

CodeWarrior Development Studio for Microcontrollers V10.x

FAQ Guide

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Table of Contents

1	Introduction	11
	Contents of this Manual	11
	Additional Information Resources	11
2	IDE	19
	Editor	19
	How can I quickly open declaration of any variable, function name, macro, or header file from within Editor?	20
	If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations?	21
	How can I change the color that highlights the current line in a source code file?	23
	Is it possible to view definition of a macro or a variable in the source code file?	24
	Can the CodeWarrior IDE assist me in writing the source code?	25
	How can I change the tab width/size?	28
	Is it possible to display line numbers in Editor?	29
	Is it possible to change the default code format settings?	30
	How can I quickly switch to a header file from within the source code file?	31
	How does the CodeWarrior IDE differentiate between enabled and disabled macros?	31
	How can I configure predefined macros in the CodeWarrior IDE?	32
	Is it possible to view evaluated expansion of a macro in the CodeWarrior IDE?	32
	Is it possible to roll back the changes I did to my source code?	33
	Is there a way to change the default color of comments that span across multiple lines?	34
	Is there a way to revert to the original contents of a source code file?	36
	How do I convert Line Delimiters to the Unix format?	36
	Why do I get the following error message when I try to edit a source code file?	36
	What does an asterisk on the Editor title bar mean?	37
	How can I find out where a function is declared in my source code?	37

Table of Contents

How can I open .tcl extension files in the Editor window?	37
Workbench Window	41
What controls the initial layout of a view in a Workbench window?	41
Is it possible to restrict the number of resources that appear on my Workbench window?	41
How do I minimize a Workbench window?	43
CVS	43
Does the CodeWarrior IDE support version control systems?	43
How can I add my project to CVS from within the CodeWarrior IDE?	45
Search and Replace Action	51
How do I perform a simple search in the CodeWarrior IDE?	51
Is it possible to preview the changes of the Replace action?	51
Is there a way to change the variable or the function name in a CodeWarrior project?	54
How can I search for specific files in a workspace?	55
Is there a way to replace a variable easily?	57
How can I go back to the previous location if the Editor takes me to another source or header file when, for example, I select the Open Declaration option?	59
Is there a shortcut to open the search window for a specified text that is equivalent to the Ctrl + Shift + M shortcut key available in the Classic CodeWarrior IDE?	59
Miscellaneous	61
What is the first thing that I see when I start the CodeWarrior IDE?	62
What is a perspective?	62
How can I find the version of the CodeWarrior that I am using?	63
Is it possible to retrieve a file that I deleted accidentally from my CodeWarrior project?	63
How do I update my local history settings?	64
Is there a way to filter the settings in the Preferences window to find a particular setting?	66
How can I change a key binding?	67
Is it possible to view the change history of a source code file?	69
How can I view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen?	71
How can I determine which header files are associated with my source code	

Table of Contents

file?	72
How do I view call hierarchy in my source code?	73
Why the project that I just created is not visible in the CodeWarrior Projects view?	74
I created a new file in Windows Explorer but the file does not appear in the CodeWarrior Projects view. Why?.....	74
Why does the Rename option appear grayed out?	75
Why duplicating a configuration in the debugger perspective does not duplicate the run configuration?	75
Can I still use Ctrl+Tab keys to navigate between open windows?	75
How can I change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE?.....	75
How can I change name of the executable that is generated when I build my project?	77
Why the console view does not display all the warning and error messages by default?	78
Is there a file that contains all the launch configuration settings?.....	78
How the CodeWarrior Project Importer handles recursive access paths?....	79
Can I disassemble my source code file?	79
Where exactly the disassemble file gets created?	79
Why the .metadata folder in my workspace stores a huge history?	80
Is there a way to list projects from different workspaces in the CodeWarrior Projects view?	80
What is the purpose of the Tasks view?	80
What is the purpose of the Properties view?.....	82
What is the purpose of the Outline view?.....	82
How can I find out if certain files contain debug information?.....	82
How can I resolve the following error message that I get when I start the CodeWarrior IDE?.....	82
How can I open an existing project in the CodeWarrior IDE?	82
What is the Manage Configurations button in the C/C++ perspective toolbar used for? Could it be replaced by the Properties button?	83
How can I start the post-build steps in the CodeWarrior IDE?.....	83
Is it necessary to have the project name identical to the name of the directory that contains the .project file?	84
Where does the CodeWarrior IDE save the debug configuration as a local file	

Table of Contents

by default?	84
When I save my launch configurations as a local file and then delete the project, all the local configurations get deleted as well. Is there a way around this issue?.....	84
How can I modify and save the files in GBK encoding using the CodeWarrior IDE?.....	85
How are the PARENT-COUNT-MyVariable definitions defined in the CodeWarrior IDE?	86
Is there a way to instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace?	86
3 Project Management	87
FAQs — Project Management.....	87
How can I find out where the source files related to a CodeWarrior project are saved?.....	87
How can I add another source or header file to my project?.....	88
What is a workspace?	88
What is a project?	89
How can I view the contents of various types of source code files that appear in my project folder?	89
Is there a way to compare the Property Settings of two different projects? .	89
How do I resize the various views in a Perspective?.....	90
How can I add a project from some other workspace to my current workspace?.....	90
How do I ensure that the CodeWarrior IDE saves all modifications that I make to the project properties?	90
4 Project	91
FAQs — Project.....	91
How do I add a new Source Folder to my project?.....	91
How can I add to my project a folder that exists outside the current workspace?.....	92
How do I add to my project a new file that exists outside the current workspace?.....	94
How can I export a project that I could send to someone else?.....	94
How do I instruct the CodeWarrior IDE to save changes to my source code	

Table of Contents

files automatically before building the project?	94
How do I compare two source code files?.....	95
How do I compare two directories?	96
How can I specify the number of days to keep local history for source code files?.....	96
How can I see or change the preprocessor macros defined for my project?..	97
Is there a shortcut to remove object code that is equivalent to the Ctrl + – shortcut key available in the Classic CodeWarrior IDE?.....	98
5 Compiler	99
FAQs — Compiler	99
How do I compile my project?	99
Where do I see the warning and error messages?	100
When I compile my project, where can I see the commands that are being executed?	100
6 Linker	101
FAQs — Linker.....	101
Can I use a different linker command file than the one being used in my project?	101
7 Debugger	103
Breakpoints.....	103
How do I set breakpoints?.....	104
How do I view the breakpoints that have been set?	104
How do I disable existing breakpoints?	105
What does the checkmark next to the breakpoint represent?	105
What is the difference between the Toggle Breakpoint and Enable/Disable breakpoint options?	106
Which breakpoint option do I select if I want to add a breakpoint?	106
Which breakpoint option do I select if I want to skip a breakpoint still keeping it in my breakpoint list?.....	106
What if I want to delete a breakpoint?	106
How do I place a breakpoint on a given physical address?.....	106
How do I add hardware breakpoints? Can I add them through the GUI?..	107

Table of Contents

How can I view the hardware breakpoints that have been set?	107
What is the difference between the hardware breakpoint and the software breakpoint? Why would I use one over the other?	107
What is the purpose of the Limit New Breakpoint to Active Debug Context button in the Breakpoint window?	108
Is there a way to add breakpoints to C and Assembly files that exist in a library?	108
How do I set a breakpoint at a particular function?	108
What is the difference between a breakpoint and a line breakpoint?	109
The warnings symbols in Editor distort visibility of breakpoints. How can I stop these warning symbols from appearing?	109
Build Configuration.	112
How do I create a new build configuration for my project?	112
Is it possible to exclude a single or multiple files from the project while building it?	114
Is it possible to configure build settings for a particular source code file?	115
Is it possible to store output of the build configuration of my project in a separate directory?	116
How can I disable the option of having the CodeWarrior IDE build my project before launching it?	118
How can I export the launch configurations settings and then import them back into the project?	118
How do I ensure that the launch configurations are a part of the project when it is exported?	118
Miscellaneous	119
How can I view only certain registers?	120
How can I view addresses in memory?	121
How do I open up multiple memory locations in the memory view?	122
How can I view variables that I have set in my project?	123
How can I change the values of variables?	124
How do I view global variables that have been accessed in my project?	124
Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well?	126
Is it possible to specify a different name for the binary file (.abs)?	126
Can I debug the code from the generated assembly file step-by-step?	127
If I have a debugger session running on my application, how can I halt the	

Table of Contents

application?	128
Why do I get the following error message when I attempt to debug my project?	128
Can I change the format of the Memory view?.....	128
Why does the DE.exe appear in the Windows Task Manager even after terminating and closing the debugger perspective?.....	131
Is there a way to display the variables always in the Hexadecimal format?131	
Can I change the endianness that is displayed in the Memory view?.....133	
In the Memory view, is it possible to go back to the address that the rendering was created for?.....136	
Is there a way to view disassembly at any location?.....136	
Is it possible to display the expressions always in the Hexadecimal format instead of the default decimal format?.....137	
What does the Reset on Connect option do?.....138	
Can I change the Program Counter (pc) value while in the debugger without having to restart the debugger?	139
How do I specify the program entry point?.....139	
How can I run a debug session repeatedly?.....140	
Can I direct console output to a file instead of the console window?.....140	
How do I resolve the following error message that I get when I use Ctrl-Click to open variable declaration?.....141	

8 Debugger Shell 143

FAQs — Debugger Shell.....	143
How can I find the default value of memory width? How can I change the value if I want to?	143
Can I change the Program Counter (pc) value?	144
Does the config page off option still available in the Eclipse-based CodeWarrior IDE?.....	144
Is there a way to accelerate the execution speed and turn off the printing when I use a lot of mem commands in the debugger shell?	144

Index 145

Table of Contents

Introduction

This FAQ Guide lists most frequently asked or most anticipated questions about Microcontrollers V10.x. In this document, the FAQs are divided into various categories based on the Microcontrollers V10.x feature they are associated with, such as Installation, IDE, Editor, Project Management, Project, Compiler, Assembler, Linker, Debugger, Debugger Shell, USBTAP, Ethernet TAP, and Profiler.

This chapter consists of these topics.

- [Contents of this Manual](#) — Describes the contents of this manual.
- [Additional Information Resources](#) — Describes supplementary CodeWarrior documentation, third-party documentation, and references to helpful code examples and web sites.

Contents of this Manual

[Table 1.1](#) lists and describes each chapter in this manual. Each chapter lists a specific category of FAQs.

Table 1.1 Manual Contents

Chapter	Description
IDE	Lists IDE related FAQs
Project Management	Lists project management related FAQs
Project	Lists project related FAQs
Compiler	Lists compiler related FAQs
Linker	Lists linker related FAQs
Debugger	Lists debugger related FAQs
Debugger Shell	Lists debugger shell related FAQs

Additional Information Resources

- For Freescale documentation and resources, visit the Freescale web site:

Introduction

Additional Information Resources

<http://www.freescale.com>

- For additional electronic-design and embedded-system resources, visit the EG3 Communications, Inc. web site: <http://www.eg3.com>
- For monthly and weekly forum information about programming embedded systems (including source-code examples), visit the Embedded Systems Programming magazine web site: <http://www.embedded.com>
- For late-breaking information about new features, bug fixes, known problems, and incompatibilities, read the release notes in this folder:

`<CWInstallDir>\MCU\`

where `CWInstallDir` is the directory in which the CodeWarrior software is installed.

Table 1.2 lists the additional documents you can refer to for more information about CodeWarrior for Microcontrollers 10.x. These documents are categorized according to the three different documentation types as Getting Started, User Guides and Application Notes.

Table 1.2 Related Documentation

Documentation Type	Document	Description	Location
Getting Started	Microcontrollers V10.x Quick Start	Explains the steps to install Microcontrollers V10.x, and create and debug a project.	<code><CWInstallDir>\MCU</code>
Getting Started	Microcontrollers V10.x Getting Started Guide	Introduces you to the interface of CodeWarrior for Microcontrollers V10.x and describes the basic components of the Microcontrollers 10.x Eclipse IDE and CodeWarrior development process. This manual also describes how to work with projects in Microcontrollers 10.x and lists frequently asked questions.	<code><CWInstallDir>\MCU\Help\PDF</code>

Table 1.2 Related Documentation (*continued*)

Documentation Type	Document	Description	Location
Getting Started	CodeWarrior Project Importer Quick Start	Explains the steps to convert a classic CodeWarrior project into an Eclipse IDE project.	<CWInstallDir>\MCU
Getting Started	Eclipse Quick Reference Card	Introduces you to the interface of CodeWarrior for Microcontrollers V10.0 Eclipse-based IDE and provides a quick reference to the key bindings.	<CWInstallDir>\MCU
Getting Started	HCS08 Profiling and Analysis for Microcontrollers V10.x Quick Start	Explains how to collect trace and critical code data after creating, building, and running a project on the HCS08 MC9S08QE128 target in the CodeWarrior for Microcontrollers version 10.x debugger.	<CWInstallDir>\MCU
Getting Started	ColdFire Profiling and Analysis for Microcontrollers V10.x Quick Start	Explains how to collect trace and critical code data after creating, building, and running a project on the ColdFire V1 MCF51JM128 target in the CodeWarrior for Microcontrollers version 10.x debugger.	<CWInstallDir>\MCU

Introduction

Additional Information Resources

Table 1.2 Related Documentation (*continued*)

Documentation Type	Document	Description	Location
User Guide	Freescale Eclipse Extensions Guide	Explains extensions to the CodeWarrior Eclipse IDE across all CodeWarrior products.	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x Targeting Manual	Explains how to use CodeWarrior Development Studio for Microcontrollers V10.x	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x HC08 Build Tools Reference Manual	Describes the compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x RS08 Build Tools Reference Manual	Describes the ANSI-C/C++ Compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series.	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x ColdFire Build Tools Reference Manual	Describes the compiler used for the Freescale 8-bit Microcontroller Unit (MCU) chip series	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x MISRA-C:2004 Compliance Exceptions for the HC(S)08, RS08 and ColdFire Libraries Reference Manual	Describes the MISRA-C:2004 compliance exceptions for the HC(S)08, RS08, and ColdFire libraries.	<CWInstallDir>\MCU\Help\PDF

Table 1.2 Related Documentation (*continued*)

Documentation Type	Document	Description	Location
User Guide	CodeWarrior Development Tools EWL C Reference	Describes the contents of the Embedded Warrior Library for C. This document is available only in ColdFire Architecture.	<CWInstallDir>\MCU\Help\PDF
User Guide	CodeWarrior Development Tools EWL C++ Reference	Describes the contents of the Embedded Warrior Library for C++. This document is available only in ColdFire Architecture.	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x HC(S)08/RS08 Assembler Reference Manual	Explains how to use the HC(S)08/RS08 Macro Assembler	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x ColdFire Assembler Reference Manual	Explains the assembly-language syntax and IDE settings for the ColdFire assemblers	<CWInstallDir>\MCU\Help\PDF
User Guide	Microcontrollers V10.x HC(S)08/RS08 Build Tools Utilities Manual	Describes the following five CodeWarrior IDE utilities: SmartLinker, Burner, Libmaker, Decoder, and Maker.	<CWInstallDir>\MCU\Help\PDF

Introduction

Additional Information Resources

Table 1.2 Related Documentation (*continued*)

Documentation Type	Document	Description	Location
User Guide	Microcontrollers V10.x Profiling and Analysis Users Guide	Explains the CodeWarrior Profiling and Analysis tools. These tools provide visibility into an application as it runs on the simulator and hardware. Developers can use these tools to understand how an application runs, as well as identify operational problems.	<CWInstallDir>\MCU\Help\PDF
User Guide	USB TAP Users Guide	Explains the steps to develop and debug a number of processors and microcontroller using CodeWarrior USB TAP probe.	<CWInstallDir>\MCU\Help\PDF
User Guide	Ethernet TAP Users Guide	Explains the steps to develop and debug a number of processors and microcontroller using CodeWarrior Ethernet TAP probe.	<CWInstallDir>\MCU\Help\PDF
User Guide	Open Source BDM-JM60 Users Guide	Describes an Open Source programming and debugging development tool designed to work with Freescale HCS08, RS08, Coldfire V1,V2, V3 and V4, and DSC56800E microcontrollers.	<CWInstallDir>\MCU\Help\PDF
User Guide	Processor Expert Users Manual	Provides information about Processor Expert plug-in, which generates code from the Embedded Beans.	<CWInstallDir>\MCU\Help\PDF

Table 1.2 Related Documentation (*continued*)

Documentation Type	Document	Description	Location
User Guide	Device Initialization Users Manual	Provides information about the user interface, creating a simple design, configuring a device, generating initialization code, and using it in your application.	<CWInstallDir>\MCU\Help\PDF
Application Note	AN3859 - Adding Device(s) to the CodeWarrior Flash Programmer for Microcontrollers V10.x	Explains how to use the Flash Tool Kit to support additional flash devices on the Flash Programmer for CodeWarrior Development Studio for Microcontrollers V10.x.	<CWInstallDir>\MCU\Help\PDF
Application Note	AN3967 - How to Write Flash Programming Applets	Provides information on creating Flash configuration files for the Flash Programming interface.	<CWInstallDir>\MCU\Help\PDF
Application Note	AN4104 - Converting Classic ColdFire Projects to Microcontrollers V10.x	Explains how to convert a ColdFire project created in CodeWarrior Development Studio for Microcontrollers V6.2 or CodeWarrior Development Studio for ColdFire Architectures V7.1 to CodeWarrior Development Studio for Microcontrollers V10.x	<CWInstallDir>\MCU\Help\PDF

Introduction

Additional Information Resources

IDE

In this chapter, you find Frequently Asked Questions (FAQs) related to the CodeWarrior IDE.

The FAQs listed in this chapter are divided into five categories:

- [Editor](#)
- [Workbench Window](#)
- [CVS](#)
- [Search and Replace Action](#)
- [Miscellaneous](#)

Editor

In this topic, Editor related FAQs are listed.

- [How can I quickly open declaration of any variable, function name, macro, or header file from within Editor?](#)
- [If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations?](#)
- [How can I change the color that highlights the current line in a source code file?](#)
- [Is it possible to view definition of a macro or a variable in the source code file?](#)
- [Can the CodeWarrior IDE assist me in writing the source code?](#)
- [How can I change the tab width/size?](#)
- [Is it possible to display line numbers in Editor?](#)
- [Is it possible to change the default code format settings?](#)
- [How can I quickly switch to a header file from within the source code file?](#)
- [How does the CodeWarrior IDE differentiate between enabled and disabled macros?](#)
- [How can I configure predefined macros in the CodeWarrior IDE?](#)
- [Is it possible to view evaluated expansion of a macro in the CodeWarrior IDE?](#)
- [Is it possible to roll back the changes I did to my source code?](#)
- [Is there a way to change the default color of comments that span across multiple lines?](#)

- [Is there a way to revert to the original contents of a source code file?](#)
 - [How do I convert Line Delimiters to the Unix format?](#)
 - [Why do I get the following error message when I try to edit a source code file?](#)
 - [What does an asterisk on the Editor title bar mean?](#)
 - [How can I find out where a function is declared in my source code?](#)
 - [How can I open .tcl extension files in the Editor window?](#)
-

How can I quickly open declaration of any variable, function name, macro, or header file from within Editor?

To quickly open declaration of any variable, function name, macro or header file from within Editor, press the **Ctrl** key and click the text. Alternatively, place the mouse cursor on the text and perform either of the following:

- press F3,
- right-click and select **Open Declaration** ([Figure 2.1](#)), or
- select **Navigate > Open Declaration** from the IDE menu bar ([Figure 2.2](#)).

This will open the logical file associated with the selected text. For example, for a header file include, the header file will open. For variables, the file containing the definition or declaration of the variable will open.

Figure 2.1 Open Declaration

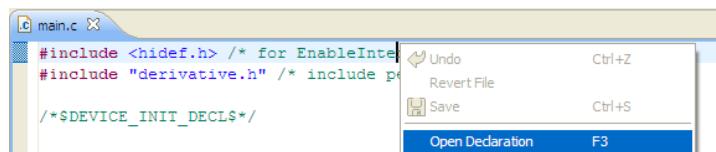
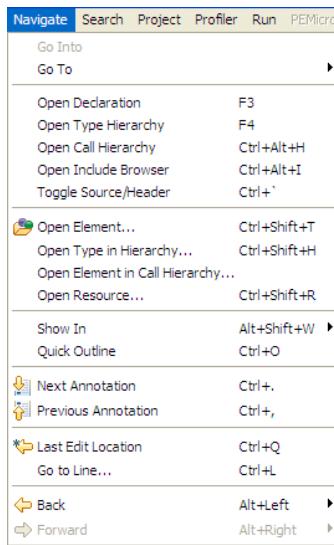


Figure 2.2 Navigate Menu

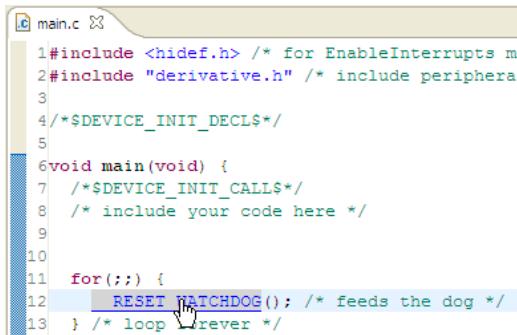
The **Navigate** menu lets you perform various navigation actions in the source file, such as opening header files, viewing macro or variable definitions, navigating to the last edit location or previous source file. You can also perform these actions using the keyboard shortcuts.

If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations?

If you are using a Macintosh computer, just keep the CTRL key pressed and move the mouse cursor over the header file or function whose declaration or definition you want to open. The hyperlink for that header file or function enables.

Click the hyperlink to switch to the required declaration or definition, refer [Figure 2.3](#).

Figure 2.3 Hyperlink in Source Files



A screenshot of a C code editor window titled "main.c". The code is as follows:

```
1#include <hidef.h> /* for EnableInterrupts m
2#include "derivative.h" /* include periphera
3
4/*$DEVICE_INIT_DECL$*/
5
6void main(void) {
7    /*$DEVICE_INIT_CALLS*/
8    /* include your code here */
9
10
11    for(;;) {
12        RESET_WATCHDOG(); /* feeds the dog */
13    } /* loop forever */
}
```

The line "RESET WATCHDOG(); /* feeds the dog */" is highlighted in blue, indicating it is a hyperlink. A mouse cursor is shown pointing at the word "RESET".

By default, the modifier key for hyperlinks in editor is Ctrl; however, you can change the modifier key as per your preference.

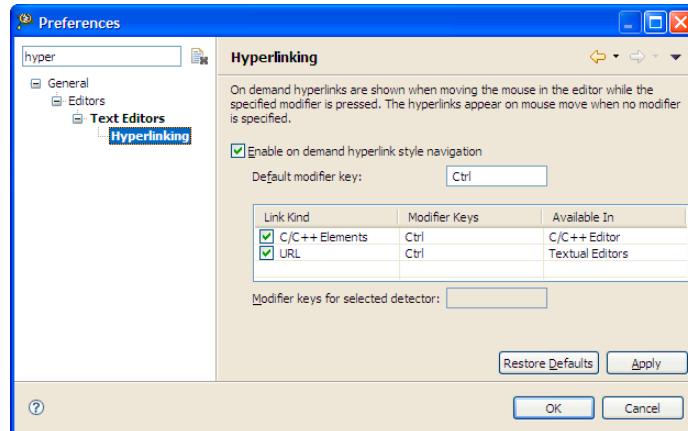
1. Select **Window > Preferences**.

The **Preferences** dialog box appears.

2. Type **Hyperlink** as the filter text to narrow down the list of preferences.
3. Select **General > Editors > Text Editors > Hyperlinking**.

The **Hyperlinking** page appears in the right panel.

