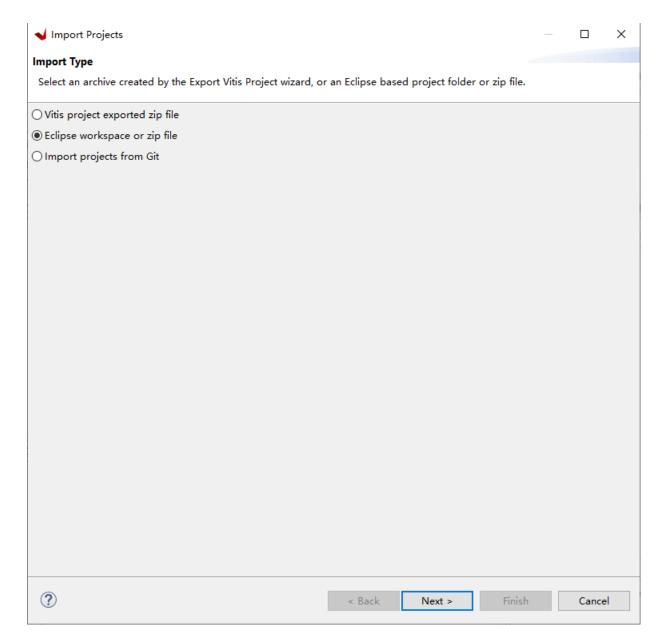
Solution:

This is caused by a change in the storage path of the Vitis workspace. The Vitis project needs to be re-imported.

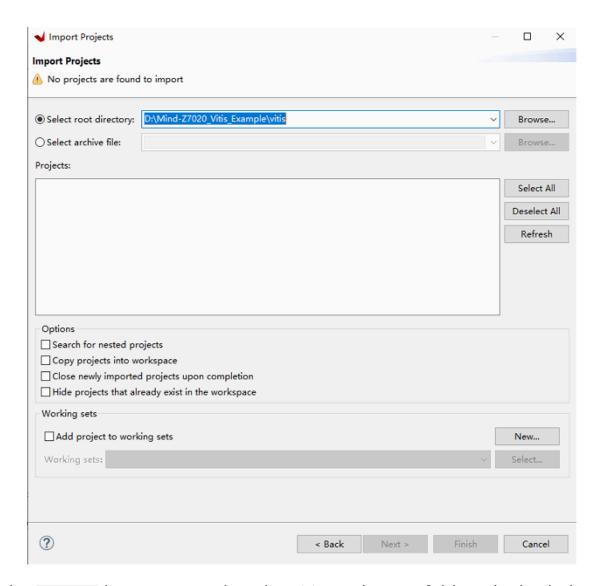
Import the project via File->Import



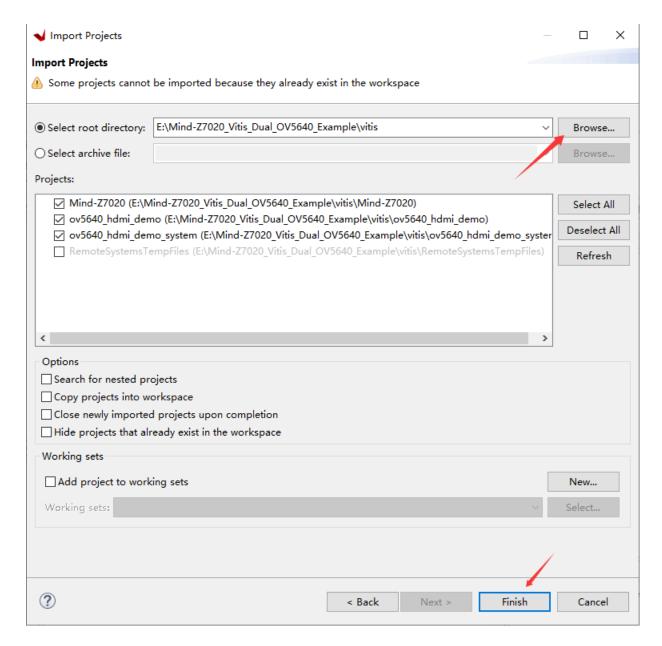
In the pop-up interface, select Eclipse workspace or zip file



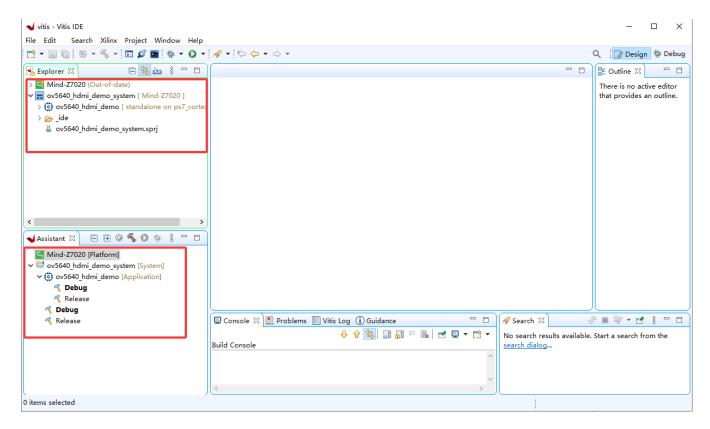
The folder path displayed in the next pop-up interface should be inconsistent with the existing project.



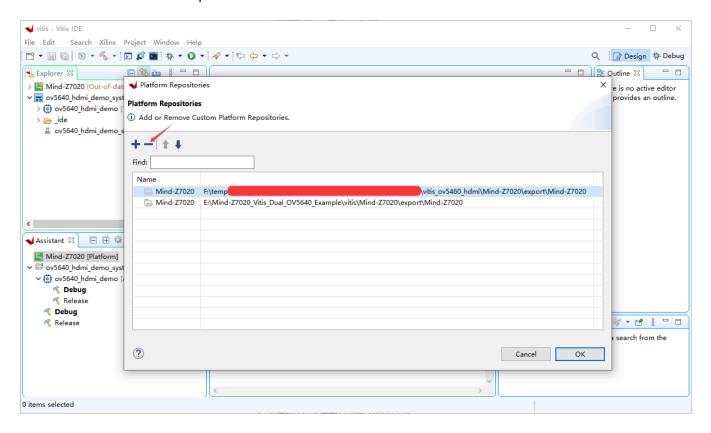
Use the Browse button to reselect the Vitis workspace folder. The list below will then show the Vitis projects (including Platform Project and Application Project) located in the currently selected folder. Check the projects you wish to load. If you cannot check the projects, verify that Copy projects into workspace under Options is checked.



After clicking Finish, you will see the project under Explorer.



Next, you also need to modify the Platform Repositories. Do this via the menu: Xilinx->Platform Repositories.... The pop-up interface will display multiple Platform Repositories. Delete the repositories that do not correspond to the current workspace one by one, keeping only the repository for the current workspace.



2. When compiling a project in Vitis, an error similar to QEMU file not found is reported

Reason: Error: Qemu arguments File given

C:/Xilinx/Vitis/2021.1/data/emulation/platforms/zynq/sw/a9_standalon
e/qemu/qemu_args.txt do not exist

Solution:

This is because the Vitis installation environment has changed (for example, the installation path of Vitis has changed). The QEMU path needs to be re-specified.

You can first clean the platform project and the application project.

Open the platform.spr file and modify the QEMU configuration for standalone and freertos (if present).

Click on standalone on ps7_contexa9_0, and in the right-hand panel, use Browse... to re-specify the paths for QEMU Data and QEMU Arguments.

If other Domains exist, handle them in the same way.

