

Creating a new project from a previously existing one (Project Copy&Paste)

Remark: For more detailed instructions (with figures), see section 2.4 of Lab script 2.

One can always create a new project from scratch following the procedure described in Section 1.6 of Lab script 1. However, it is usually easier and faster to create a new project by re-cycling one of the projects we already have in our workspace. You can do that by following the steps below:

1. Move the mouse to the original project and click the right button (RB)
 - Select **Copy**
2. Move the mouse to a free area of the Project Explorer window and click the RB again
 - Select **Paste**
 - Choose a **new name** for the project and click OK
3. Delete the **Debug folder** of the **new project**. This folder will be created again when we build the new project.
4. Change the name of the source (.asm) file.


To do this, move the mouse to the source file and click the RB. Then select the Rename option and choose a representative name of the new program you are going to write.

5.
 - a) Click on the **new project** with RB and select Properties → C/C++ Build
 - Select the Tab “**Refresh Policy**”. In the window below, select the name of the original project and click the “Delete” button.
 - b) Click “**Add Resource**”, select the newly created project and click OK.
 - Click OK again, and the C/C++ Build window will close.

6. Now it is time to copy&paste the **Debug Configuration**

Select the Debug Perspective

Click Run → Debug Configurations

Select the original Debug Configuration and click the “duplicate” icon (). This will create an exact copy of this configuration, in which we have to change the original project and configuration names to the new ones, and the name of the executable file (Debug*originalname*.elf to Debug*newname*.elf). Now click Apply, and then Close.