Figure 2.4 Hyperlinking Page



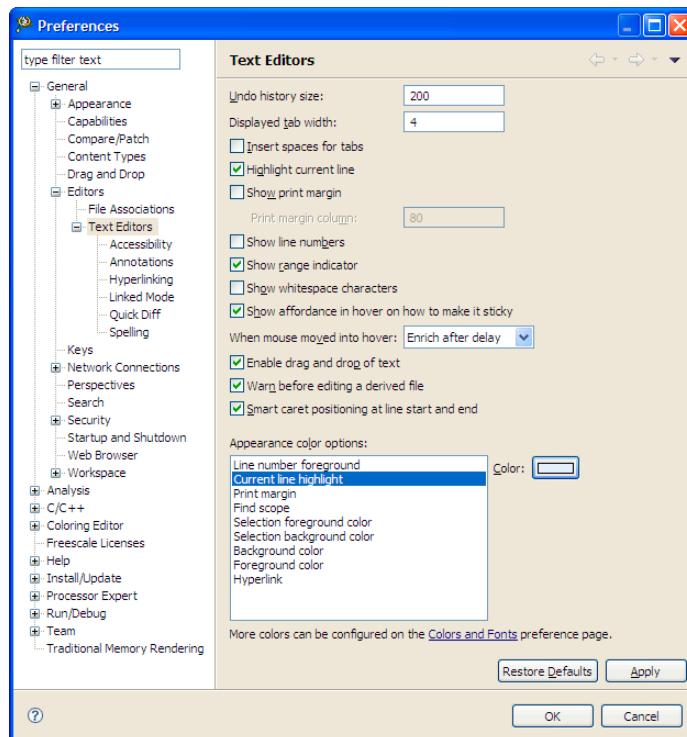
4. Enter the required modifier key in the **Default modifier key** text box.
5. Click **OK**.

How can I change the color that highlights the current line in a source code file?

To change the color for the current line highlight in a source file:

1. Select **Window > Preferences**.
The **Preferences** dialog box appears.
2. Type **text editor** as the filter text to narrow down the list of preferences.
3. Select **General > Editors > Text Editors**.
4. The **Text Editors** page appears in the right panel. Ensure that **Highlight current line** checkbox is checked.
5. Select **Current line highlight** in the **Appearance color options** list.

Figure 2.5 Text Editors Page > Current line highlight Selected



6. Click the **Color** button to open the color panel, and select the required color.
 7. Click **OK** to close the color panel.
 8. Click **OK** to save the settings.
-

Is it possible to view definition of a macro or a variable in the source code file?

Yes, you can open definition of a macro or variable by hovering the mouse cursor over the macro or variable. A small popup window displaying the definition of the macro ([Figure 2.6](#)) or variable ([Figure 2.7](#)) appears.

Also, the IDE highlights all the occurrences of the variable in the source file, so you do not need to search for it manually.

Figure 2.6 Macro Definition

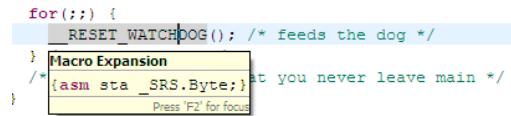


Figure 2.7 Variable Declaration and Occurrences

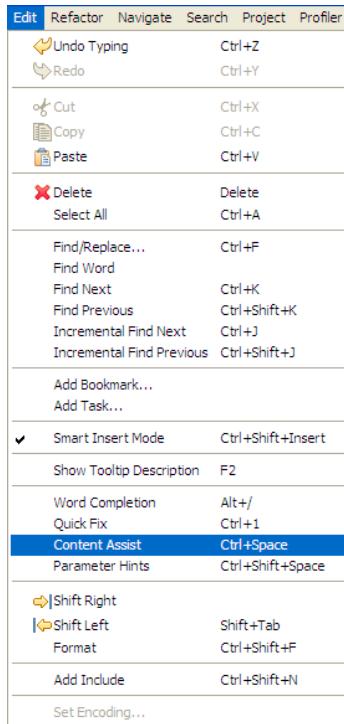
The screenshot shows the CodeWarrior IDE's editor window with the file 'timer.c' open. The code is a C program snippet for a keyboard input processing function. A specific line of code is highlighted with a yellow background: 'case static KBD_KeyStateKind KBD_KeyState = KBD_KEY_IDLE;'. A tooltip box appears over this line, containing the text 'Press 'F2' for focus'. The code uses several standard C libraries and defines variables like 'KBD_KeyState' and 'KBD_LongKeyCount'. The editor interface includes tabs for other files like 'Timer.txt', 'keyboard.h', 'events.c', 'main.c', and 'trigger.c'.

```
64
65 #if 1
66 void DBNC_Process(DBNC_FSMData *data) {
67     DBNC_KeySet keys;
68
69     switch(KBD_KeyState) {
70         case static KBD_KeyStateKind KBD_KeyState = KBD_KEY_IDLE;
71             KBD_LongKeyCount = 0;
72             KBD_KeyState = KBD_KEY_PRESSED; /* advance to next state */
73             TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_IDLE_TO_PRESSED_NOF_1
74             break;
75
76
77         case KBD_KEY_PRESSED:
78             keys = data->GetKeysFn();
79             if (keys == KBD_ScanValue) { /* still pressing the same key */
80                 KBD_LongKeyCount++;
81                 if (KBD_LongKeyCount >= (KBD_LONG_KEY_TIME_MS / (KBD_KEY_F
82                 /* yes, long key press detected */
83                 KBD_LongKeyCount = KBD_LONG_KEY_ITERATIONS; /* avoid c
84                 data->LongKeyEventFn(keys);
85                 KBD_KeyState = KBD_KEY_WAIT_RELEASE; /* advance to nex
86                 TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_PRESSED_TO_WAIT_F
87             } else {
88                 TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_PRESSED_TO_PRESSE
89             }
90         } else { /* we got another key set pressed: so it was only
91             data->ShortKeyEventFn(KBD_ScanValue);
92             KBD_KeyState = KBD_KEY_WAIT_RELEASE; /* advance to next
93             TRG_AddTrigger(TRG_KEYPRESS, KBD_KEY_WAIT_RELEASE_TO_WAI
94     }
}
```

Can the CodeWarrior IDE assist me in writing the source code?

Yes, CodeWarrior IDE can parse the source files in the background. Therefore, it provides you the code completion feature. To use the code completion feature, select **Edit > Content Assist** from the IDE menu bar.

Figure 2.8 Edit > Content Assist



The Content Assist feature allows you to view the list of the field member of a structure, class, or union. The list of the field members appears automatically the moment you type ‘.’ following the structure, class, or union name ([Figure 2.9](#)). You can also press **Ctrl+Space** to view the list.

Figure 2.9 View Field Members of Structure

The screenshot shows a code editor window with the following C code:

```
struct foo {
    int a;
    int b;
} FS;

void main(void) {
    /*$DEVICE_INIT_CALL$*/
FS.
    f
}
/*$DEVICE_LEAVE$*/
the dog */
leave main */
```

A tooltip box is displayed over the variable 'f' in the 'main' function, listing its field members: 'a : int' and 'b : int'. A message at the bottom of the tooltip says 'Press 'Ctrl+Space' to show Template Proposals'.

If you press **Ctrl+Space** without typing anything or by placing the cursor in a blank line in the source file, the complete list appears, as shown in [Figure 2.10](#)

Figure 2.10 Content Assist — Without Typing Anything

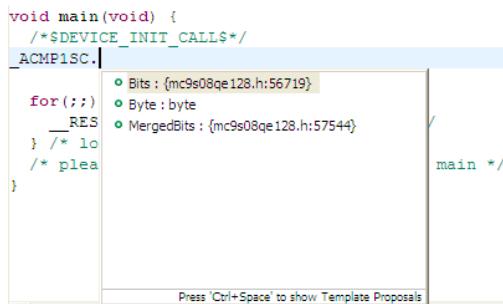
The screenshot shows the same code as Figure 2.9, but the tooltip box now contains a much larger list of symbols, indicating that the 'Ctrl+Space' key was pressed. The list includes:

- FS : foo
- _ACMP1SC : volatile ACMP1SCSTR
- _ACMP2SC : volatile ACMP2SCSTR
- _ADCCFG : volatile ADCCFGSTR
- _ADCCV : volatile ADCCVSTR
- _ADCR : volatile ADCRSTR
- _ADCSC1 : volatile ADCSC1STR
- _ADCSC2 : volatile ADCSC2STR
- _APCTL1 : volatile APCTL1STR
- _APCTL2 : volatile APCTL2STR

A message at the bottom of the tooltip says 'Press 'Ctrl+Space' to show Template Proposals'.

You can also view the list of bitfields using Content Assist, as shown in [Figure 2.11](#)

Figure 2.11 Bitfields

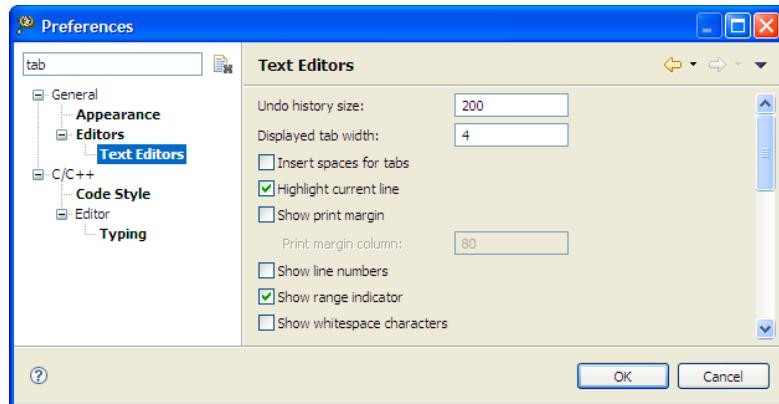


How can I change the tab width/size?

By default, the tab size in the CodeWarrior IDE is 4. To change the default tab size:

1. Select **Window > Preferences** from the IDE menu bar.
2. Type **tab** as the filter text to narrow down the list of preferences.
3. Select **Text Editors**. The **Text Editors** preference page appears in the right panel of the Preferences dialog box.

Figure 2.12 Text Editors Preferences Page



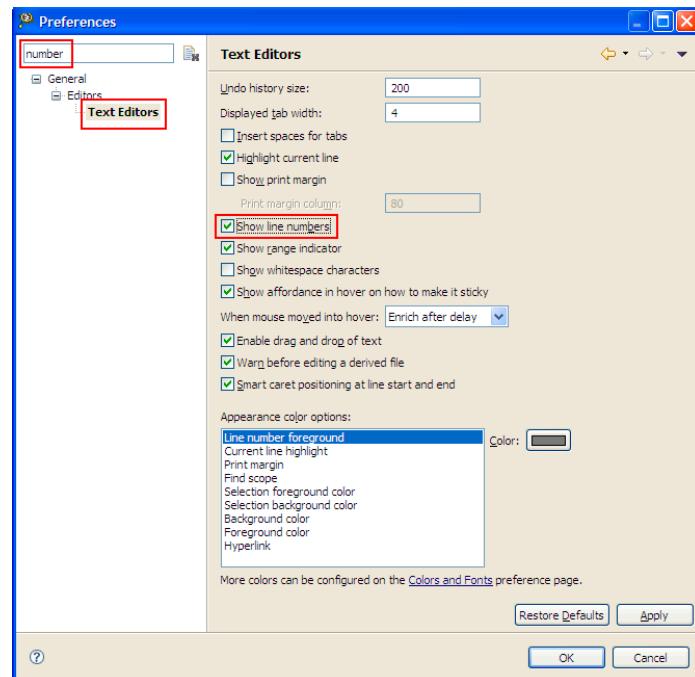
4. Enter the desired tab size in the **Displayed tab width** text box.
5. Click **OK**.

Is it possible to display line numbers in Editor?

Yes, to display line numbers in the editor area:

1. Select **Window > Preferences** from the IDE menu bar.
The **Preferences** dialog box appears.
2. Type **number** as the filter text to narrow down the list of preferences.
3. Select **Text Editors**. The **Text Editors** preference page appears in the right panel of the **Preferences** dialog box.
4. Check the **Show line numbers** checkbox.

Figure 2.13 Text Editors Preference Page



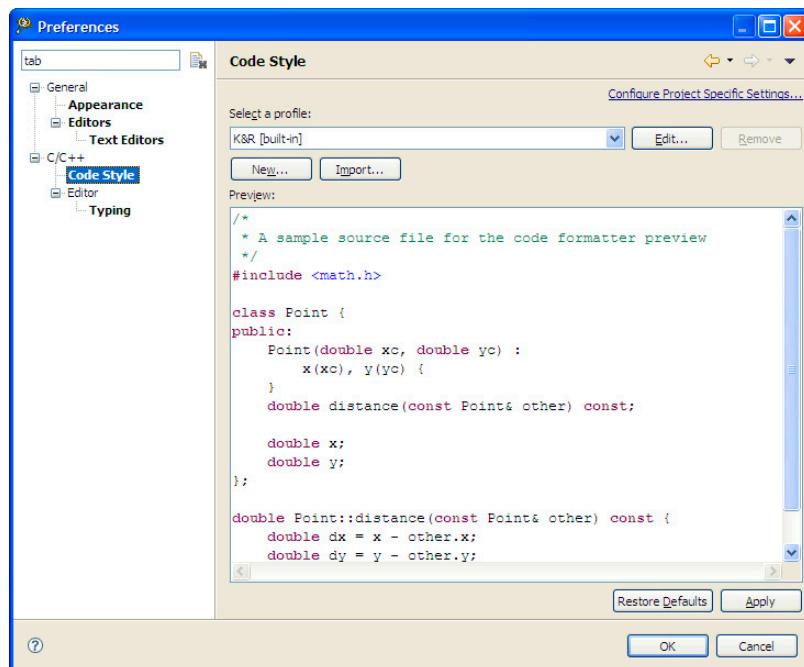
5. Click **OK**.

Is it possible to change the default code format settings?

Yes, to change the default code format settings:

1. Select **Window > Preferences** from the IDE menu bar.
The **Preferences** dialog box appears.
2. Type **code** as the filter text to narrow down the list of preferences.
3. Select **Code Style** in the left pane to modify the code formatting.

Figure 2.14 Code Style Preference Page



4. Select a predefined profile from the **Select a profile** drop-down list. Each of the profile specify different ways of formatting the code.

If the predefined profiles does not suit your requirements, you can create a new profile.

- a. Click the **New** button.

The **New Code Formatter Profile** dialog box appears.

- b. Enter the name of the new profile in the **Profile name** text box.

-
- c. Select the profile based on which you want to create the new profile from the **Initialize settings with the following profile** drop-down list.
 - d. Click **OK**.
The edit dialog box appears.
 - e. Specify the code formatting settings as required and click **OK**.
5. Click **OK** to close the **Preferences** dialog box. The editor will now use the selected profile to format the code.
-

How can I quickly switch to a header file from within the source code file?

If you are working in an implementation (*.c/*.cpp) file, and you quickly want to open the corresponding header file, perform either of the following:

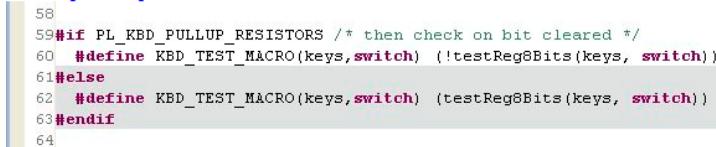
- press **CTRL+`** or
- right-click and select **Toggle Source/Header**.

Similarly, you can also toggle back to the source file from the header file.

How does the CodeWarrior IDE differentiate between enabled and disabled macros?

CodeWarrior IDE automatically marks the disabled macros in gray to help you determine which macros are active and which not.

Figure 2.15 Disabled Macros Marked in Gray



A screenshot of a code editor showing a snippet of C code. The code includes several preprocessor directives. The lines 59 through 64 are highlighted in a light gray background, indicating they are disabled macros. The code is as follows:

```
58
59 #if PL_KBD_PULLUP_RESISTORS /* then check on bit cleared */
60 #define KBD_TEST_MACRO(keys,switch) (!testReg8Bits(keys, switch))
61 #else
62 #define KBD_TEST_MACRO(keys,switch) (testReg8Bits(keys, switch))
63 #endif
64
```

How can I configure predefined macros in the CodeWarrior IDE?

To configure predefined macros in the CodeWarrior IDE:

1. Select the project for which you want to configure the predefined macros in the **CodeWarrior Projects** view.

2. Select **Project > Properties** in the IDE menu bar.

The **Properties** dialog box appears.

3. Select **C/C++ General > Paths and Symbols**.

The **Paths and Symbols** properties page opens in the right panel of the **Properties** dialog box.

4. Select the **Symbols** tab.

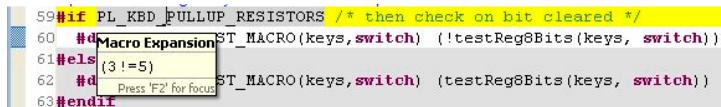
5. Configure the symbols listed in the **Symbols** tab page.

6. Click **OK**.

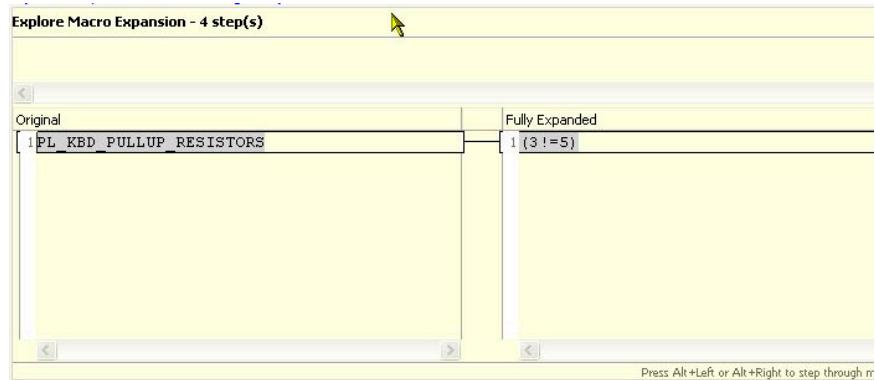
Is it possible to view evaluated expansion of a macro in the CodeWarrior IDE?

Yes, if you hover mouse cursor over a complex macro, the CodeWarrior IDE shows the evaluated expression.

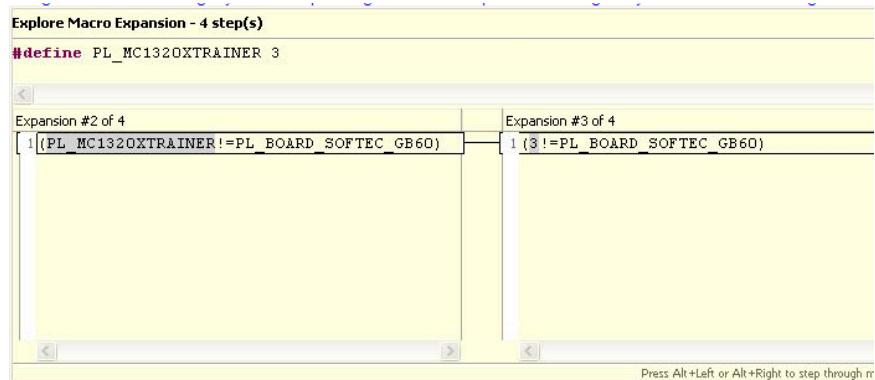
Figure 2.16 Pop-up Window Displaying Macro Expansion



Press F2 to bring in focus the macro expansion.

Figure 2.17 Focus over Macro Expansion

Using **Alt+Left** and **Alt+Right** you can step through the macro expansion. This gives you details of the steps in the macro expansion.

Figure 2.18 Macro Expansion Steps

Is it possible to roll back the changes I did to my source code?

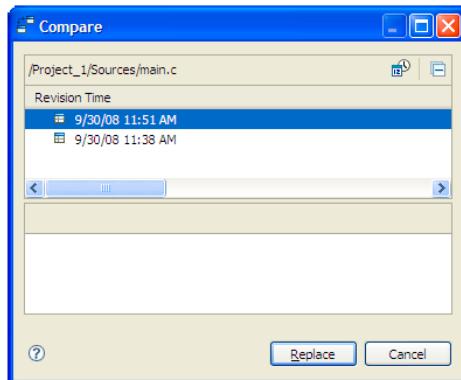
Yes, local history can help roll back the changes you make to your source code.

To roll back the changes, perform these steps.

1. Right-click the updated source code in the editor.
2. From the context menu, select the **Replace with > Local History** command.

The **Compare** dialog box appears. The dialog box lists the date and time of the changes you saved.

Figure 2.19 Compare Dialog Box



3. From the **Revision Time** options, select the desired date and time.

4. Click the **Replace** button.

The changes made to the file will be rolled back to the selected date and time.

NOTE The local history is maintained for files only and not for projects or folders.

Is there a way to change the default color of comments that span across multiple lines?

Yes, in order to change the default color of comments that span across multiple lines in source code follow steps below:

1. From C/C++ perspective toolbar, select **Preferences**.

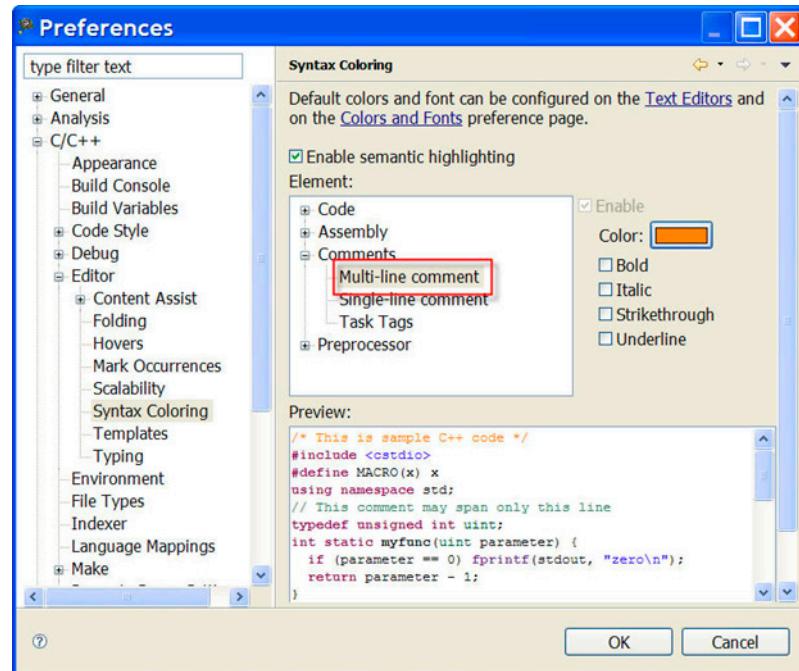
The **Preferences** window appears.

2. Select **C/C++ > Editor > Syntax Coloring**.

The **Syntax Coloring** page appears in the right panel.

3. Select **Comments > Multi-line comment**.

Figure 2.20 Preferences Dialog Box—Syntax Coloring



4. Select Color.

The color palette window appears.

5. From Color Palette, select a color of your choice.
6. Click **OK**.
7. Click **Apply**.
8. Click **OK**.

NOTE If you want to change the color of a comment that is across a single line, then follow the steps given above, except selecting **Single-line comment** instead of **Multi-line comment**.

Is there a way to revert to the original contents of a source code file?

Yes, if undesired changes were made to source file, there is a way to revert to the previous file. In order to do this follow steps below:

1. Right-click the source file and select **Replace With > Local History** from the context menu.
The **Compare** view appears.
2. Double-click **Revision Time**.
3. Double-click **Revision Time** tab.
The **Compare** window appears.
4. Select **Replace**.
The file is replaced.

NOTE Another way to replace the file is to select **Replace With > Previous from Local History** from context menu and this command replaces the file with the last file that you saved.

How do I convert Line Delimiters to the Unix format?

The Default is Windows. To change to UNIX, select **File > Convert Line Delimiters To > Unix** from the IDE menu bar.

Why do I get the following error message when I try to edit a source code file?

File '/.../filename.c' is read-only. Do you wish to make it writable?

You get this error message because the file that you are trying to edit is read-only. If you do not want to make it writable then select **No**. If you want to find out the settings for this file, follow steps below:

1. From the CodeWarrior Projects window, right-click on the source file.
A context menu appears.
 2. From context menu, select **Properties**.
The **Properties** window appears.
 3. Select **Resource**.
On the right-hand side the settings for the file appear.
-

What does an asterisk on the Editor title bar mean?

The asterisk on the editor's toolbar indicates there are unsaved changes.

How can I find out where a function is declared in my source code?

