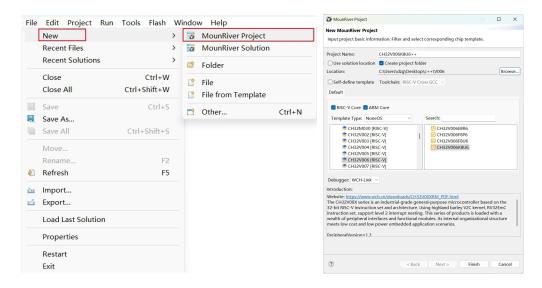
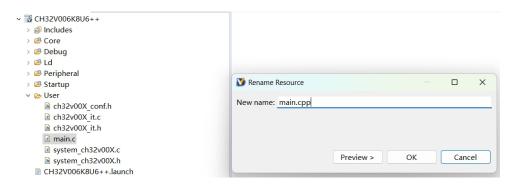
Create a C++ project based on MRS

Create a C++ project based on MRS. First build a main.c project, and then modifying the configuration so that the .cpp file calls the C++ compiler to compile it. The detailed steps are as follows.

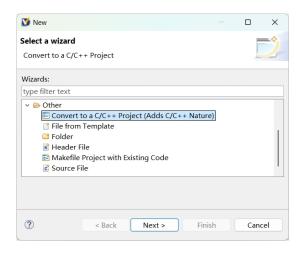
1. Normally create a project based on .C



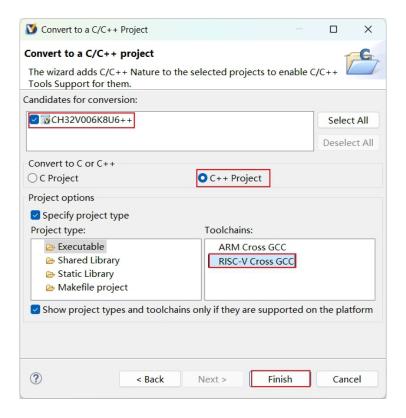
2. Make the main.c file into main.cpp by renaming it. Of course, you can also add a new .cpp by adding a File.



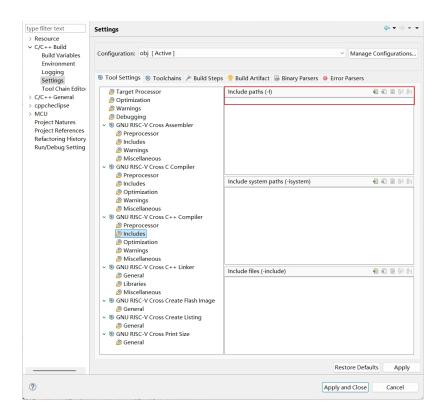
3. Right-click the project, new->other, select it according to the following figure, and then click Next.



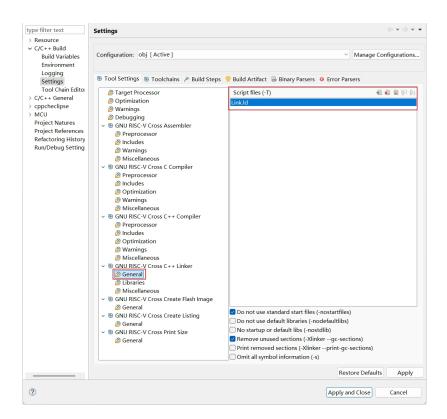
4. Configure as shown below



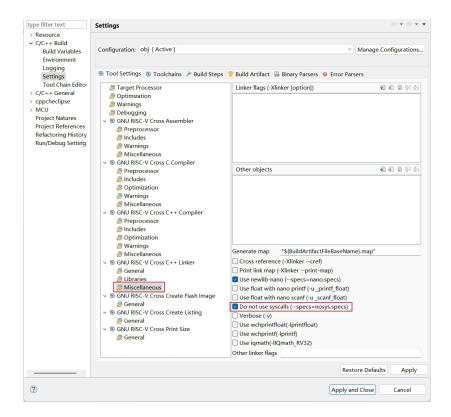
5. The original settings will become the default and need to be added again.



Add the header file path in the above image.



Add the link script path in the above figure.



The above figure uses the default function, if the original project uses the library, the library also needs to be added again after conversion.

6. Add the C++ initialization function before the main function is called in the startup file.

```
la a0, libc fini array
  call atexit
  call __libc_init_array
∨ 🜃 CH32V006K8U6++
                                                                                                                                                                                                                                                      li t0, 0x1880
          > 🔊 Includes
                                                                                                                                                                                                                  159
                                                                                                                                                                                                                                                      csrw mstatus, t0
                                                                                                                                                                                                                  160/* Enable interrupt nesting and hardware stack */
           > 🐸 Core
                                                                                                                                                                                                                                                      li t0, 0x3
         > 🐸 Debug
                                                                                                                                                                                                                  162
                                                                                                                                                                                                                                                      csrw 0x804, t0
         > 🕮 Ld
                                                                                                                                                                                                                  163/* Configure the interrupt vector table recognition mod
         > 🐸 Peripheral
                                                                                                                                                                                                                                                    la t0, _start
ori t0, t0, 3
         v 🐸 Startup
                                                                                                                                                                                                                   165
                          startup_ch32v00X.S
                                                                                                                                                                                                                                                    csrw mtvec, t0
                                                                                                                                                                                                                  167
168
          v 🗁 User
                                                                                                                                                                                                                                                 la a0,__libc_fini_array
call atexit
call __libc_init_array
                            h ch32v00X_conf.h
                            ch32v00X it.c
                                                                                                                                                                                                                  170
171
                             h ch32v00X it.h
                            main.cpp
                                                                                                                                                                                                                                                      jal SystemInit
                            system_ch32v00X.c
                                                                                                                                                                                                                                                     la t0, main
csrw mepc, t0
                            ■ system_ch32v00X.h
                                                                                                                                                                                                                                                      mret

    ○ CH32V006K8U6++.launch
    ○ CH32V06++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32V06++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32V06++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32V06K8U6++.launch
    ○ CH32
```

7. Two more empty functions are needed and must be declared in files with a .c suffix.

```
void _fini() { }
    void _init() {}
* @brief Change the spatial position of data segment.
  > 🛍 Includes
                                                       346
  > 🐸 Core
                                                       348
                                                             * @return size: Data length
  v 🐸 Debua
                                                       349
      debug.c
                                                       3500 attribute ((used))
351 void *_sbrk(ptrdiff_t incr)
       là debug.h
  > ଌ Ld
                                                       352 {
353
                                                                 extern char _end[];
extern char _heap_end[];
static char *curbrk = _end;
  > 🐸 Peripheral
                                                       354
355
  v 🐸 Startup
       startup_ch32v00X.S
                                                       356
3579
358
  v 🗁 User
                                                                 if ((curbrk + incr < _end) || (curbrk + incr > _heap_end))
return NULL - 1;
       h ch32v00X_conf.h
       ch32v00X_it.c
                                                       359
       h ch32v00X_it.h
                                                       360
                                                                 curbrk += incr;
                                                       361
362 }
       main.cpp
                                                                 return curbrk - incr;
       system_ch32v00X.c
                                                       363
       h system ch32v00X.h
                                                       363

364 void _fini(){}

365 void _init(){}
    CH32V006K8U6++.launch
```

8. At this point the project file environment has been configured, the files with the .cpp suffix will call the C++ compiler to compile.