To find out where a function is declared in source file, follow steps below:

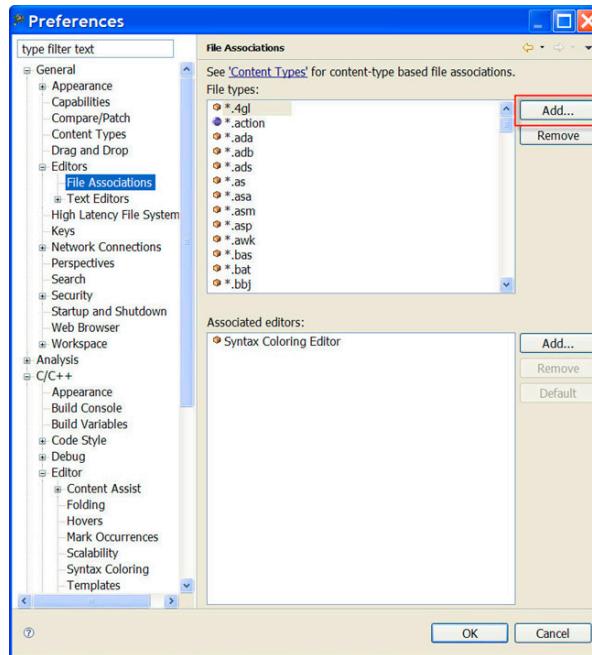
1. Double-click on source file.
Source file appears in the **Editor** view.
2. In Source file, right-click the function name.
A context menu appears.
3. From context menu, select **Open Declaration**.
The source file that contains the function declaration appears.

How can I open .tcl extension files in the Editor window?

In order to open .tcl extension files in the Editor window, a File Association needs to be created. To create a File Association follow steps below:

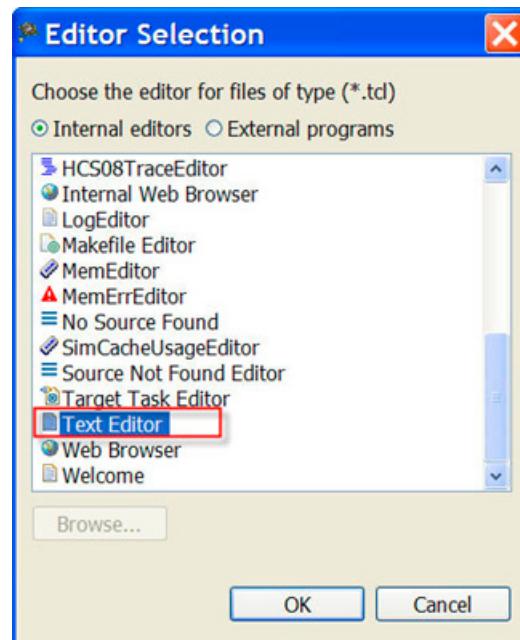
1. From the CodeWarrior toolbar, select **Window > Preferences**.
The **Preferences** window appears.
 2. Select **General > Editors > File Associations**.
The **File Associations** preferences appear on the right hand side.
 3. Select **File Associations**.
The **File Associations** pane appears ([Figure 2.21](#)).
-

Figure 2.21 Preferences Dialog Box—File Association



4. Click **Add....**
The **New File Type** window appears.
5. In the **File Type** textbox, enter **.tcl**.
6. Click **OK**.
The **.tcl** extension appears under **File Types**.
7. Under **Associated editors**, Click **Add....**
The **Editor Selection** window appears ([Figure 2.22](#)).

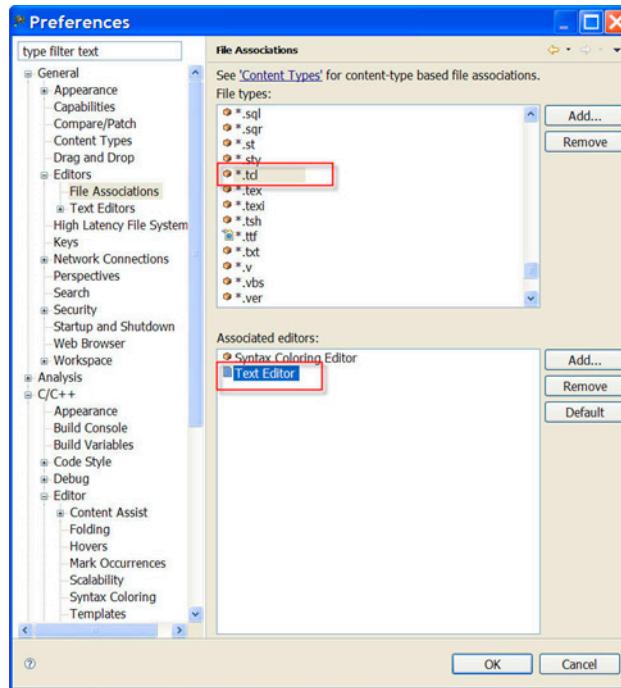
Figure 2.22 Editor Selection Dialog Box



8. Click **OK**.

The .tcl extension file types get associated with a Text Editor ([Figure 2.23](#)).

Figure 2.23 Preferences Dialog Box—File Association



9. Click **OK**.

Workbench Window

In this topic, Workbench window related FAQs are listed.

- [What controls the initial layout of a view in a Workbench window?](#)
 - [Is it possible to restrict the number of resources that appear on my Workbench window?](#)
 - [How do I minimize a Workbench window?](#)
-

What controls the initial layout of a view in a Workbench window?

A perspective defines the initial layout of the views in a workbench window. One workbench window contains many perspectives. Each of the perspectives is task oriented.

Is it possible to restrict the number of resources that appear on my Workbench window?

Yes, working sets help reduce the number of resources displayed. A working set is a group of elements you want to display.

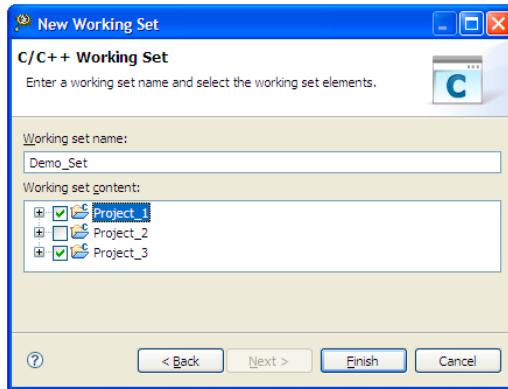
To create or define a new working set, perform the following steps.

1. Click  in the **CodeWarrior Projects** view or **Project Explorer** view toolbar.
The pull-down menu appears.
2. Select the **Select Working Set** command. The **Select Working Set** dialog box appears.
3. Click the **New** button.
The **New Working Set** wizard appears.
4. From the **Working set type** options, select the appropriate working set. For example, select **C/C++**.
5. Click **Next**.
The **<selected> Working Set** page appears. For example, **C/C++ Working Set**.
6. In the **Working set name** field, enter an appropriate name for the working set. For example, **Demo_Set**.
7. In the **Working set content** tree, check the items you want in your view. For example, check **Project_1** and **Project_3**.

IDE

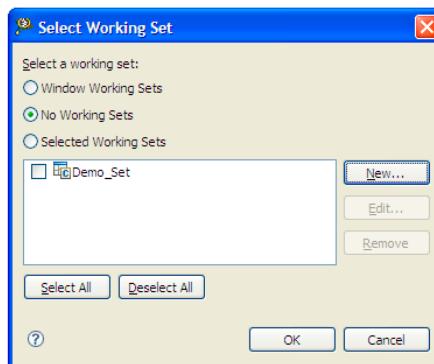
Workbench Window

Figure 2.24 New Working Set Wizard — C/C++ Working Set Page



8. Click **Finish** to close the **New Working Set** wizard.
9. The **Select Working Set** dialog box reappears with the newly created working set.

Figure 2.25 Select Working Set Dialog Box



10. Check the checkbox corresponding to the desired working set and click **OK**.

The **CodeWarrior Projects** view or **Project Explorer** view will now display the selected resources only.

NOTE To deselect an active working set, select the **Deselect Working Set** command from the view pull-down menu.

NOTE To edit an active working set, select the **Edit Active Working Set** command from the view pull-down menu.

How do I minimize a Workbench window?

When initiated for the first time, the Workbench window tends to appear in a peculiar state. The window seems to stretch to fit the entire screen but might not be maximized. This generally happens, because the window takes the dimensions of the last application window you opened. To minimize such a window, ensure that the **Maximize** button indicates an unmaximized window. Next, drag the window edge (the cursor will appear as a left-right arrow ) to the desired width.

CVS

In this topic, CVS related FAQs are listed.

- [Does the CodeWarrior IDE support version control systems?](#)
 - [How can I add my project to CVS from within the CodeWarrior IDE?](#)
-

Does the CodeWarrior IDE support version control systems?

Yes, CodeWarrior IDE does provide support for the version control systems. One of the version control system supported by the CodeWarrior IDE is CVS.

To use CVS with the CodeWarrior IDE:

1. Select **Window > Show View > Other** from the IDE menu bar.
The **Show View** dialog box appears.
2. Expand the **CVS** tree control and select **CVS Repositories**.
3. Click **OK**.
The **CVS Repositories** view appears.
4. Click the **Add CVS Repository** command on the **CVS Repositories** view toolbar.
The **Add CVS Repository** dialog box appears.
5. Enter host name and path of the repository that you want to browse through in the **Host** and **Repository path** text boxes respectively.
6. Enter user name and password in the **User** and **Password** text boxes respectively.

Figure 2.26 Add CVS Repository Dialog Box

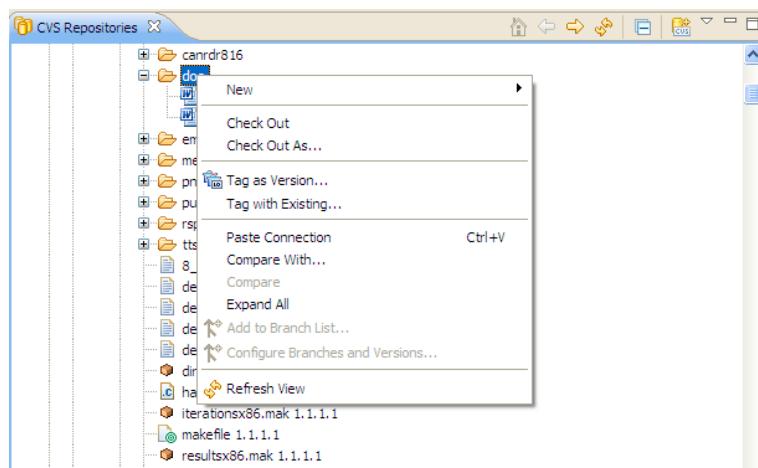


7. Click **Finish**.

You can browse through the specified repository in the **CVS Repository** view.

8. Right-click the desired folder and select the desired action from the context menu to perform CVS actions, such as check out.

Figure 2.27 CVS Repository View

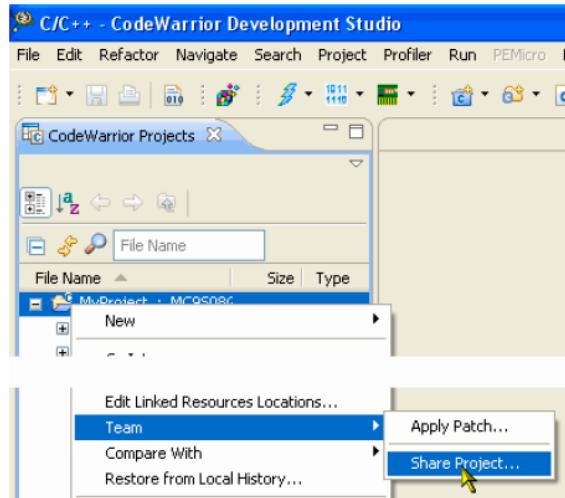


How can I add my project to CVS from within the CodeWarrior IDE?

To add a project to the CVS:

1. Right-click the project in the **CodeWarrior Projects** view and select **Team > Share Project**.

Figure 2.28 Team > Share Project

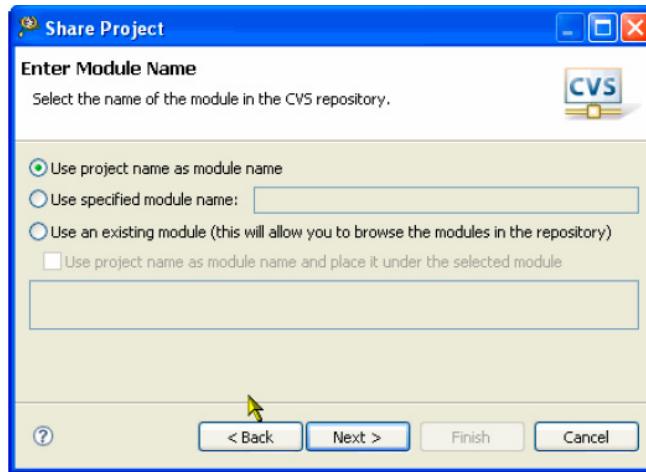


If you have already configured a CVS repository with the CodeWarrior IDE, the **Share Project with CVS Repository** page of the **Share Project** wizard appears. Otherwise, the **Enter Repository Location Information** page appears.

2. Specify the repository to which you want to add the project and click **Next**.

The **Enter Module Name** page appears.

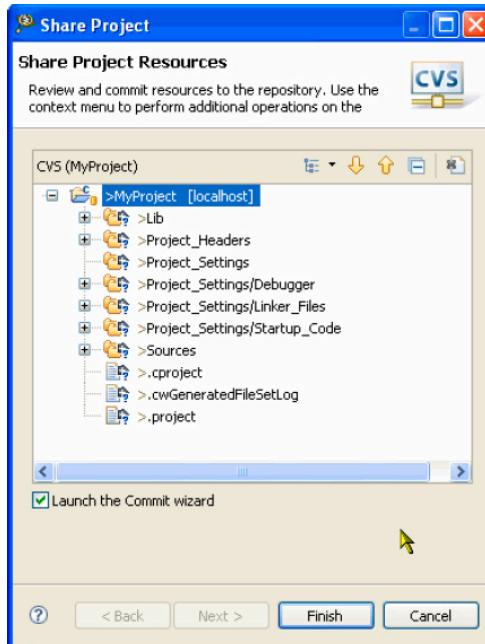
Figure 2.29 Enter Module Name Page



- Specify name of the module in the CVS repository and click **Next**.

The **Share Project Resources** page appears.

Figure 2.30 Share Project Resources Page



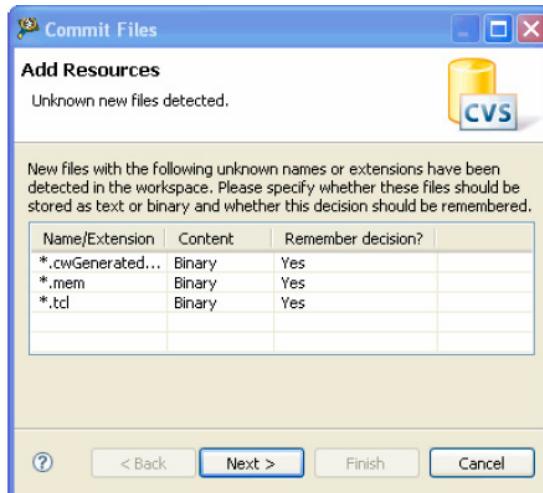
-
4. Select the files that you want to add to the CVS.

If the project includes generated file, then you may not want to add them to the CVS module. You can add such files to the `.cvsignore` list. The `.cvsignore` is a special text file which specifies all the files that should be ignored/filtered out. The `.cvsignore` file can also use wildcards, such as `*.tmp` for filtering.

5. Check the **Launch the Commit wizard** checkbox and click **Finish**.

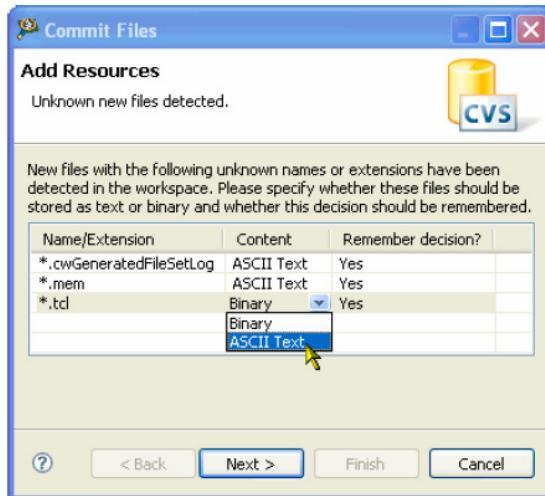
The **Commit Files** wizard starts displaying the list of unknown file.

Figure 2.31 Commit Files Wizard



6. Specify whether these files are binary or ASCII Text. In this example, CVS does not identify three file extensions and assumes them as binary files. However, as `*.mem`, `*.tcl`, and `*.cwGeneratedFileSetLog` are text files, the file type is changed to ASCII Text.

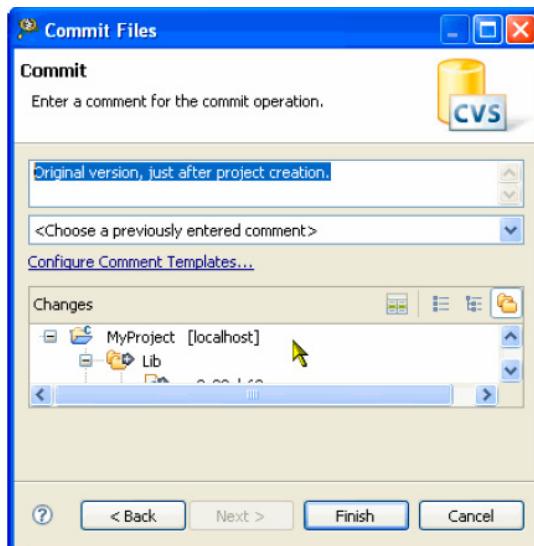
Figure 2.32 Specify How to Store Unknown Files



7. Click Next.

The **Commit** page appears.

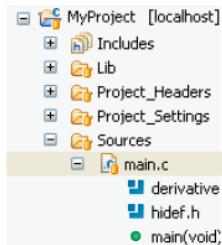
Figure 2.33 Commit Page



8. Enter appropriate comment for the commit action and click **Finish**.

The icons of the files and folders in the project change, which specify that the project is now under CVS control.

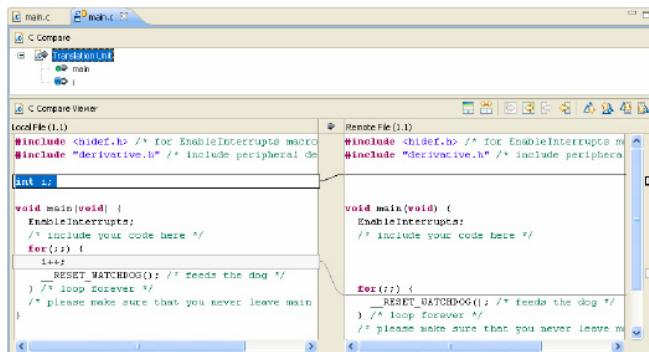
Figure 2.34 Project Under CVS Control



Now, if you have done changes to a source file, and you need to view the differences between your local copy and the repository copy, perform these steps.

1. Right-click the modified file and select **Team > Synchronize with Repository**. The **C Compare Viewer** opens displaying comparison between the files.

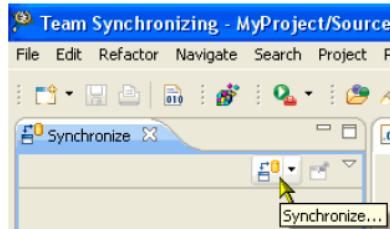
Figure 2.35 C Compare Viewer



2. Review the changes. If you are ready to commit the changes, right-click the file and select **Team > Commit**.
3. Enter the appropriate comment and click **Finish**.

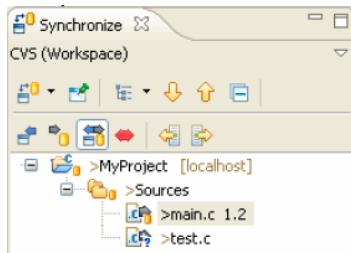
You can also perform the synchronization in the **Synchronize** view in the **Team Synchronizing** perspective.

Figure 2.36 Synchronize View



The **Synchronize** view displays what has been changed either locally or remotely. For example, in the **Synchronize** view in [Figure 2.37](#), the file `main.c` is on revision 1.2 with some outgoing changes, that is some changes are done locally in the file, and there is a new file `test.c` which is not committed yet.

Figure 2.37 Synchronize View Displaying File Revisions



Search and Replace Action

In this topic, Search and Replace related FAQs are listed.

- [How do I perform a simple search in the CodeWarrior IDE?](#)
- [Is it possible to preview the changes of the Replace action?](#)
- [Is there a way to change the variable or the function name in a CodeWarrior project?](#)
- [How can I search for specific files in a workspace?](#)
- [Is there a way to replace a variable easily?](#)
- [How can I go back to the previous location if the Editor takes me to another source or header file when, for example, I select the Open Declaration option?](#)
- [Is there a shortcut to open the search window for a specified text that is equivalent to the Ctrl + Shift + M shortcut key available in the Classic CodeWarrior IDE?](#)

How do I perform a simple search in the CodeWarrior IDE?

You can either use the **Search** menu in the menu bar or select the **Edit > Find/Replace** command. However, there is a difference. The **Search** menu displays the commands **C/C++**, **Search**, **File**, and **Text**.

- **C/C++** — Opens the search dialog on the C/C++ search page
- **Search** — Opens the search dialog for your current editor
- **File** — Opens the search dialog on the File search page
- **Text** — Opens the submenu for full-text search in given scope (workspace, project, file or working set)

Selecting the **Select** menu opens the **Search** dialog box that includes two specialized tabs: **File Search** and **C/C++ Search**.

Whereas, the **Find/Replace** command displays the **Find/Replace** dialog box that lets you search for an expression in the active editor, and replace the expression with a new expression.

Thus, for a simple find and replace use **Edit > Find/Replace**.

Is it possible to preview the changes of the Replace action?

Yes, to preview the changes of the Replace action, follow these steps:

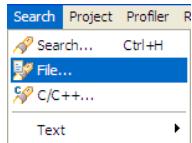
IDE

Search and Replace Action

1. Select **Search > File** ([Figure 2.38](#)) from the IDE menu bar.

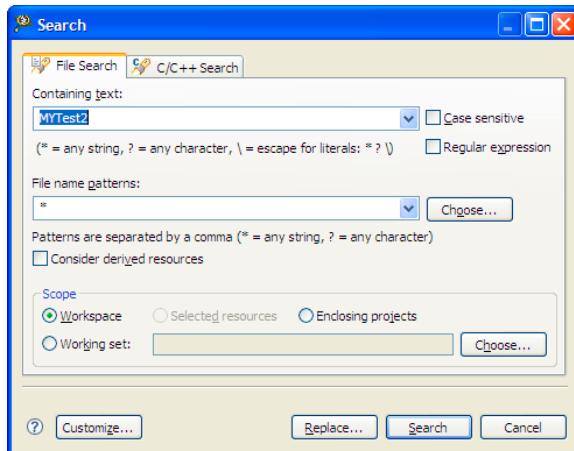
The **File Search** tab page of the **Search** dialog box appears ([Figure 2.39](#)).

Figure 2.38 Search Menu



2. Specify the text that you want to replace in the **Containing text** text box.

Figure 2.39 Search Dialog Box

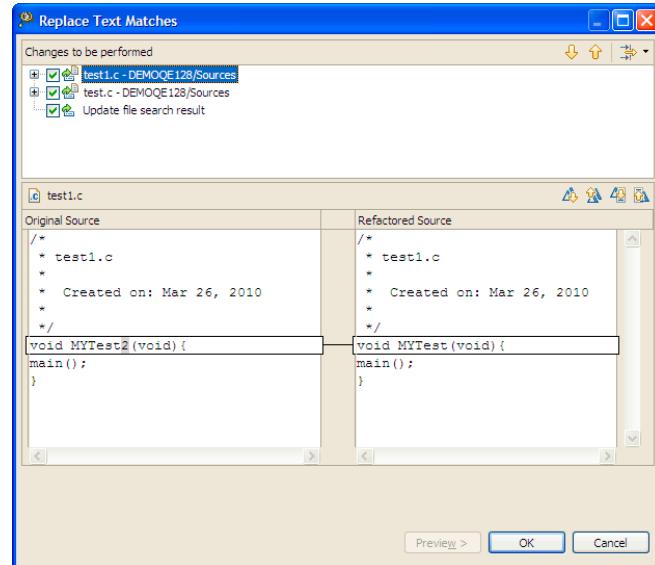


3. Click the **Replace** button. The **Replace Text Matches** dialog box appears.
4. In the **With** text box, enter the text with which you want to replace the text entered in the **Replace** text box.

Figure 2.40 Replace Text Matches Dialog Box

5. Click the **Preview** button.

The dialog box lists the files to which the changes will be performed as a result of the replace action. You can preview each of the change and check or clear a file to accept or reject the change as required.

Figure 2.41 Preview Replace Action

6. Click **OK** to perform the replace action and close the **Replace Text Matches** dialog box.

Is there a way to change the variable or the function name in a CodeWarrior project?

Yes, you can use the Refactoring feature of the CodeWarrior IDE to replace a function or a variable name.

1. Select the variable or function and select **Refactor > Rename** from the IDE menu bar ([Figure 2.42](#)).

The **Rename global variable '<variable name>'** dialog box appears ([Figure 2.43](#)).

Figure 2.42 Refactor Menu

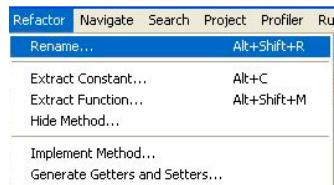
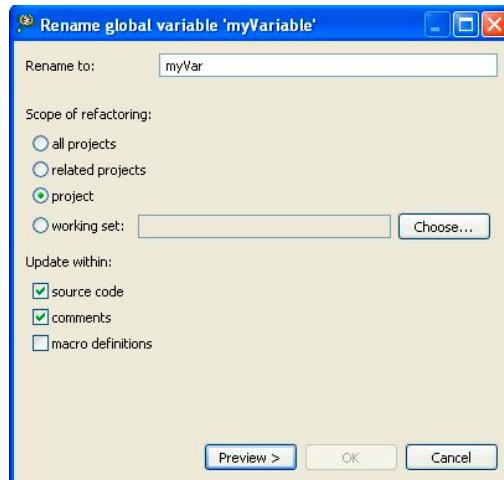


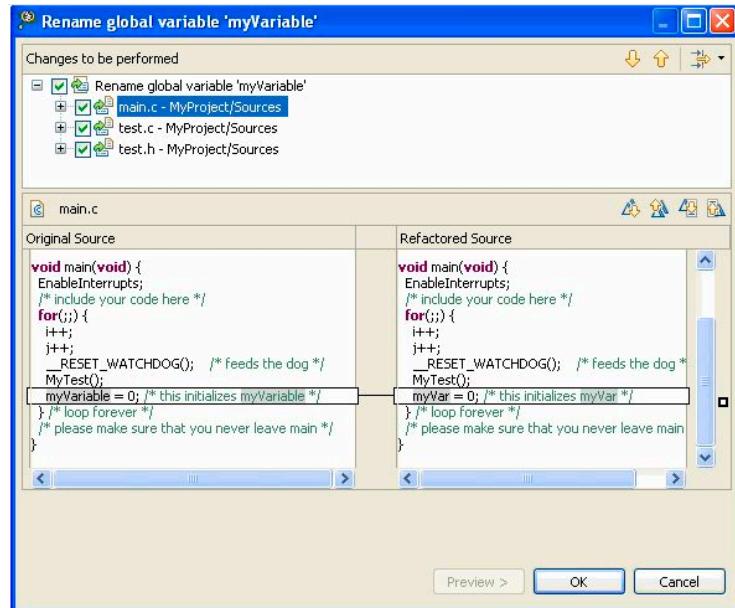
Figure 2.43 Rename global variable Dialog Box



2. Specify the new name for the variable.
3. Specify the scope of refactoring, such as all projects, related projects, project, or working set.
4. Specify where in the source file you want to make the changes, such as source code, comments, and/or macro definitions.

5. Click the **Preview** button to preview the changes.

Figure 2.44 Preview Replace Action



6. Check or clear a file to accept or reject a change as required.
7. Click **OK**.

How can I search for specific files in a workspace?

To search for specific files in a workspace, follow these steps:

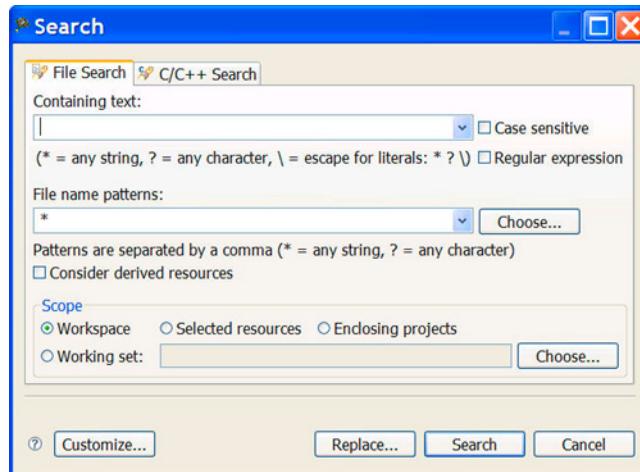
1. Select the **Search > File...** option from the IDE menu bar.

The **Search** dialog box appears ([Figure 2.45](#)).

IDE

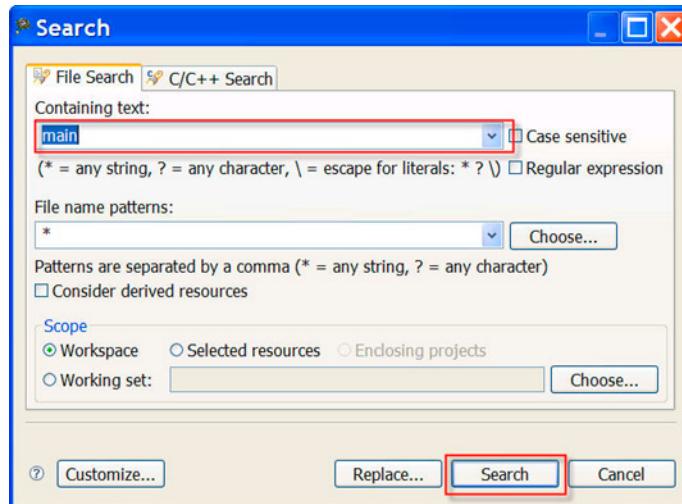
Search and Replace Action

Figure 2.45 Search Dialog Box



- Specify the search string in the **Containing Text** field. Specify other search options according to your requirements (Figure 2.46).

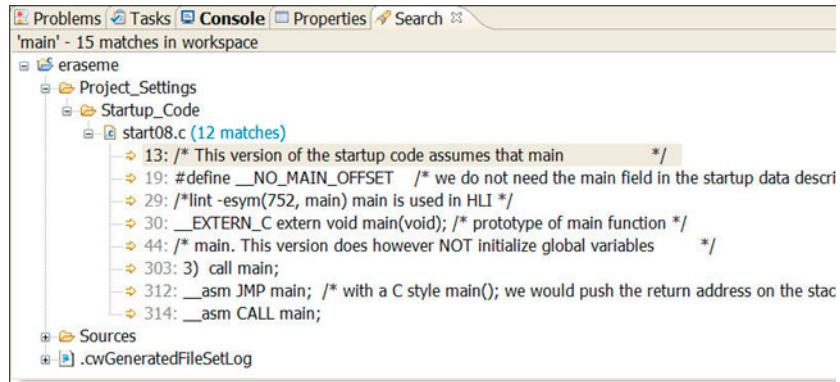
Figure 2.46 Search Dialog Box



- Click the **Search** button.

The **Search** view appears (Figure 2.47). The **Search** view displays the results of your search. Right-click any item in the **Search** view to open a pop-up menu that allows you to remove items from the list, copy search results to the clipboard, or rerun the search.

Figure 2.47 Search View



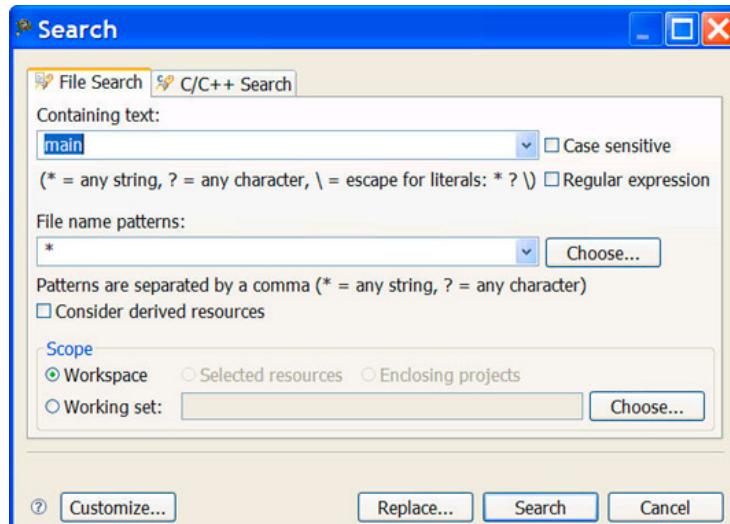
Is there a way to replace a variable easily?

Yes, to replace a variable, follow these steps:

1. Select the **Search > File...** option from the IDE menu bar.

The **Search** dialog box appears ([Figure 2.48](#)).

Figure 2.48 Search Dialog Box

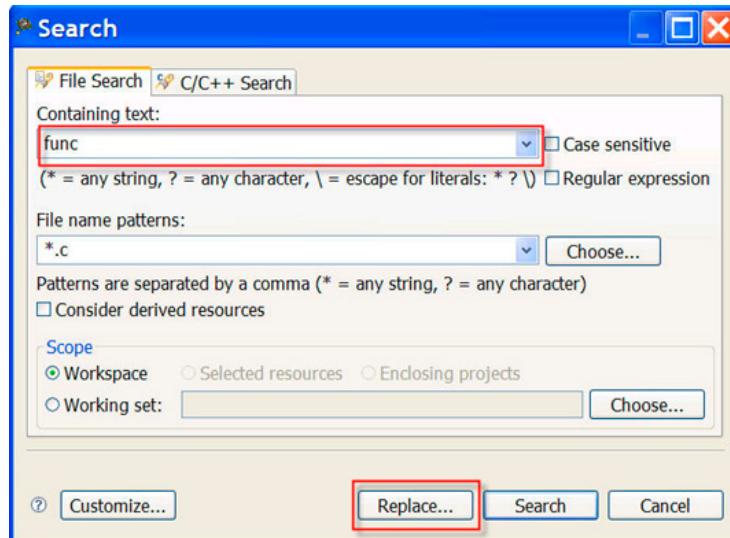


IDE

Search and Replace Action

- Specify the search string in the **Containing Text** field. Specify other search options according to your requirements ([Figure 2.49](#)).

Figure 2.49 Search Dialog Box



- Click **Replace**.

The **Replace Text Matches** dialog box appears ([Figure 2.50](#)).

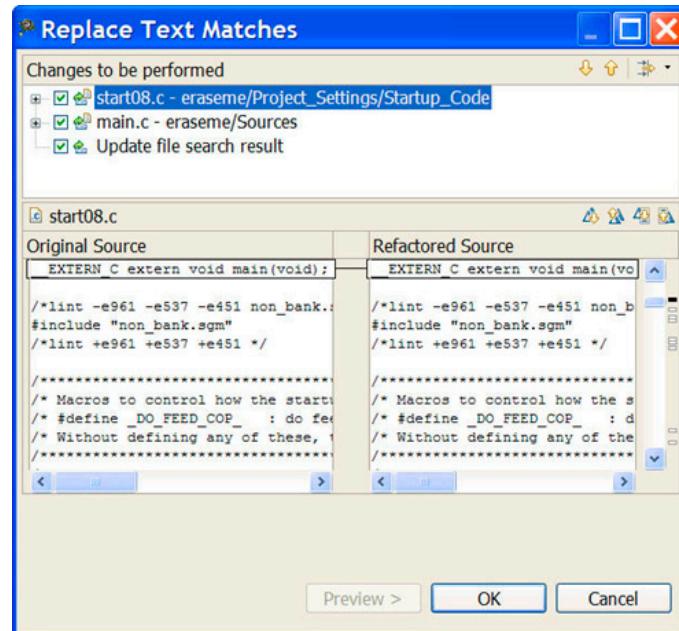
Figure 2.50 Replace Text Matches Window



- Click **Preview**.

The **Replace Text Matches** window appears ([Figure 2.51](#)). This window gives lets you preview the changes that will be made. This allows you to inspect each proposed change and accept or deny it individually.

Figure 2.51 Replace Text Matches Window



How can I go back to the previous location if the Editor takes me to another source or header file when, for example, I select the Open Declaration option?

Use the **Alt+left** shortcut key. This option is also listed under the **Navigation** menu.

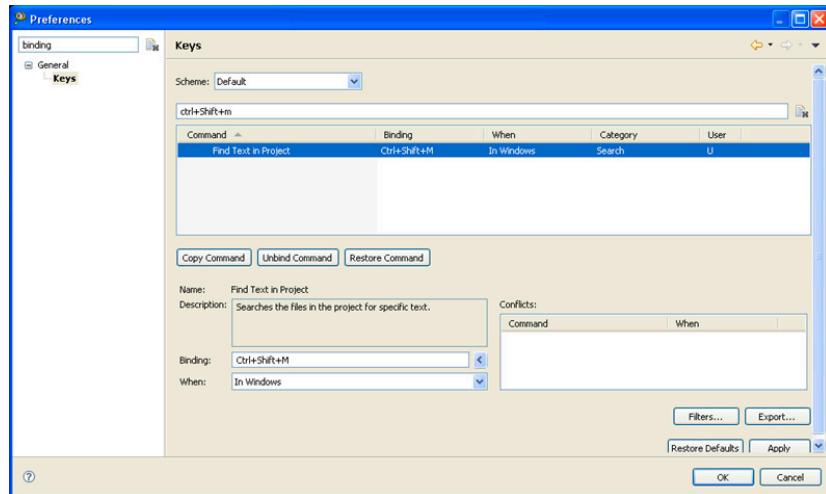
Is there a shortcut to open the search window for a specified text that is equivalent to the Ctrl + Shift + M shortcut key available in the Classic CodeWarrior IDE?

You can create a custom key binding for the **Ctrl+Shift+M** shortcut key in the **Preferences > General > Keys** dialog box ([Figure 2.52](#)).

IDE

Search and Replace Action

Figure 2.52 Preferences Dialog Box — Keys Page



NOTE For more information on key binding, see [How can I change a key binding?](#)

Miscellaneous

In this topic, miscellaneous FAQs related to the CodeWarrior IDE are listed.

- [What is the first thing that I see when I start the CodeWarrior IDE?](#)
- [What is a perspective?](#)
- [How can I find the version of the CodeWarrior that I am using?](#)
- [Is it possible to retrieve a file that I deleted accidentally from my CodeWarrior project?](#)
- [How do I update my local history settings?](#)
- [Is there a way to filter the settings in the Preferences window to find a particular setting?](#)
- [How can I change a key binding?](#)
- [Is it possible to view the change history of a source code file?](#)
- [How can I view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen?](#)
- [How can I determine which header files are associated with my source code file?](#)
- [How do I view call hierarchy in my source code?](#)
- [Why the project that I just created is not visible in the CodeWarrior Projects view?](#)
- [I created a new file in Windows Explorer but the file does not appear in the CodeWarrior Projects view. Why?](#)
- [Why does the Rename option appear grayed out?](#)
- [Why duplicating a configuration in the debugger perspective does not duplicate the run configuration?](#)
- [Can I still use Ctrl+Tab keys to navigate between open windows?](#)
- [How can I change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE?](#)
- [How can I change name of the executable that is generated when I build my project?](#)
- [Why the console view does not display all the warning and error messages by default?](#)
- [Is there a file that contains all the launch configuration settings?](#)
- [How the CodeWarrior Project Importer handles recursive access paths?](#)
- [Can I disassemble my source code file?](#)
- [Where exactly the disassembly file gets created?](#)
- [Why the .metadata folder in my workspace stores a huge history?](#)

IDE

Miscellaneous

- [Is there a way to list projects from different workspaces in the CodeWarrior Projects view?](#)
- [What is the purpose of the Tasks view?](#)
- [What is the purpose of the Properties view?](#)
- [What is the purpose of the Outline view?](#)
- [How can I find out if certain files contain debug information?](#)
- [How can I resolve the following error message that I get when I start the CodeWarrior IDE?](#)
- [How can I open an existing project in the CodeWarrior IDE?](#)
- [What is the Manage Configurations button in the C/C++ perspective toolbar used for? Could it be replaced by the Properties button?](#)
- [How can I start the post-build steps in the CodeWarrior IDE?](#)
- [Is it necessary to have the project name identical to the name of the directory that contains the .project file?](#)
- [Where does the CodeWarrior IDE save the debug configuration as a local file by default?](#)
- [When I save my launch configurations as a local file and then delete the project, all the local configurations get deleted as well. Is there a way around this issue?](#)
- [How can I modify and save the files in GBK encoding using the CodeWarrior IDE?](#)
- [How are the PARENT-COUNT-MyVariable definitions defined in the CodeWarrior IDE?](#)
- [Is there a way to instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace?](#)

What is the first thing that I see when I start the CodeWarrior IDE?

The window that you see when you bring up the IDE is called a workbench. A workbench consists of perspective, views, and editors. The term *workbench* refers to the host development environment.

What is a perspective?

A perspective is an arrangement of views and editors. You can quickly switch between different perspectives.

How can I find the version of the CodeWarrior that I am using?

To find the version of the CodeWarrior that you are using, follow these steps:

1. From the IDE menu bar, select the **Help > About CodeWarrior Development Studio** option.

The **About CodeWarrior Development Studio** dialog box appears.

2. Click the **Freescale Semiconductor - MCU** button.

The window that appears displays the version number and the build number at the bottom.

Is it possible to retrieve a file that I deleted accidentally from my CodeWarrior project?

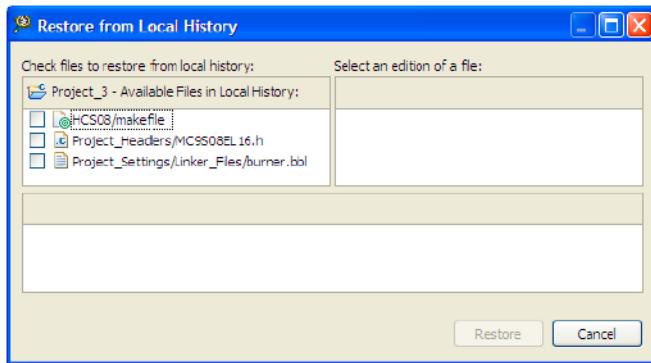
Yes, you can retrieve your deleted files. However, instead of the system's Recycle Bin you need to retrieve the file from the local history. The local history maintains a copy of files you modify or delete.

To restore a deleted file, you need to perform the following steps.

1. In the **CodeWarrior Projects** view, right-click the project branch you deleted the file from.
2. From the context menu, select the **Restore from Local History** command.

The **Restore from Local History** dialog box appears.

NOTE The dialog box contains a list of deleted files, along with a checkbox for each file in the list.

Figure 2.53 Restore from Local History Dialog Box

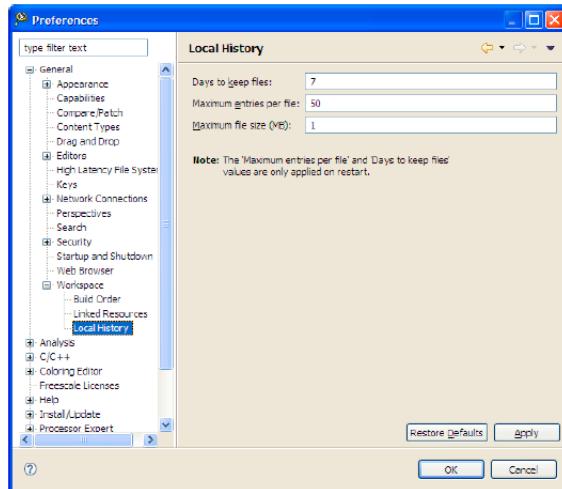
3. Check the files you want to restore from the local history.
4. Click the **Restore** button.

The selected files will be restored.

How do I update my local history settings?

To update the local history settings or preferences, perform the following steps.

1. From the IDE menu bar, select the **Window > Preferences** option.
The **Preferences** dialog box appears.
2. Expand the tree control to select the **General > Workspace > Local History** option.
The **Local History** page appears.

Figure 2.54 Preferences Dialog Box — Local History Page

3. In the **Days to keep files** field, specify the number of days you want to maintain changes in the local history. The default value is 7.

NOTE History state older than the default value will be lost.

4. In the **Maximum entries per file** field, specify how many history states per file you want to maintain in the local history. The default value is 50.

NOTE If you exceed the default value, you will lose older history to make room for new history.

5. In the **Maximum file size (MB)** field, specify the maximum size of individual states in the history store. The default value is 1.

NOTE If you exceed the default value, the individual states will not be stored.

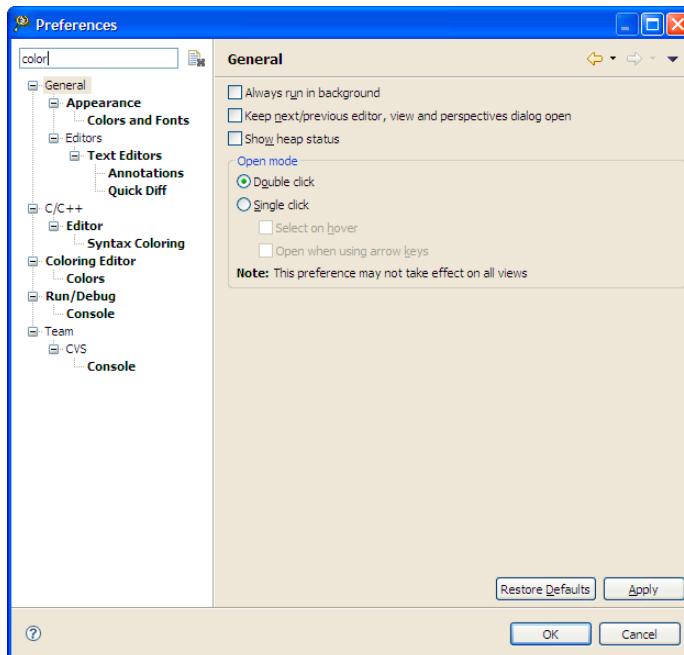
6. Click **Apply** to confirm and save the settings.
7. Click **OK** to close the **Preferences** dialog box.

NOTE To revert to the default settings, click the **Restore Defaults** button in the **Preferences** dialog box.

Is there a way to filter the settings in the Preferences window to find a particular setting?

Yes, you can filter settings using the filter text. For example, if you are looking for some settings to change the color in a view, type **color** as the filter text in the Preferences dialog box. The preferences with text **color** in it are listed. This reduces the number of preferences to browse through.

Figure 2.55 Filtered Preferences

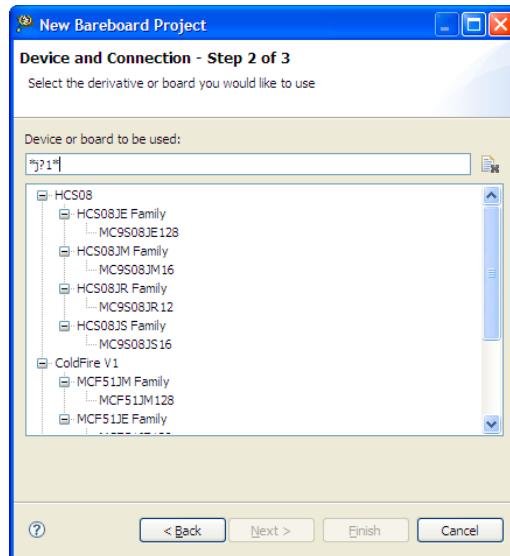


You can clear the filter text using either the keyboard or the 'X' icon.

You can also use wildcards in the filter text.

- * — Substitutes for zero or more characters
- ? — Substitutes for any one character

For example, if you are looking for a device that has 'J' in its name, however you are not sure if it is a 16k or a 12k device, then you can search for the device using the wildcards in filter text, refer [Figure 2.56](#).

Figure 2.56 Filtering Using Wildcards

How can I change a key binding?

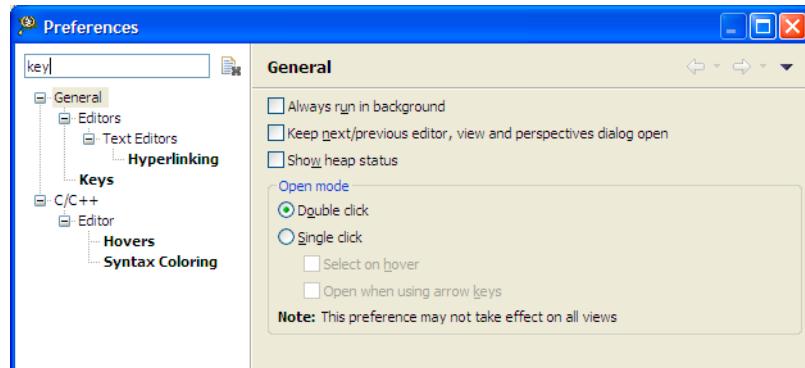
To change a keyboard shortcut or a keyboard binding:

1. Select **Window > Preferences** from the IDE menu bar.

The **Preferences** dialog box appears.

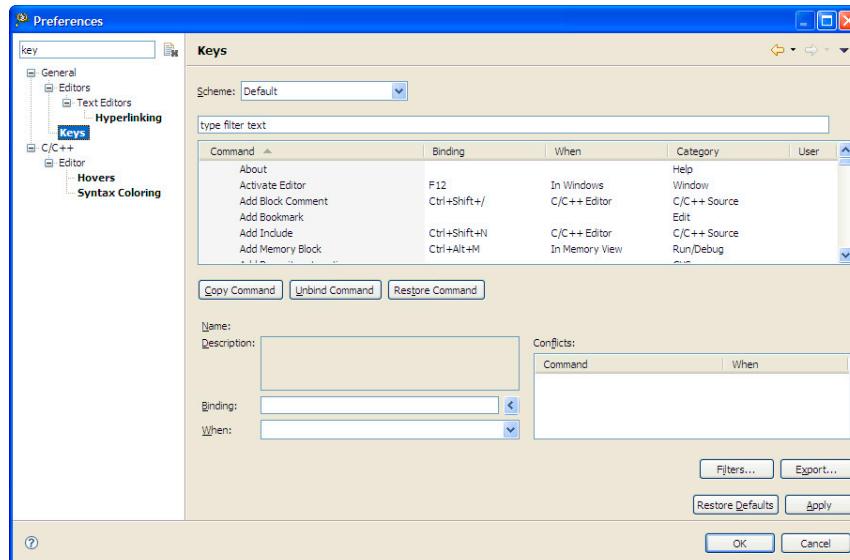
2. Type filter text as **key** to narrow down the list of the preferences.

The modifications need to be done in the **General > Editors > Keys** preference page.

Figure 2.57 Preferences Dialog Box

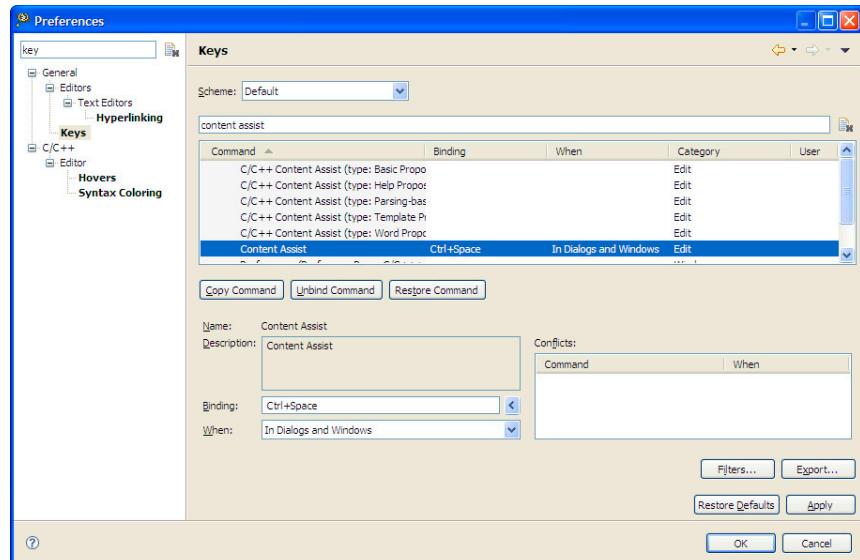
3. Select **General > Editors > Keys**.

The **Keys** preferences page appears in the right panel of the **Preferences** dialog box.

Figure 2.58 Keys Preferences Page

4. Select the require scheme, such as **Microsoft Visual Studio** or **Emacs** from the **Scheme** drop-down list.
5. Filter the list of keys by typing **content assist** as the filter text.

Figure 2.59 Filtered List of Commands in Keys Preference Page



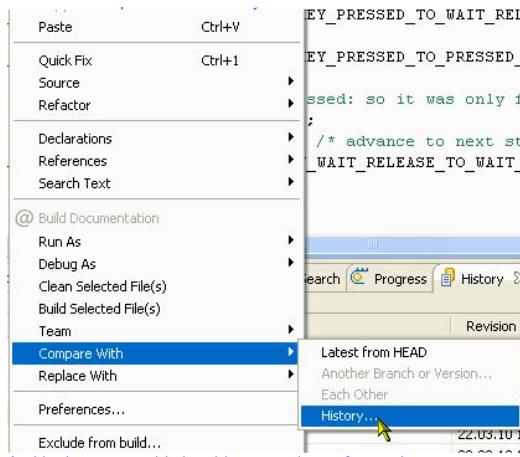
6. Select the entry you want to modify and type the new key binding, such as **Ctrl+Alt+C** in the **Binding** text box. You can also assign multiple key bindings.
7. Select the context in which the key binding apply from the **When** drop-down list.
8. Click **OK**.

Is it possible to view the change history of a source code file?

Yes, you can view the history of the changes done in a source file by following the steps given below:

1. Right-click the source file and select **Compare With > History** from the context menu.

The **History** view opens displaying the date and time when the changes were made in the source file.

Figure 2.60 Compare With > History

2. Double-click the required revision time in the **History** view.

The editor area displays the comparison of different file revisions, and also highlights the changes. You can determine the changes done in the source file by browsing through the compared files.

Figure 2.61 Comparison of File Revisions

```

Local: Debounce.c
77 case KBD_KEY_PRESSED:
78     keys = data->GetKeysFn();
79     if (keys == KBD_ScanValue) { /* st:
80         KBD_LongKeyCount++;
81         if (KBD_LongKeyCount >= (KBD_LONG_KEY_COUN
82             /* yes, long key press detected
83             KBD_LongKeyCount = KBD_LONG_KEY_COUN
84             data->LongKeyEventFn(keys);
85             KBD_KeyState = KBD_KEY_WAIT_REL;
86             TRG_AddTrigger(TRG_KEYPRESS, KBD_KE
87         } else {
88             TRG_AddTrigger(TRG_KEYPRESS, KBD_KE
89         }
90     } else { /* we got another key set
91         data->ShortKeyEventFn(KBD_ScanVa
92         KBD_KeyState = KBD_KEY_WAIT_REL;
93         TRG_AddTrigger(TRG_KEYPRESS, KBD_KE
94     }

```

```

Local history: Debounce.c 22.03.2010 14:16:26
76 case KBD_KEY_PRESSED:
77     keys = data->GetKeysFn();
78     if (keys == KBD_ScanValue)
79         KBD_LongKeyCount++;
80         if (KBD_LongKeyCount >=
81             /* yes, long key pres
82             KBD_LongKeyCount = KB
83             KBD_OnLongKeyEvent(ke
84             KBD_KeyState = KBD_KE
85             TRG_AddTrigger(TRG_KE
86         } else {
87             TRG_AddTrigger(TRG_KE
88         }
89     } else { /* we got anothe
90         KBD_OnShortKeyEvent(KBD
91         KBD_KeyState = KBD_KEY_
92         TRG_AddTrigger(TRG_KEYP
93     }

```

How can I view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen?

If you working with Dot+Doxygen, you can view graphical representation of the source code. For example, if you have a state machine, describe the state machine as shown in [Figure 2.62](#) in the source file.

Dot+Doxygen will then display the graphical representation of the state machine, as shown in [Figure 2.63](#).

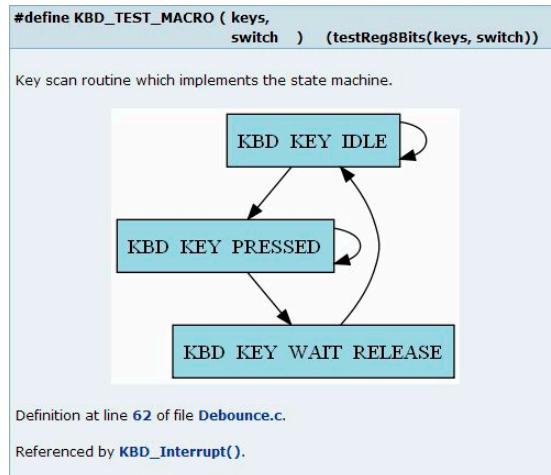
Figure 2.62 State Machine Description

```

42 #define KBD_LONG_KEY_ITERATIONS  (KBD_LONG_KEY_TIME_MS/(KBD_KEY_PRESSED_TO_PRESSED_NOF_10MS*10))
43 /*!< Number of iterations we need to go for a long key detection. */
44
45/*! \brief Key scan routine which implements the state machine.
46\dot
47digraph example_api_graph {
48 node [shape=box];
49 KBD_IDLE [fillcolor=lightblue,style=filled,label="KBD_KEY_IDLE"];
50 KBD_PRESSED [fillcolor=lightblue,style=filled,label="KBD_KEY_PRESSED"];
51 KBD_WAIT [fillcolor=lightblue,style=filled,label="KBD_KEY_WAIT_RELEASE"];
52 KBD_IDLE -> KBD_PRESSED -> KBD_WAIT -> KBD_IDLE ;
53 KBD_PRESSED -> KBD_PRESSED ;
54 KBD_IDLE -> KBD_IDLE ;
55}
56\enddot
57*/
58

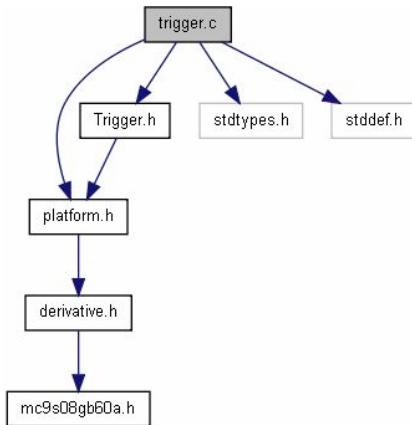
```

Figure 2.63 Graphical Representation of State Machine



Dot+Doxygen also gives you a graphical view of all include file in the source file.

Figure 2.64 Graphical View of Include Files

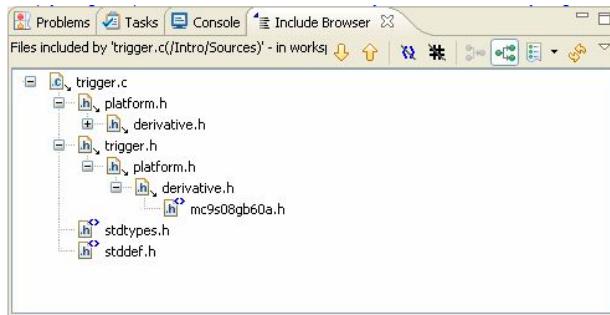


How can I determine which header files are associated with my source code file?

To determine which header files are associated with your source code file, you can view the graphical representation of the include files in the **Include Browser** view.

1. Select **Window > Show View > Other**.
2. Select **C/C++ > Include Browser** in the **Show View** dialog box and click **OK**.
The **Include Browser** view appears.
3. Drag and drop the required source file from the **CodeWarrior Projects** view in the **Include Browser** view.
The **Include Browser** view displays all the include file in the selected source file.

Figure 2.65 Include Browser View



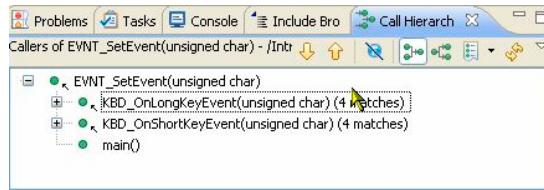
How do I view call hierarchy in my source code?

To view or browse through the call hierarchy:

1. Right-click on a symbol in the source file and select **Open Call Hierarchy**.

The call graph appears in the **Call Hierarchy** view.

Figure 2.66 Call Hierarchy View

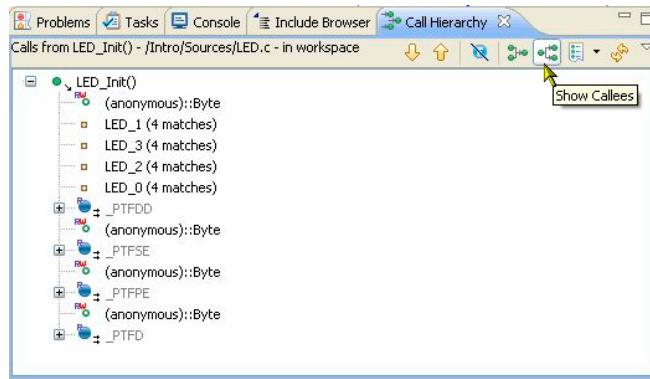


2. Click the **Show Callees** icon in the **Call Hierarchy** view toolbar to view the callees.

IDE

Miscellaneous

Figure 2.67 Show Callees



Why the project that I just created is not visible in the CodeWarrior Projects view?

A newly created project might not be visible in the CodeWarrior Projects view if you choose to use working sets. This is because a new project is not added to the active working set automatically. Thus, to see the new project in your active working set, select **Edit Active Working Set** from the view pull-down menu. From the **Working set content** options, select the newly created project and click the **Finish** button. The new project will now be visible in the active working set.

I created a new file in Windows Explorer but the file does not appear in the CodeWarrior Projects view. Why?

The **CodeWarrior Projects** view cannot watch for changes in your computer's file system. When you create a new file away from the Eclipse platform the CodeWarrior application is not aware of the changes. Thus to view the new file, you need to force the **CodeWarrior Projects** view to update its content. To forcefully update contents, select the project whose directory contains the updated file and from the **File** menu bar select the **Refresh** command. Alternatively, you can press the F5 key. The new file will now appear in the **CodeWarrior Projects** view.

Why does the Rename option appear grayed out?

The **Rename** command will be enabled only if a file or folder is selected in the **CodeWarrior Projects** view. In case you select a file or folder and click elsewhere on the Workbench, the **Rename** command appears grayed out. So, ensure that you select the desired file or folder (highlighted in blue) before trying to rename it.

Why duplicating a configuration in the debugger perspective does not duplicate the run configuration?

In CodeWarrior, the debug and the launch configuration are not associated with a build configuration. Instead, they are associated with an executable and a project. For example, by duplicating the build configuration, the executable remains the same. Therefore, even for the new build configuration, the old launch/debug configurations still apply. This behavior is different than the previous CodeWarrior IDE tools in that respect.

Can I still use Ctrl+Tab keys to navigate between open windows?

Yes, you can. When you select Ctrl+Tab, a new floating window appears that lets you navigate between the open CodeWarrior windows.

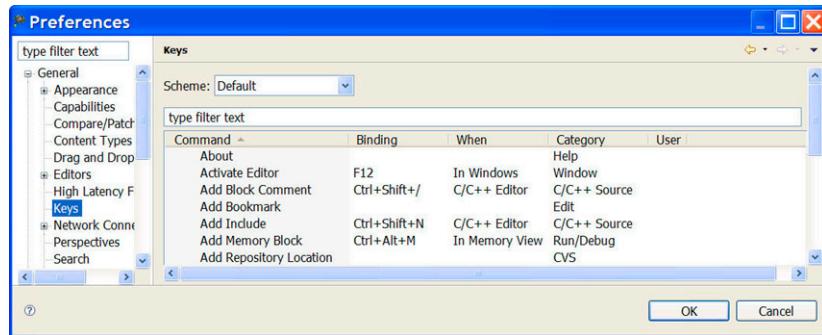
How can I change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE?

The corresponding default binding for this functionality is Ctrl+F6. You can reassign this feature to Ctrl+Tab by doing the following steps:

1. Select **Window > Preferences** from the IDE menu bar.

The **Preferences** dialog box appears.

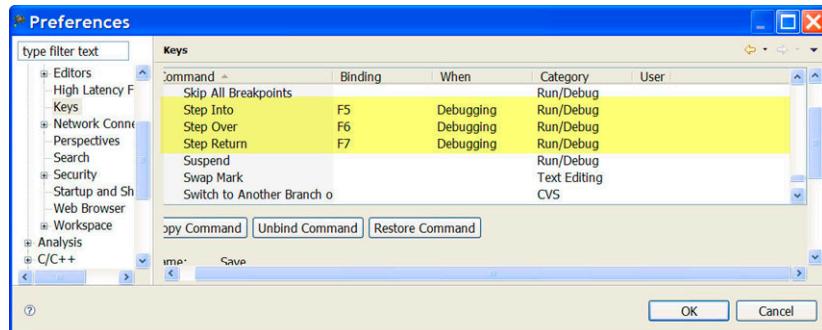
2. Select **General > Keys** ([Figure 2.68](#)).

Figure 2.68 Preferences Dialog Box—Keys Page

Under the **Command** column is a list of available commands. The **Binding** column contains the keys that can be used to invoke the command. The **When** column indicates when this command will be executed.

- Click on the **Command** column to get the key sequence in alphabetical order.

For the debugger, the keys to change are **Step Into**, **Step Over** and **Step Return** ([Figure 2.69](#)).

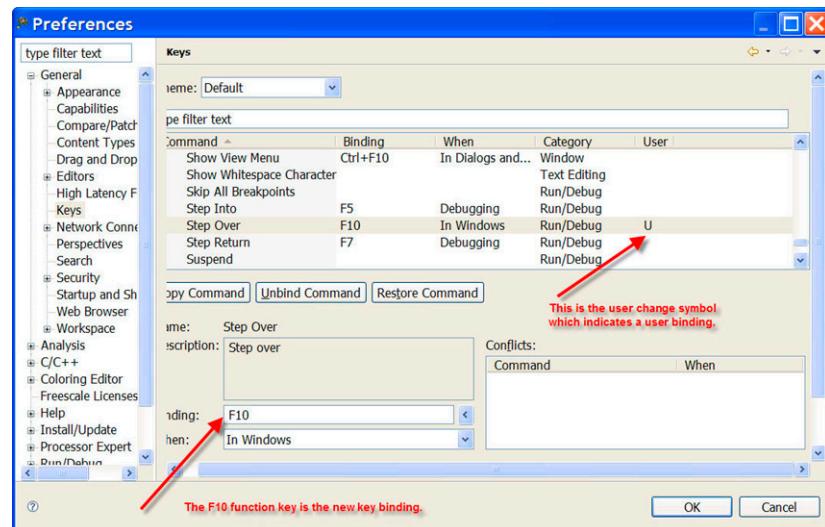
Figure 2.69 Preferences Dialog Box—Debugger Keys

By default, these key bindings are set to F5, F6 and F7 respectively. In order to change the key sequence for Step Over from F6 to F10, follow these steps:

- In Command column, select **Step Over**
- From the Binding textbox, remove F6 by selecting delete
- Press F10 on computer keyboard so that F10 will be inserted into Binding textbox

The user change symbol, which is a blue triangle, will appear in the right-most column to indicate a user binding ([Figure 2.70](#)).

Figure 2.70 Preferences Dialog Box—New Key Binding



- Click **Apply**

The Binding for **Step Over** appears as **F10**. When you use debugger, press the **F10** key for a **Step Over**. In the context menu that appears on the Debugger window, you see **Step Over F10**.

- Click **OK**.

The **Preferences** dialog box closes.

How can I change name of the executable that is generated when I build my project?

To change name of the executable that is generated when you build your project, follow the steps given below:

- Select the project in the **CodeWarrior Projects** view and select **Project > Properties** from the IDE menu bar.

The **Properties** dialog box appears.

- Select **C/C++ > Build Settings** from the left panel.

The **Settings** page appears in the right panel of the **Properties** dialog box.

-
3. Select **Build Artifact** tab.

The **Artifact name** textbox contains the name of the executable that will be created when the **Build Project** option is selected. The **Artifact extension** textbox contains the name extension of the binary that will be created. If you want to change the name of the executable, replace the one in the **Artifact name** textbox.

4. Click **Apply**.

5. Click **OK**.

Now when you build the project using the **Build Project** option, the new binary file name appears in the project folder.

Why the console view does not display all the warning and error messages by default?

By default, only 500 lines are displayed in the console window. In order to change the number of lines displayed in the console window, follow these steps:

1. Select **Window > Preferences** from the IDE menu bar.

The **Preferences** dialog box appears.

2. Select **C/C++ > Build Console** from the left panel.

The **Build Console Settings** page appears.

3. Change the **Limit console output (#lines)** to the number of lines that you would like to appear in the console window. By default, it is set to 500.

4. Click **Apply**.

5. Click **OK**.

NOTE Since this is a global setting, the console window will display the specified number of lines for every project that is compiled within the workspace.

Is there a file that contains all the launch configuration settings?

Yes there is a file that describes the launch configuration settings. This file is located in the project folder with a **.launch** extension.

How the CodeWarrior Project Importer handles recursive access paths?

The CodeWarrior Project Importer allows the user to automatically have the recursive access paths flattened. For example, if the original project has a recursive access path "`{\Project}\\"`", the imported access paths could be something like this:

```
"{Project}\"
"{Project}\src"
"{Project}\src\subdir"
```

Can I disassemble my source code file?

Yes you can disassemble source code files. To create a disassemble file follow steps given below:

1. Right-click the source file
A context menu appears.
2. Select **Disassemble** from the context menu.
The **Disassemble Job** window appears.

The disassembling file provides a way to show the results of object code produced from a C/C++ source file in the Editor. Once the Disassemble command is executed, it will proceed to compile, disassemble the file and show the resulting disassembled file in a new editor window, titled **sourcefilenameXXXXX.lst**, where **XXXXX** represent random numbers.

Where exactly the disassemble file gets created?

This file gets created in the `temp` directory located under:

`<Profiles>\<username>\<LocalSettings>\<Temp>`

Under this path you find **sourcefilenameXXXXX.lst** file.

Why the .metadata folder in my workspace stores a huge history?

This is a standard Eclipse feature. Eclipse keeps a local history of edited files by default. It lets you restore a file content from a previously saved local history by right-clicking a source file and selecting the **Restore from local history...** option. You can configure how the local history is stored. See [How do I update my local history settings?](#)

Is there a way to list projects from different workspaces in the CodeWarrior Projects view?

No, you can view only one workspace at a time. You can import the classic CodeWarrior project into the CodeWarrior MCU tools and by default they will remain in their original locations. The other option that can be used is the Switch Workspace option. The switch workspace option can be selected by following the steps given below:

1. Select **Switch Workspace > Other...** from the C/C++ Perspective toolbar.

The **Workspace Launcher** dialog box appears.

2. Click **Browse**.

The **Select Workspace Directory** dialog box appears.

3. Select **Workspace**

4. Click **OK**

5. Click **OK**

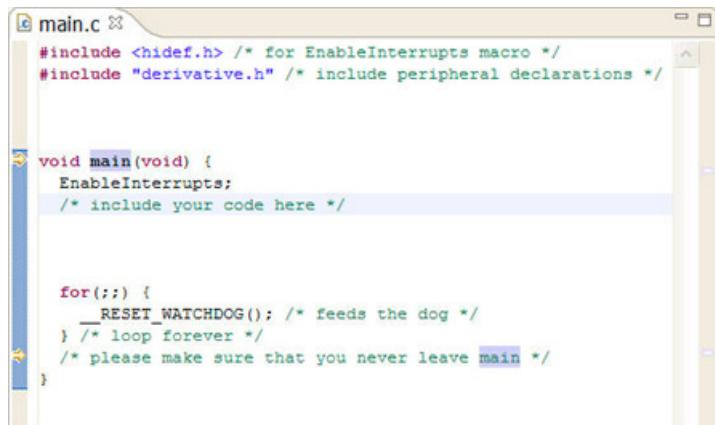
The new Workspace appears in CodeWarrior Projects window.

What is the purpose of the Tasks view?

The **Tasks** view lets you view tasks that have been created. A task could be created to record reminders or follow-up on something later. In order to create a **Task**, select **Add Task** in the **Task** view. Tasks can also be linked to a resource that would allow you to write a note to yourself so that it can be executed or looked at a later time. In order to create a new task that is associated with a resource follow steps given below:

1. Double-click the source file.

Source file appears in the Editor view ([Figure 2.71](#)).

Figure 2.71 Source Code File

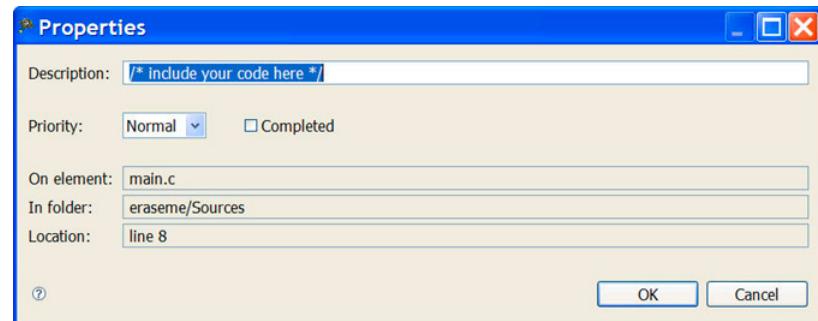
```
main.c
#include <hidef.h> /* for EnableInterrupts macro */
#include "derivative.h" /* include peripheral declarations */

void main(void) {
    EnableInterrupts;
    /* include your code here */

    for(;;) {
        __RESET_WATCHDOG(); /* feeds the dog */
    } /* loop forever */
    /* please make sure that you never leave main */
}
```

2. Right-click the left-hand side of source line where a task should be added.
A context menu appears.
3. From the context menu, select **Add Task....**

The **Properties** dialog box appears ([Figure 2.72](#)).

Figure 2.72 Properties Dialog Box

4. Type a description of what should be done with this task in the **Description** textbox.
5. Click **OK**.

The new task appears in the **Tasks** view.

Alternatively, you can also add a comment block with a \todo tag in the source code file. For example, following comment block in the source code file creates a new task in the **Tasks** view.

```
/*! \todo I need to fix this bug here... */
```

What is the purpose of the Properties view?

The purpose of the Properties view is to display property names and the basic properties of a selected resource. The kind of properties that are displayed depends on the specific resource selected as well as the features and plug-ins that are installed on the Workbench.

What is the purpose of the Outline view?

The Outline view displays an outline of a structured file that is currently open in the editor area, and lists the structural elements.

How can I find out if certain files contain debug information?

To find out if certain files contain debug information, see the file listing in the CodeWarrior Project view.

How can I resolve the following error message that I get when I start the CodeWarrior IDE?

A debug or protocol-plugin license for the product expired or was not found

To resolve this error message, add the path to the V10.x license file to the LM_LICENSE_PATH environment variable. In addition, it is also possible that the launch config file is corrupted.

How can I open an existing project in the CodeWarrior IDE?

You can open only those projects that are already in your workspace and have been closed. To bring an external project (one that is created on another machine or in another workspace) into your workspace you can follow the steps given below:

1. Select **File > Import** from the C/C++ Perspective toolbar.

The **Import** dialog box appears.

2. Select **General Folder > Existing Project into Workspace**

3. Click **Next**.

The **Import Projects** dialog box appears.

4. Click **Browse**.

The **Browse For Folder** dialog box appears.

5. Select **Project to import**

6. Click **OK**.

The imported project appears under Projects in the Import Projects window.

7. Click **Finish**.

What is the Manage Configurations button in the C/C++ perspective toolbar used for? Could it be replaced by the Properties button?

It can not be replaced by the Properties button. The **Manage Configuration** button displays the list of defined configurations for a given project. You can select a button to add, rename, or remove a configuration. You can also set an active configuration.

How can I start the post-build steps in the CodeWarrior IDE?

In order to start a batch file after build, you just need to specify the name of the .bat file in the Command for post-build step.

Note that the current directory is the **Build location** specified in the project properties **C/C++ Build** panel. Therefore, you need to adjust the path to retrieve the .bat file relative to this location.

For example, consider that:

- the project is in D:\Freescale\Work\Eclipse\testcbe\testbss
- the build location is
D:\Freescale\Work\Eclipse\testcbe\testbss\Debug_SC3x50_PACC
- the batch file is located in D:\Freescale\Work\Eclipse\testcbe\testbss and is called postb.bat.

Then, the post-build command is ..\postb.bat.

Is it necessary to have the project name identical to the name of the directory that contains the .project file?

Yes it has to be located in the folder with the same name as the project.

Where does the CodeWarrior IDE save the debug configuration as a local file by default?

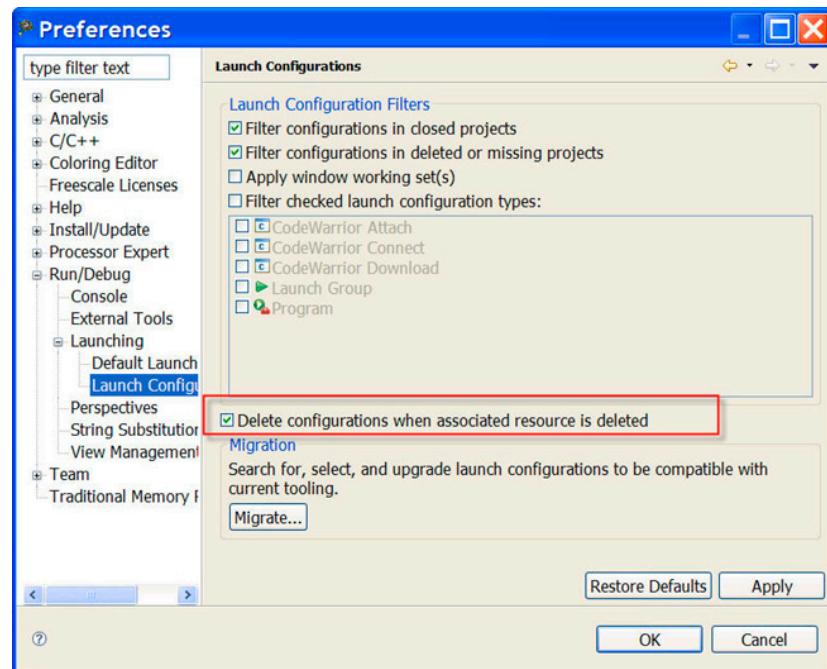
It goes inside the .metadata subfolders and then it becomes user dependent. Perform a search on the .launch and you will still find it. If you create a new launch configuration, it is saved as a local file by default.

When I save my launch configurations as a local file and then delete the project, all the local configurations get deleted as well. Is there a way around this issue?

Yes there is a way around this issue. Follow the steps given below:

1. Select **Window > Preferences** from the IDE menu bar.
2. Select **Run/Debug > Launching > Launch Configurations**.
The **Launch Configuration** settings appear.
3. Make sure that the **Delete configurations when associated resource is deleted** checkbox is not selected ([Figure 2.73](#)).

Figure 2.73 Preferences Dialog Box—Launch Configuration



How can I modify and save the files in GBK encoding using the CodeWarrior IDE?

In order to be able to save these files follow the steps given below:

1. From C/C++ perspective toolbar, select **Preferences**.
The **Preferences** window appears.
2. Select **General > Workspace**.
3. Under Text file encoding, type **GB18030** in the **Other** textbox.

How are the PARENT-COUNT-MyVariable definitions defined in the CodeWarrior IDE?

The Linked resource variable PARENT can be used to define path variables relative to a parent directory of another one. For example, a path variable FOO can be set to \${PARENT-2-PROJECT_LOC}/foo, which is equivalent of setting it to \${PROJECT_LOC}../../foo. The reason of this strange syntax is for the Eclipse compatibility constraints. You can not have the "..." characters inside a path variable value (at the resource level).

Is there a way to instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace?

Yes. When you create the project in the default location which is the workspace directory, no .location file gets created and you just have to zip the project and the workspace. Before you create the zip file make sure that you remove the following:

1. The project build directory since there will be absolute paths in the .mk and .args files.
2. The workspace .metadata\plugins\org.eclipse.ltk.core.refactoring directory.
3. The workspace \.metadata\plugins\org.eclipse.ltk.core.resources\history directory.
4. The .PDOM files from \.metadata\plugins\org.eclipse.cdt.core directory.

Project Management

In this chapter, you find Frequently Asked Questions (FAQs) related to project management in CodeWarrior IDE.

- [FAQs — Project Management](#)

FAQs — Project Management

In this topic:

- [How can I find out where the source files related to a CodeWarrior project are saved?](#)
- [How can I add another source or header file to my project?](#)
- [What is a workspace?](#)
- [What is a project?](#)
- [How can I view the contents of various types of source code files that appear in my project folder?](#)
- [Is there a way to compare the Property Settings of two different projects?](#)
- [How do I resize the various views in a Perspective?](#)
- [How can I add a project from some other workspace to my current workspace?](#)
- [How do I ensure that the CodeWarrior IDE saves all modifications that I make to the project properties?](#)

How can I find out where the source files related to a CodeWarrior project are saved?

To know where your source file is located, follow these steps:

1. In the C/C++ project window, right-click on source file.
A context menu appears.
2. In the context menu, select **Show in Windows Explorer**.

The Window Explorer window appears.

Alternatively, follow these steps:

Project Management

FAQs — Project Management

1. In the C/C++ project window, right-click on source file.
A context menu appears.
2. In the context menu, select **Properties**.
The **Properties** window appears.
3. Select **Resource**.
The **Location** field displays the full path of the folder.

NOTE CodeWarrior always warns the user before performing a delete operation and describes whether it is about to delete just the link, or to delete the file or folder permanently.

How can I add another source or header file to my project?

To add a source file or header to project follow steps below:

1. In the CodeWarrior Project window, right-click on the folder where you want the new source file or header to be added.
A context menu appears.
2. From the context menu, select **New > Source File**.
The **New Source File** window appears.
3. In the **Source File** textbox, enter the name of the source file.
4. Click **Finish**.
The source file gets added to your project.

NOTE Another way to accomplish is to drag and drop the file from Windows Explorer. A copy of the file is added to the project's workspace. If you make changes to the source file, the original source file is not modified. Only source file in the project is modified.

What is a workspace?

A workspace is a directory for your work. This is where your project is located. The name and location of the workspace is specified when you start the CodeWarrior IDE.

What is a project?

A project is a container for organizing files and folders related to a specific area.

How can I view the contents of various types of source code files that appear in my project folder?

To view the contents of source files, follow steps below:

1. From the CodeWarrior Projects window, right-click on the source file.
A context menu appears.
2. From the context menu, select **Open With > Text Editor**.
The text editor window appears showing the contents of the file.

Is there a way to compare the Property Settings of two different projects?

Currently the way to do this is to do a text compare of the .project files. To do this follow steps below:

1. In the CodeWarrior Projects folder, click on .cproject.
The .cproject is highlighted.
2. Press the **Ctrl** key.
3. In the CodeWarrior Projects folder, click on second .cproject.
The second .cproject is highlighted.
4. Right-click on .cproject.
A context menu appears.
5. From context menu, select **Compare With > Each Other**.
The **Compare** window appears.

How do I resize the various views in a Perspective?

To resize the various view in a Perspective, click on the dividers (gray bands) between the different views and drag them with the mouse.

How can I add a project from some other workspace to my current workspace?

In order to add a project from another workspace follow steps below:

1. Open the workspace in Windows Explorer.
2. Select the project folder and drag it over to the CodeWarrior IDE.

The IDE effectively handles the files and folders dropped to the workbench. A link to the existing project is created in the **CodeWarrior Project** view.

How do I ensure that the CodeWarrior IDE saves all modifications that I make to the project properties?

The settings specified in the Properties dialog box are saved when you click **Apply** and then **OK** to close the dialog box. The only reason this does not work could be:

- You only have read access to the .project file in the project directory.
-or-
- You closed the **Properties** dialog box by clicking **Cancel** instead of **OK**.

Project

In this chapter, you find Frequently Asked Questions (FAQs) related to projects in the CodeWarrior IDE.

- [FAQs — Project](#)

FAQs — Project

In this topic:

- [How do I add a new Source Folder to my project?](#)
- [How can I add to my project a folder that exists outside the current workspace?](#)
- [How do I add to my project a new file that exists outside the current workspace?](#)
- [How can I export a project that I could send to someone else?](#)
- [How do I instruct the CodeWarrior IDE to save changes to my source code files automatically before building the project?](#)
- [How do I compare two source code files?](#)
- [How do I compare two directories?](#)
- [How can I specify the number of days to keep local history for source code files?](#)
- [How can I see or change the preprocessor macros defined for my project?](#)
- [Is there a shortcut to remove object code that is equivalent to the Ctrl + – shortcut key available in the Classic CodeWarrior IDE?](#)

How do I add a new Source Folder to my project?

To add a new source folder to a project follow steps below:

1. In the CodeWarrior Project window, right-click on project name.
A context menu appears.
2. From context menu, select **New > Source Folder**.
The **New Source Folder** window appears.
3. In the folder name textbox, enter the name for new folder.

Project

FAQs — Project

4. Click **Finish**.

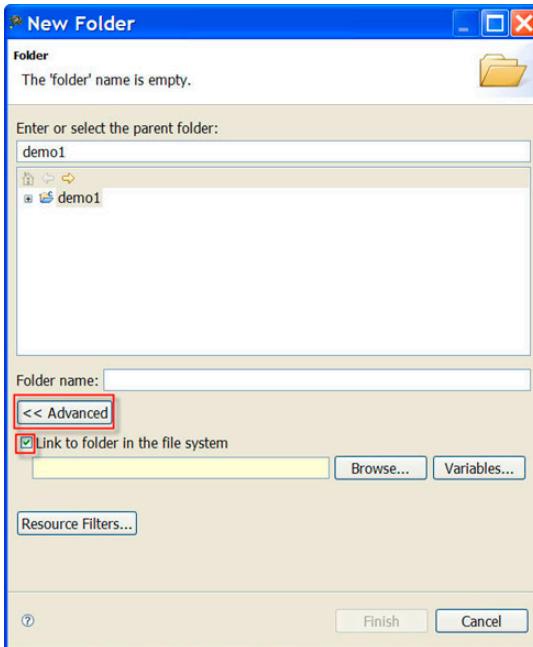
The new source folder appears in window.

How can I add to my project a folder that exists outside the current workspace?

To add files to an existing project follow steps below:

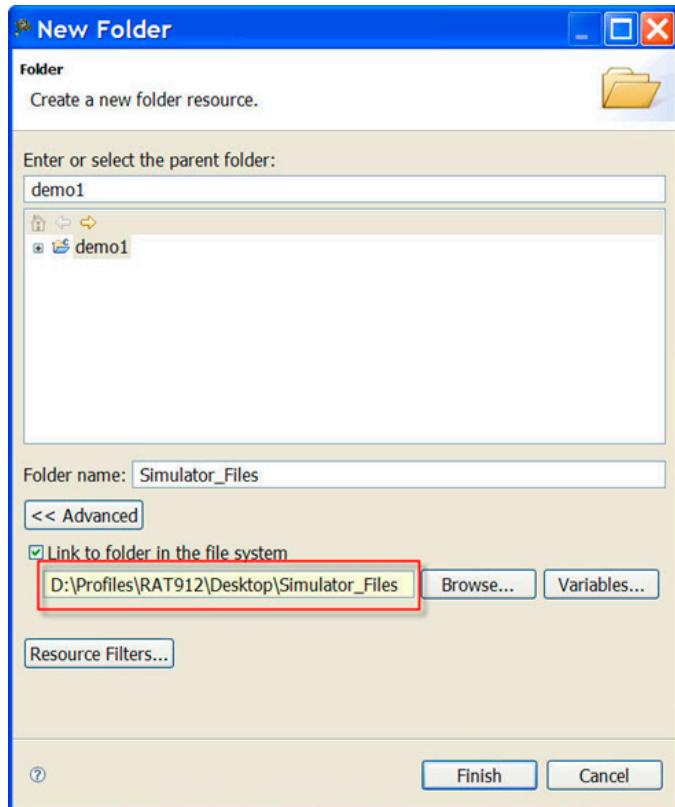
1. In the CodeWarrior Project window, right-click on project name.
A context menu appears.
2. From context menu, select **New > Folder**.
The **New Folder** window appears.
3. Click **Advanced >>**.
The Advanced Settings appear.
4. Select **Link to folder in the file system** checkbox ([Figure 4.1](#)).

Figure 4.1 New Folder



5. Click **Browse**.
- The **Browse for Folder** window appears.
6. Select the folder that you want to add to the project.
7. Click **OK** ([Figure 4.2](#)).

Figure 4.2 New Folder



8. Click **Finish**.

This will put the new folder into the project under CodeWarrior projects. When the new folder is expanded, it will point to the location where the folder is linked from. If you delete the whole folder from the project, it will be deleted from the project only. If you try to delete a file from this folder, it will be deleted from that location leaving no way to recover it.

Project

FAQs — Project

How do I add to my project a new file that exists outside the current workspace?

To add a specific file to an existing project, drag the file that you want to add from the Windows Explorer into the CodeWarrior Projects.

How can I export a project that I could send to someone else?

To export a project follow steps below:

1. In CodeWarrior Project window, right-click on project name.
A context menu appears.
2. From context menu, select **Export**.

The **Export** window appears.

3. Expand **General Folder**.
4. Select **Archive File**.
5. Click **Next**.

The **Archive File** window appears.

NOTE By default, the project that you select will be exported along with their children. Optionally, use the checkboxes in the left and right panes to select the set of resources to export. Also, use radio buttons, such as **Select Types** to filter the types of files that you want to export.

6. In the **To Archive File** textbox, enter the archive file which you want to export the selected resources to.
7. Click **Finish**.

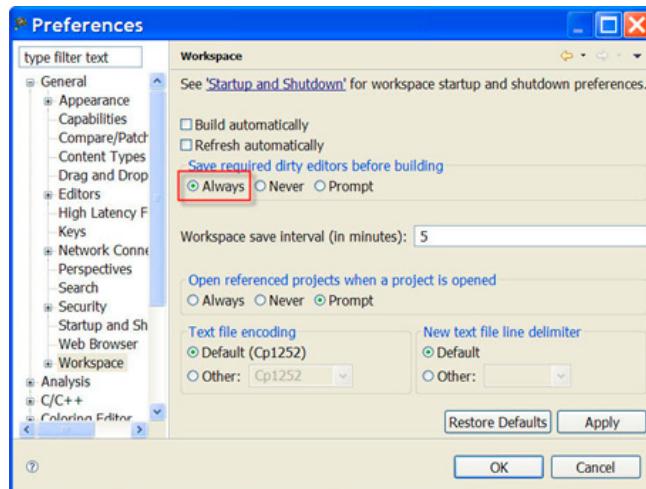
A zip file will be created in the **Eclipse** folder within the **Tools Installation** directory.

How do I instruct the CodeWarrior IDE to save changes to my source code files automatically before building the project?

To instruct the CodeWarrior IDE to save changes to your source code files automatically before building the project, follow steps below:

1. Select **Window > Preferences** from the C/C++ perspective toolbar.
The **Preferences** window appears.
2. Expand **General folder**.
3. Select **Workspace**.
The **Workspace** settings appear.
4. Select the **Always** radio button on the right hand side of **Workspace** window ([Figure 4.3](#)).

Figure 4.3 Preferences—Workspace Page



5. Click **Apply**.
6. Click **OK**.

How do I compare two source code files?

In order to compare two source files follow steps below:

1. In the CodeWarrior Projects folder, click on source file.
The source file is highlighted.
2. Press the **Ctrl** key.
3. In the CodeWarrior Projects folder, click on second source file.
The source file is highlighted.

Project

FAQs — Project

4. Right-click on source file.
A context menu appears.
 5. From context menu, select **Compare With > Each Other**.
The **Compare** window appears.
-

How do I compare two directories?

In order to compare two directories follow steps below:

1. In the CodeWarrior Projects folder, click on directory.
The directory folder is highlighted.
 2. Press the **Ctrl** key.
 3. In the CodeWarrior Projects folder, click on second directory folder.
The directory folder is highlighted.
 4. Right-click on directory folder.
A context menu appears.
 5. From context menu, select **Compare With > Each Other**.
The **Compare** window appears.
-

How can I specify the number of days to keep local history for source code files?

To change the history length for the C source editor follow steps below:

1. Select **Window > Preferences** from the C/C++ perspective toolbar.
The **Preferences** window appears.
 2. Select **General folder > Workspace > Local History**.
 3. The **Local History** settings appear.
 4. In the **Days to Keep Files** textbox, change the days to keep files value.
 5. Click **Apply**.
 6. Click **OK**.
-

How can I see or change the preprocessor macros defined for my project?

To see or change the preprocessor macros defined for your project, follow steps below:

1. In the CodeWarrior Project window, right-click on project name.

A context menu appears.

2. From the context menu, select **Properties**.

The **Properties** window appears.

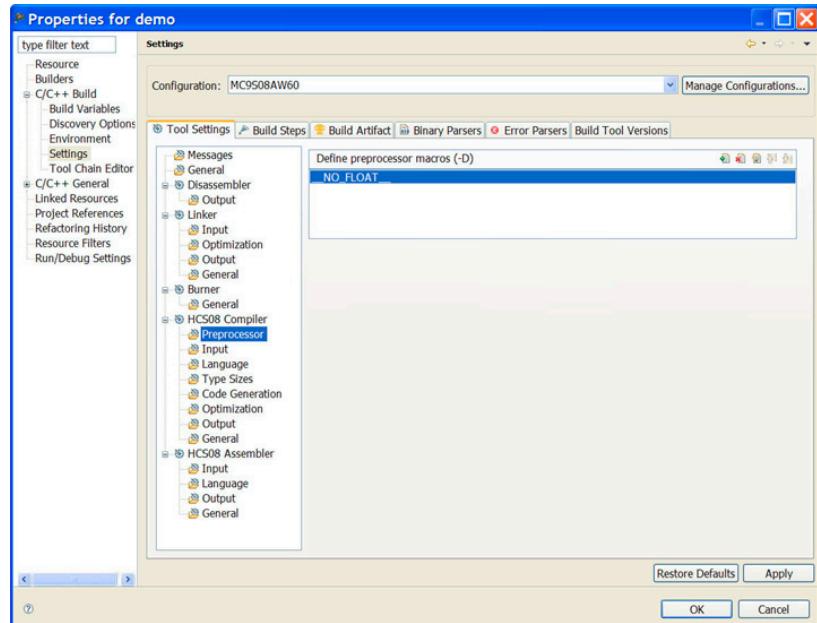
3. Select **C/C++ Build > Settings**.

The **Settings** panel appears on the right-hand side.

4. Under *target compiler*, select **Preprocessor**.

The **Macros** panel appears on the right-hand side displaying `#define` preprocessor macros ([Figure 4.4](#)).

Figure 4.4 Properties Dialog Box—Settings Page



5. Click **Apply** and then Click **OK**.

Is there a shortcut to remove object code that is equivalent to the Ctrl + – shortcut key available in the Classic CodeWarrior IDE?

No. However, if you want to assign the **Ctrl+–** shortcut key for removing the object code, then you can manually assign it by changing the key binding. For more information on how to assign or change a key binding, see [How can I change a key binding?](#)

When you change the key binding, a dialog box appears asking you which project you want to clean, and if you want to automatically start the build thereafter. If you do not want this dialog box to appear, then you can select the **Build Automatically** checkbox under **Window > Preferences > General > Workspace Settings**.

Compiler

In this chapter, you find Frequently Asked Questions (FAQs) related to compiler settings in the CodeWarrior IDE.

- [FAQs — Compiler](#)

FAQs — Compiler

In this topic:

- [How do I compile my project?](#)
- [Where do I see the warning and error messages?](#)
- [When I compile my project, where can I see the commands that are being executed?](#)

How do I compile my project?

In order to compile the project follow steps below:

1. From CodeWarrior Projects, right-click on project name.
A context menu appears.
2. From context menu, select **Clean Project**.

If **Build Automatically** is checked, then when **Clean Project** executes, it creates a **Binaries** folder that contains the *.abs file that are used for debugging. If **Build Automatically** is unchecked, then **Clean Project** removes any previously-built binaries, including the *.abs file.

3. Select **Project > Build Project** to compile.

Where do I see the warning and error messages?

The warning and errors messages appear in the **Problems** view. To display the **Problems** views select **Window > Show View > Problems**. The **Problems** view appears docked to the lower part of the screen. Double click on error message in **Problems** view to navigate to the relevant source code. The **Problems** view shows problems for all open projects. If there is more than one open project, the window may show problems not associated with the project you are building. Compiler and linker error message are also shown in the **Problems** view.

When I compile my project, where can I see the commands that are being executed?

The commands that are being executed from the compiler or linker can be viewed in the console view. From the IDE menu bar, select **Window > Show View > Console**. The **Console** view appears docked to the lower part of the screen.

Linker

In this chapter, you find Frequently Asked Questions (FAQs) related to the linker settings in the CodeWarrior IDE.

- [FAQs — Linker](#)

FAQs — Linker

In this topic:

- [Can I use a different linker command file than the one being used in my project?](#)

Can I use a different linker command file than the one being used in my project?

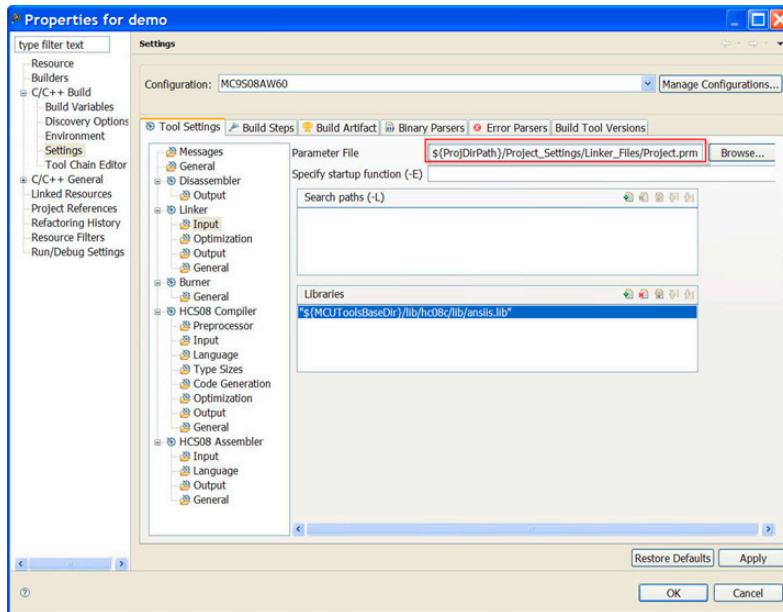
Yes, the linker command file can be changed by following the steps given below:

1. In the CodeWarrior Projects window, right-click on project name.
A context menu appears.
2. From context menu, select **Properties**.
The **Properties** window appears.
3. Select **C/C++ Build > Settings**.
The **Settings** options appear on right hand side of properties window.
4. Select **Linker > Input**.
The **Input Settings** appears.
5. The **Parameter File** textbox specifies the parameter file that is currently used.
6. Click **Browse** to select a different parameter file ([Figure 6.1](#)).

Linker

FAQs — Linker

Figure 6.1 Properties Dialog Box—Specifying Different Parameter File for Linker



7. Click **Apply**.

8. Click **OK**.

Debugger

In this chapter, you find Frequently Asked Questions (FAQs) related to the debugger settings in the CodeWarrior IDE.

The FAQs listed in this chapter are divided into three categories:

- [Breakpoints](#)
- [Build Configuration](#)
- [Miscellaneous](#)

Breakpoints

In this topic, FAQs related to breakpoints are listed.

- [How do I set breakpoints?](#)
- [How do I view the breakpoints that have been set?](#)
- [How do I disable existing breakpoints?](#)
- [What does the checkmark next to the breakpoint represent?](#)
- [What is the difference between the Toggle Breakpoint and Enable/Disable breakpoint options?](#)
- [Which breakpoint option do I select if I want to add a breakpoint?](#)
- [Which breakpoint option do I select if I want to skip a breakpoint still keeping it in my breakpoint list?](#)
- [What if I want to delete a breakpoint?](#)
- [How do I place a breakpoint on a given physical address?](#)
- [How do I add hardware breakpoints? Can I add them through the GUI?](#)
- [How can I view the hardware breakpoints that have been set?](#)
- [What is the difference between the hardware breakpoint and the software breakpoint? Why would I use one over the other?](#)
- [What is the purpose of the Limit New Breakpoint to Active Debug Context button in the Breakpoint window?](#)
- [Is there a way to add breakpoints to C and Assembly files that exist in a library?](#)
- [How do I set a breakpoint at a particular function?](#)

- [What is the difference between a breakpoint and a line breakpoint?](#)
 - [The warnings symbols in Editor distort visibility of breakpoints. How can I stop these warning symbols from appearing?](#)
-

How do I set breakpoints?

To set breakpoints in a source or assembly file, follow one of the four methods given below.

1. Right-click on the left-hand side of source file (the Gray bar)
A context menu appears.
 2. Select **Toggle Breakpoint** at the line where you want the breakpoint.
-or-
 3. Select Ctrl+Shift+B at the line where you want the breakpoint.
A breakpoint appears on the left hand side of source code file.
-or-
 4. Double-click on the line where you want the breakpoint
A breakpoint icon appears at that location.
-or-
 5. Click on the line where you want the breakpoint.
 6. Select **Run > Toggle Breakpoint** from the IDE menu bar.
-

How do I view the breakpoints that have been set?

To view the breakpoints that have been set, select **Window > Show View > Breakpoints** from the IDE menu bar. The **Breakpoints** window appears docked to the upper right-hand side of debugger perspective. The breakpoints window displays the breakpoints that you have enabled.

How do I disable existing breakpoints?

To disable existing breakpoints:

1. Click on the line that has the breakpoint enabled.
2. Select **Run > Toggle Breakpoint** from the IDE menu bar.

The Breakpoint gets disabled.

-or-

3. Press **Ctrl+Shift+B** at the source line where you want the breakpoint disabled.

-or-

4. Double-click the line where you want the breakpoint disabled.

-or-

5. Right-click on the left-hand side of source file (the Gray area)

A context menu appears.

6. Select **Toggle Breakpoint**.

-or-

7. Select the breakpoint that you want disabled in the **Breakpoints** window.

8. Right-click the breakpoint.

A context menu appears.

9. Select **Disable**.

What does the checkmark next to the breakpoint represent?

The checkmark next to a breakpoint indicates that the debugger has resolved the breakpoint and will be hit by the debugger. If the breakpoint does not have a checkmark, the debugger will not hit it.

What is the difference between the Toggle Breakpoint and Enable/Disable breakpoint options?

The **Toggle Breakpoint** option adds or removes breakpoints to the source and breakpoint list. The **Disable/Enable** option makes breakpoints either active or inactive. New breakpoints cannot be added using the **Disable/Enable** breakpoint option.

Which breakpoint option do I select if I want to add a breakpoint?

To add a breakpoint, select **Toggle Breakpoint**.

Which breakpoint option do I select if I want to skip a breakpoint still keeping it in my breakpoint list?

If you want to skip a breakpoint, but still keeping it in your breakpoint list, then select the **Disable Breakpoint** option.

What if I want to delete a breakpoint?

If you want to delete a breakpoint from the source code, select the **Toggle Breakpoint** option.

How do I place a breakpoint on a given physical address?

To add a breakpoint on a given physical address, follow steps below.

1. In the CodeWarrior projects window, right-click on project name.
A context menu appears.
 2. From context menu, select **Debug As > Debug Configurations**.
The **Debug** window appears.
 3. Underneath **CodeWarrior Download**, select project name.
-

4. Select **Debug**.
 - The **Debug** perspective appears.
 5. In **Debug** perspective, select **Window > Show View > Debugger Shell**.
 - The **Debugger Shell** window appears.
 6. In **Debugger Shell**, type `bp <address>`. This will set breakpoint at the `<address>` memory location.
-

How do I add hardware breakpoints? Can I add them through the GUI?

You can add hardware breakpoints through the GUI. To add them through the GUI, follow steps below:

1. Right-click on the left hand side of source file.
A context menu appears.
 2. From context menu, select **Set Special Breakpoint > Hardware**.
The Hardware breakpoint appears next to source line.
-

How can I view the hardware breakpoints that have been set?

To view the hardware breakpoints, select **Window > Show View > Breakpoints** from the IDE menu bar. The **Breakpoints** window appears.

What is the difference between the hardware breakpoint and the software breakpoint? Why would I use one over the other?

A software breakpoint inserts a debug instruction into the code, so it only works in the writable memory. If you are working in ROM, then you have to use a hardware breakpoint. The hardware breakpoints make use of the hardware debug support using OCE.

What is the purpose of the Limit New Breakpoint to Active Debug Context button in the Breakpoint window?

This feature is basically a toggle button in the Breakpoint window that causes a new breakpoint (or a watchpoint) to get set only on the active debug context. This feature lets you set breakpoints at certain locations in different source file instead of same breakpoints being set in the same files. The behavior that happens right now is if you set a breakpoint in one file that is being shared by multiple cores it will set that breakpoint in the same file for all cores. With this feature you will be able to set different breakpoints in different files.

If no debug context exists, then the breakpoint is installed in all contexts as normal. Note that once set, the behavior of the breakpoint is the same as the existing filtering behavior, such that filtering is maintained for the individual context during a restart but is lost after a Terminate. After a terminate, the breakpoint is installed in all debug contexts.

Is there a way to add breakpoints to C and Assembly files that exist in a library?

Yes. You need to make sure that you compile the library with debug information. You also need to go to Project Properties and make sure that the project has been imported. Make sure that you put a checkmark on the library project.

How do I set a breakpoint at a particular function?

To set a breakpoint at a particular function, you can either do it through the debugger shell or the debugger GUI. If you are going to set it from the debugger shell, you would type in `bp <function_name>`. If you are going to set it from the GUI, then you right-click the function name and select **Toggle Breakpoint**.

What is the difference between a breakpoint and a line breakpoint?

They are practically the same thing. Eclipse introduced Method Breakpoints which we don't have in the classic CodeWarrior tools, hence the need for a distinction. The online documentation states that regular breakpoints suspend the execution of a thread before a line of code or method is executed. Regular breakpoints include:

- Line Breakpoint; that suspends thread execution when the line of code it is applied to is executed.
- Method Breakpoint; that suspends thread execution when the method that it was applied to is entered or exited (or both).
- Address Breakpoint; that breaks when the core executes code at the given address.

The warnings symbols in Editor distort visibility of breakpoints.

How can I stop these warning symbols from appearing?

In order to remove these warning symbols, follow the steps below in the C/C++ perspective:

1. Select **Window > Preferences** from the IDE menu bar.

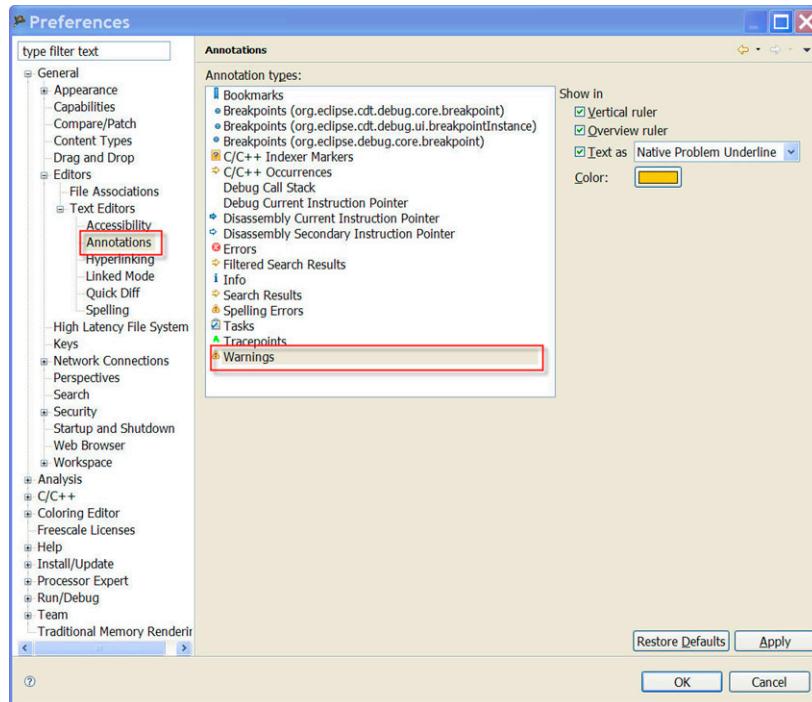
The **Preferences** window appears.

2. Select **General > Editors > Text Editors > Annotations**.

The **Annotations** settings pane appears.

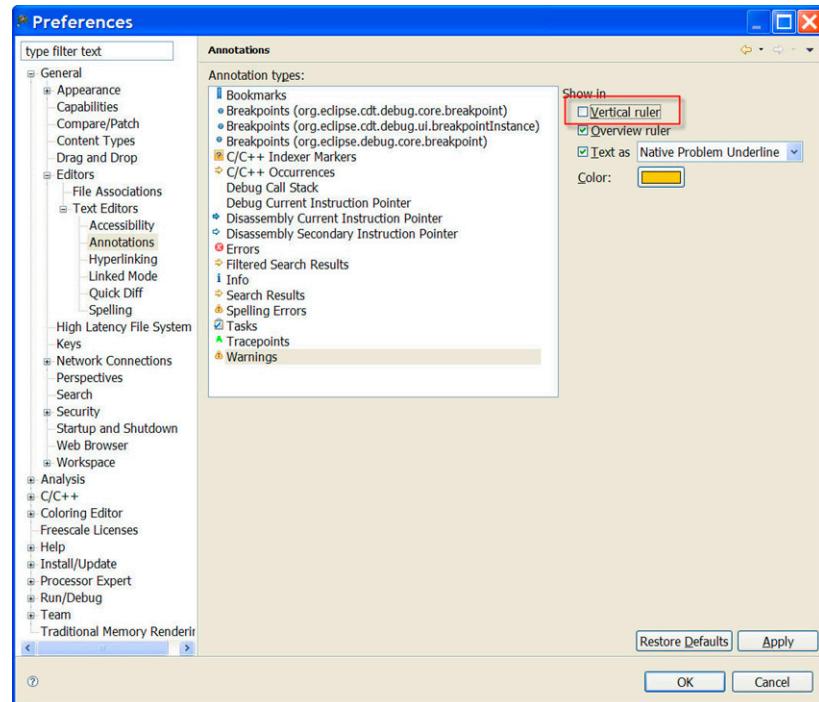
3. Select **Warnings** ([Figure 7.1](#)).

Figure 7.1 Preferences Window—Annotations Page



4. In Show in, uncheck the Vertical ruler checkbox (Figure 7.2).

Figure 7.2 Preferences Window—Annotations Page



5. Click **Apply**.

6. Click **OK**.

Build Configuration

In this topic, FAQs related to build configuration are listed.

- [How do I create a new build configuration for my project?](#)
- [Is it possible to exclude a single or multiple files from the project while building it?](#)
- [Is it possible to configure build settings for a particular source code file?](#)
- [Is it possible to store output of the build configuration of my project in a separate directory?](#)
- [How can I disable the option of having the CodeWarrior IDE build my project before launching it?](#)
- [How can I export the launch configurations settings and then import them back into the project?](#)
- [How do I ensure that the launch configurations are a part of the project when it is exported?](#)

How do I create a new build configuration for my project?

To create a new build configuration:

1. Select the project for which you want to create the build configuration in the **CodeWarrior Projects** view.
2. Select **Project > Build Configurations > Manage** from the IDE menu bar.

The **Manage Configurations** dialog box appears ([Figure 7.4](#)).

Figure 7.3 Project > Build > Configuration

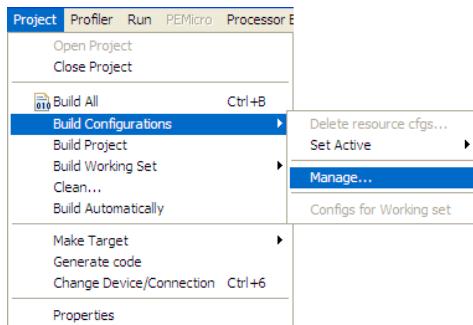
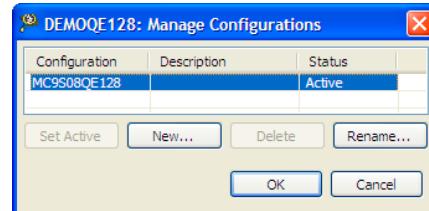
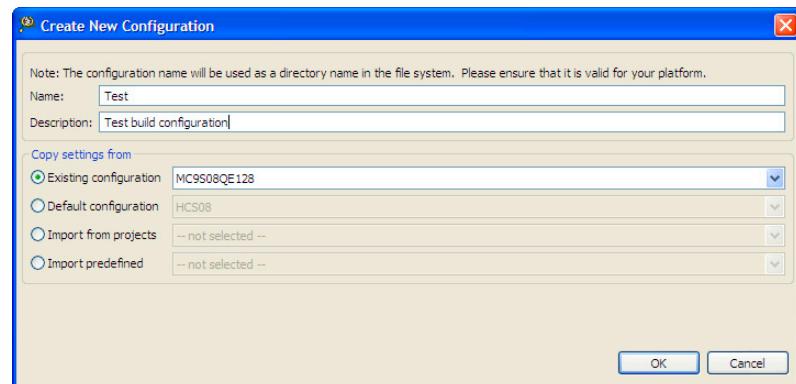


Figure 7.4 Manage Configurations Dialog Box



3. Click the **New** button to create a new build configuration.
- The **Create New Configuration** dialog box appears.
4. Enter the name and description for the build configuration.
 5. Select the appropriate option from the **Copy settings from** section and select the required option. For example, you may choose to copy settings from an existing configuration and select the required configuration.

Figure 7.5 Create New Configuration Dialog Box



6. Click **OK** to close the **Create New Configuration** dialog box.

7. Click **OK**.

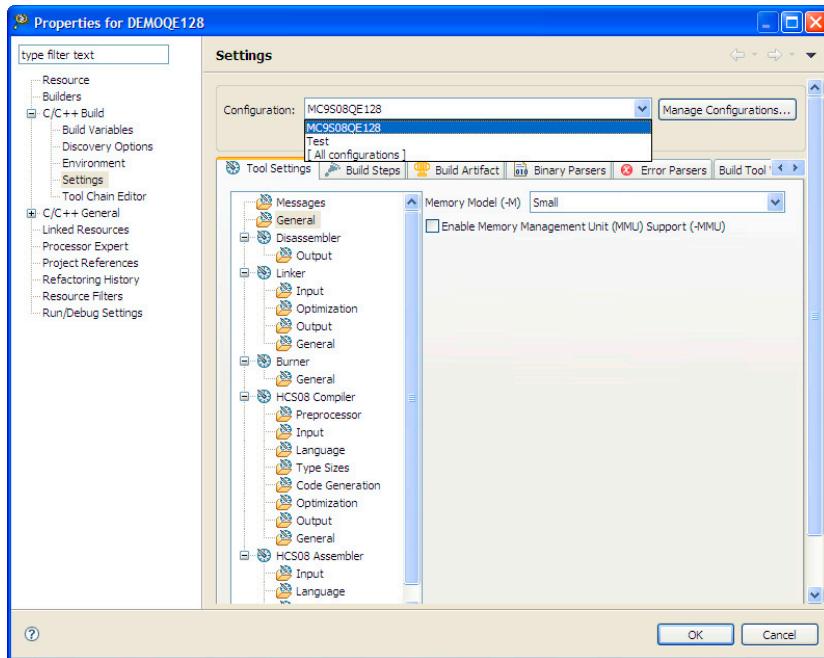
To configure build settings of the newly created build configuration:

1. Select the project with which the build configuration is associated in the **CodeWarrior Projects** view.
 2. Select **Project > Properties** from the IDE menu bar.
- The **Properties** dialog box appears.
3. Select **C/C++ Build > Settings**.
 4. Select the newly created configuration from the **Configuration** drop-down list.

Debugger

Build Configuration

Figure 7.6 Properties Dialog Box



5. Specify the settings for the selected build configuration, as required. For example, you can define preprocessor directives in the <target> **Compiler** > **Preprocessor** page.
6. Click **OK**.

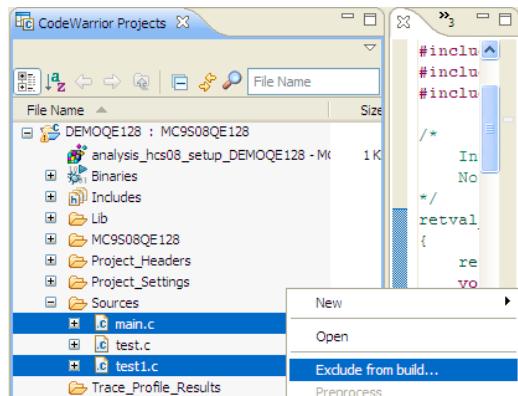
Is it possible to exclude a single or multiple files from the project while building it?

Yes, you can exclude single or multiple files from build:

1. Select the file in the **CodeWarrior Projects** view. To select multiple files, press and hold the **Ctrl** key.
2. Right-click and select **Exclude from build** ([Figure 7.7](#)).

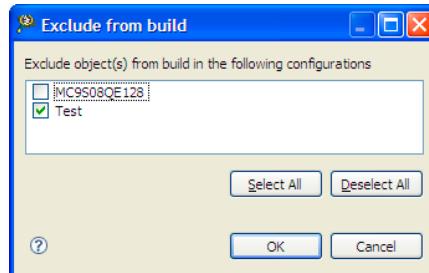
The **Exclude from build** dialog box appears.

Figure 7.7 Exclude from build



3. Select the build configuration from which you want to exclude the selected file ([Figure 7.8](#)).

Figure 7.8 Exclude from build Dialog Box



4. Click **OK**.

Is it possible to configure build settings for a particular source code file?

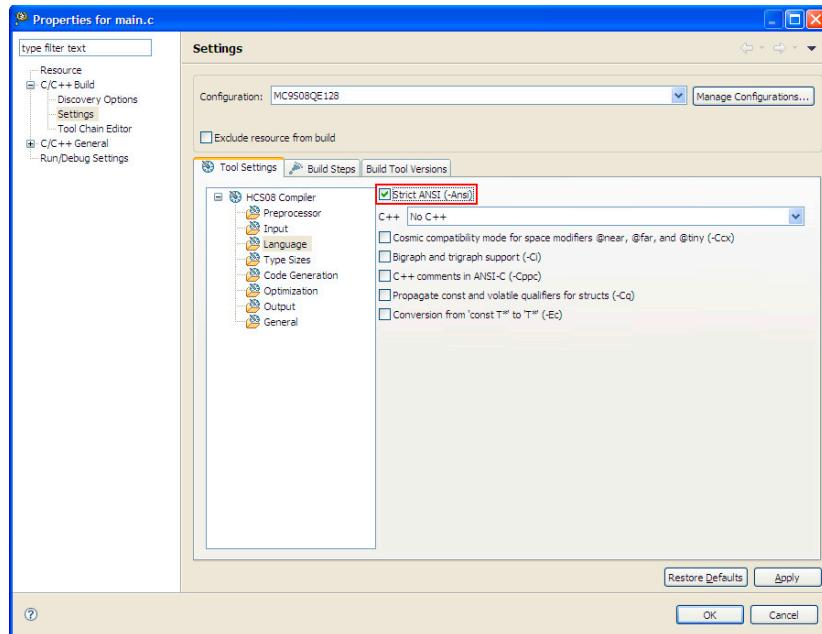
Yes, to set file specific build options:

1. Right-click the file in the **CodeWarrior Projects** view and select **Properties**.
The **Properties** dialog box for the selected file appears.
2. Specify the required settings. For example, you can select a specific compiler option for compiling the file.

Debugger

Build Configuration

Figure 7.9 Properties Dialog Box for Selected File



3. Click **OK**.

Is it possible to store output of the build configuration of my project in a separate directory?

Yes, you can specify output directory for the build configuration.

1. Select the project with which the build configuration is associated in the **CodeWarrior Projects** view.
2. Select **Project > Properties** from the IDE menu bar.

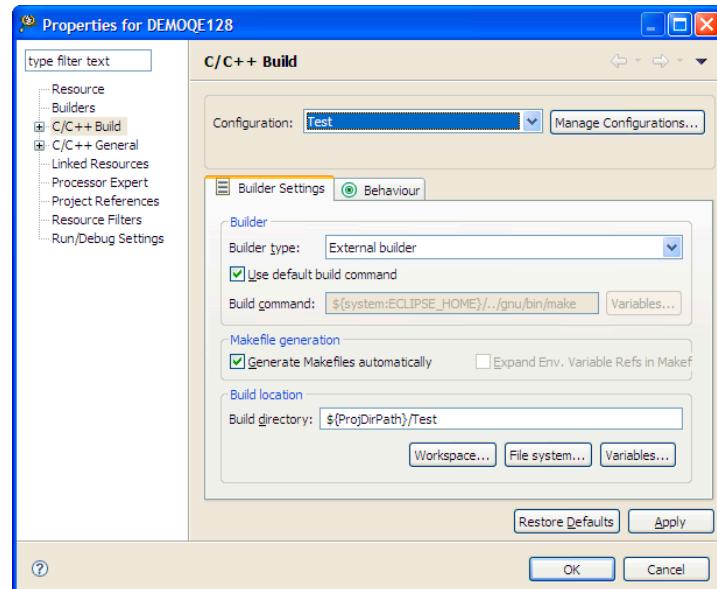
The **Properties** dialog box appears.

3. Select **C/C++ Build**.

The **C/C++ Build** page appears in the right panel of the **Properties** dialog box.

4. Select the build configuration from the **Configuration** drop-down list.
5. Specify the required build directory in the **Build directory** text box.

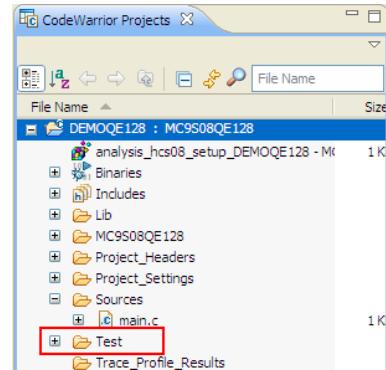
Figure 7.10 Specify Build Output Directory



6. Click **OK**.
7. Right-click the project and select **Build Configurations > Build > Select**.
The **Build configurations** dialog box appears.
8. Select the build configuration to build and click **OK**.

The project build begins and the output is stored in the specified directory.

Figure 7.11 Build Output Stored in Specified Directory



How can I disable the option of having the CodeWarrior IDE build my project before launching it?

To disable build before launch:

1. Select **Window > Preferences** from the IDE menu bar.
The **Preferences** dialog box appears.
 2. Expand the tree control to select **Run/Debug > Launching**.
The **Launching** page appears in the right pane.
 3. Clear the **Build (if required) before launching** checkbox and click **Apply**.
 4. Click **OK**.
-

How can I export the launch configurations settings and then import them back into the project?

No, this is not possible because the launch configurations are a part of the workspace and not a part of the project. The launch configurations for each workspace are located under the `\.metadata\plugins\org.eclipse.debug.core\launches` folder.

How do I ensure that the launch configurations are a part of the project when it is exported?

To make a launch configurations be part of the project, follow steps below:

1. Select **Run > Open Debug Dialog** from the IDE menu bar.
The **Debug** window appears.
2. Under **CodeWarrior Download**, select **Launch Configurations**.
3. Select the **Common** tab.
The **Common** settings pane appears.
4. Under **Save as**, select the shared file radio button. Leave the default folder name as is.
5. Click **Apply**.

Now the launch configuration is physically located in the project folder, so it will be a part of the project when zipped.

Miscellaneous

In this topic, miscellaneous FAQs related to the debugger are listed.

- [How can I view only certain registers?](#)
- [How can I view addresses in memory?](#)
- [How do I open up multiple memory locations in the memory view?](#)
- [How can I view variables that I have set in my project?](#)
- [How can I change the values of variables?](#)
- [How do I view global variables that have been accessed in my project?](#)
- [Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well?](#)
- [Is it possible to specify a different name for the binary file \(.abs\)?](#)
- [Can I debug the code from the generated assembly file step-by-step?](#)
- [If I have a debugger session running on my application, how can I halt the application?](#)
- [Why do I get the following error message when I attempt to debug my project?](#)
- [Can I change the format of the Memory view?](#)
- [Why does the DE.exe appear in the Windows Task Manager even after terminating and closing the debugger perspective?](#)
- [Is there a way to display the variables always in the Hexadecimal format?](#)
- [Can I change the endianness that is displayed in the Memory view?](#)
- [In the Memory view, is it possible to go back to the address that the rendering was created for?](#)
- [Is there a way to view disassembly at any location?](#)
- [Is it possible to display the expressions always in the Hexadecimal format instead of the default decimal format?](#)
- [What does the Reset on Connect option do?](#)
- [Can I change the Program Counter \(pc\) value while in the debugger without having to restart the debugger?](#)
- [How do I specify the program entry point?](#)
- [How can I run a debug session repeatedly?](#)
- [Can I direct console output to a file instead of the console window?](#)
- [How do I resolve the following error message that I get when I use Ctrl-Click to open variable declaration?](#)

How can I view only certain registers?

To view only certain registers, follow these steps:

1. Select **Window > Show View > Registers** from the IDE menu bar while in the debugger perspective.

The **Registers** view appears docked to the upper right hand side of debugger perspective.

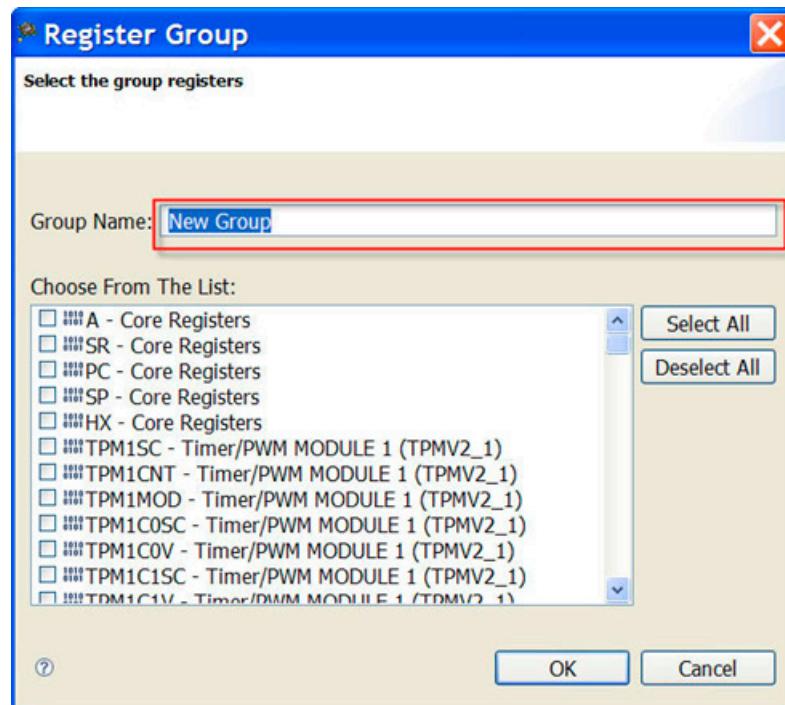
2. Right-click anywhere in the **Registers** tab.

A context menu appears.

3. Select **Add Register Group** in the context menu.

The **Register Group** window appears ([Figure 7.12](#)).

Figure 7.12 Register Group Window



4. Type the name of new register group in the **Group Name** textbox,
5. Select the checkbox next to registers that you want to be a part of this group.

6. Click **OK**.

The **Register Group** window closes.

How can I view addresses in memory?

To view addresses in memory, follow these steps:

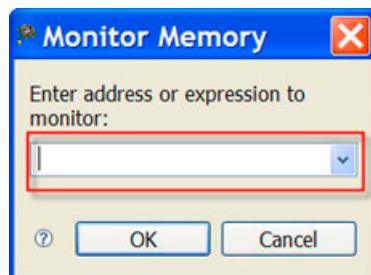
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.13](#)).

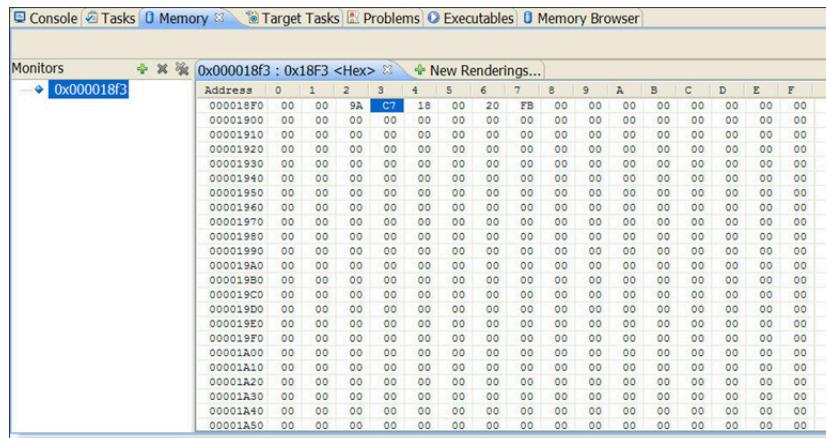
Figure 7.13 Monitor Memory Window



3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

The **Monitor Memory** window closes. The memory location appears in the memory window. The memory contents can be viewed by selecting memory on the left hand side ([Figure 7.14](#)).

Figure 7.14 Memory View



Address	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000018F0	00	00	9A	C7	18	00	20	FB	00	00	00	00	00	00	00	00
00001900	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001910	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001920	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001930	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001940	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001950	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001960	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001970	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001980	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001990	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000019F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A30	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A40	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001A50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

How do I open up multiple memory locations in the memory view?

To open multiple memory locations in the memory view, follow these steps:

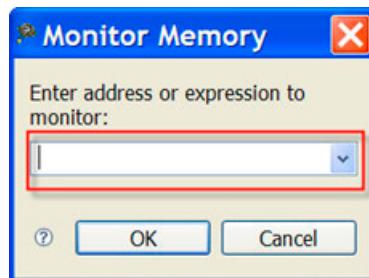
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.15](#)).

Figure 7.15 Monitor Memory Window



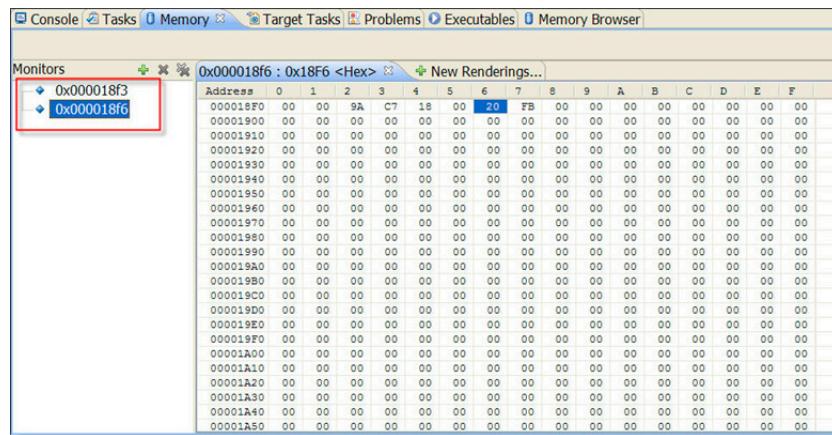
3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

The new address appears in the memory window.

5. Click  sign icon.
6. The **Monitor Memory** window appears.
7. Type another memory address in the **Enter address or expression to monitor** textbox.
8. Click **OK**.

The new address appears in the memory window. The contents can be viewed by selecting memory on the left hand side ([Figure 7.16](#)).

Figure 7.16 Memory View with Multiple Addresses



How can I view variables that I have set in my project?

To view variables from the debug perspective toolbar, select **Window > Show View > Variables**. The Variable window appears docked on the upper right hand side of debug perspective.

How can I change the values of variables?

To change the value of variables, follow the steps below in the debug perspective:

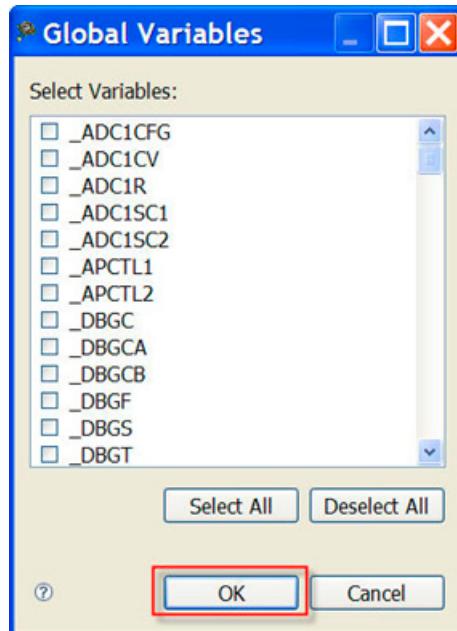
1. From the toolbar, select **Window > Show View > Variables**. The **Variables** window appears docked on the upper right hand side of debugger perspective.
2. Right-click on the variable.
A context menu appears.
3. From context menu, select **Change Value**.
The **Set Value** window appears.
4. In the **Enter a new value for variables** textbox, type a new variable value.
5. Click **OK**.
The **Set Value** window closes. The variable value changes in the **Variables** window.
The variable being changed is highlighted in yellow.

How do I view global variables that have been accessed in my project?

To view global variables that have been accessed in your project, follow these steps:

1. Select **Window > Show View > Variables** from the IDE menu bar while in the debugger perspective.
The **Variables** view appears docked to the upper right hand side of debugger perspective.
2. Right-click a variable.
A context menu appears.
3. Select Add Global Variables in the context menu.
The **Global Variables** window appears ([Figure 7.12](#)).

Figure 7.17 Global Variables Window



4. Select the checkbox next to the global variables that you want to view.
5. Click **OK**.

The **Global Variables** window closes. The selected variables appear in the **Variables** window with the symbol that identifies them as global variable.

NOTE The selected global variables will persist throughout the session and subsequent sessions, until they are removed.

Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well?

Yes. To use the Command Line Debugger follow steps given below in debug perspective:

1. Select **Window > Show View > Debugger Shell** from the IDE menu bar.
2. Click **OK**.

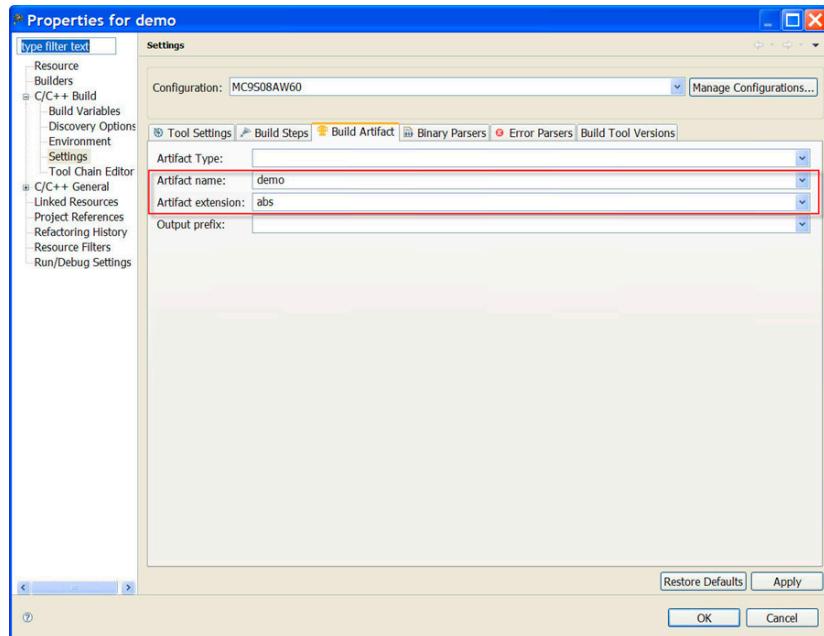
The Debugger Shell window appears docked on the lower right-hand corner of debug perspective.

Is it possible to specify a different name for the binary file (.abs)?

Yes this can be done by following steps below:

1. In the CodeWarrior Projects window, right-click the project name.
A context menu appears.
2. From the context menu, select **Properties**.
The **Properties** window appears.
3. Select **C/C++ Build > Settings**.
The **Settings** options appear on the right side of properties window.
4. Select **Build Artifact** tab.
5. Type the name of the executable that you want generated in the **Artifact name** textbox.
6. The **Artifact extension** textbox contains the extension of the executable that will be generated. The default extension for binary files is .abs. If another extension is desired, change the extension in the **Artifact extension** textbox ([Figure 7.18](#)).

Figure 7.18 Properties Window



7. Click **Apply**.

8. Click **OK**.

The **Properties** window disappears. When the project is rebuilt a new binary with the new extension is generated.

Can I debug the code from the generated assembly file step-by-step?

Yes this can be done. From the debugger perspective toolbar, select **Window > Show View > Disassembly**. The **Disassembly** window appears displaying the assembly code generated from the C code. Breakpoints can be set by double-clicking on assembly line.

If I have a debugger session running on my application, how can I halt the application?

In the **Debug** perspective, click on the .abs being executed. From toolbar, select **Suspend** from the toolbar which halts the application temporarily. To run the application, select **Resume** from toolbar.

Why do I get the following error message when I attempt to debug my project?

Program does not exist

This error occurs because the project you are trying to debug has not been built yet. To build the project, right-click the project name and select the **Build Project** option.

Can I change the format of the Memory view?

Yes. In order to change the format of the memory window do the following steps:

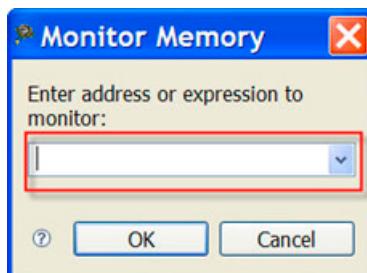
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.19](#)).

Figure 7.19 Monitor Memory Window

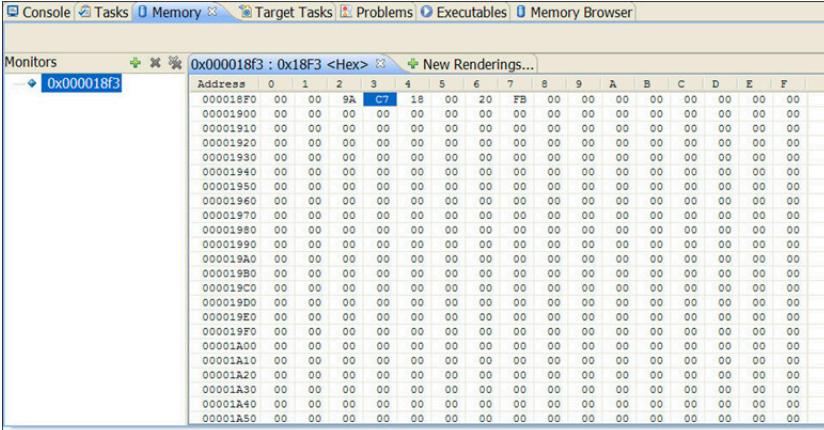


3. Type memory address in the **Enter address or expression to monitor** textbox.

4. Click **OK**.

The **Monitor Memory** window closes. The memory location appears in the memory window. The memory contents can be viewed by selecting memory on the left hand side ([Figure 7.20](#)).

Figure 7.20 Memory View



The screenshot shows a memory dump window titled "0x000018F3 : 0x18F3 <Hex>". The window has tabs for Console, Tasks, Memory, Target Tasks, Problems, Executables, and Memory Browser. The Memory tab is selected. On the left, there's a tree view under "Monitors" with a node expanded to "0x000018F3". The main area displays a hex dump of memory from address 0x000018F0 to 0x00001AF0. The first few lines of the dump are:

Address	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000018F0	00	00	9A	C7	18	00	20	FB	00	00	00	00	00	00	00	00
000018F1	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000018F2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000018F3	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

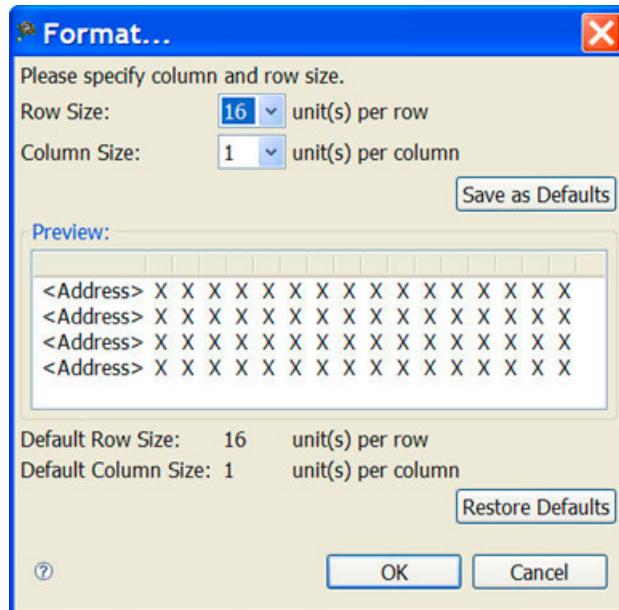
5. Right-click anywhere in the **Memory** view

A context menu appears.

6. From context menu, select **Format**.

The **Format** window appears ([Figure 7.21](#)).

Figure 7.21 Format Dialog Box

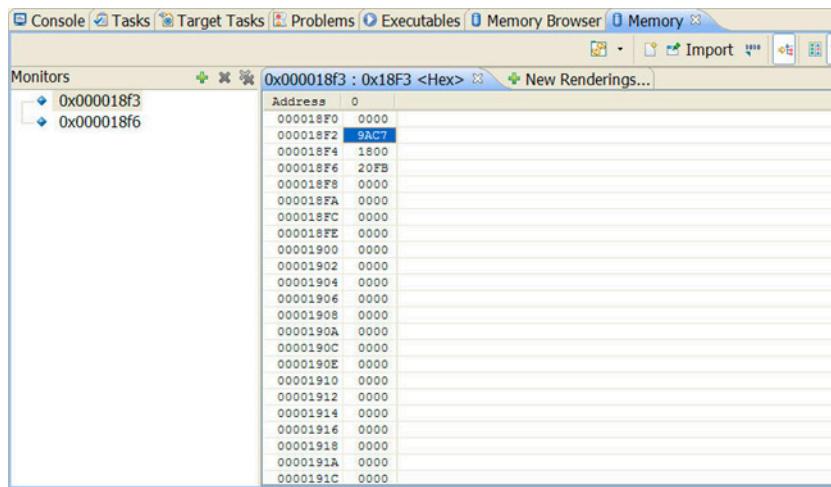


Row Size indicates how the addresses will increase. **Column Size** displays the number of bytes in that address space. For this example, the address will increase by 16 bytes and each row will display 4 bytes in each column. The **Preview** window changes and displays address every 2 bytes by 2 bytes per column.

7. Click **OK**.

The **Format** window closes. The memory view changes and displays the addresses using new format ([Figure 7.22](#)).

Figure 7.22 Updated Memory View



Why does the DE.exe appear in the Windows Task Manager even after terminating and closing the debugger perspective?

The Debugger Engine (DE) is loaded when it is first needed in one of the following situations:

1. Debugger is launched
2. Debugger Shell is opened

The DE.exe is terminated only when CodeWarrior is terminated.

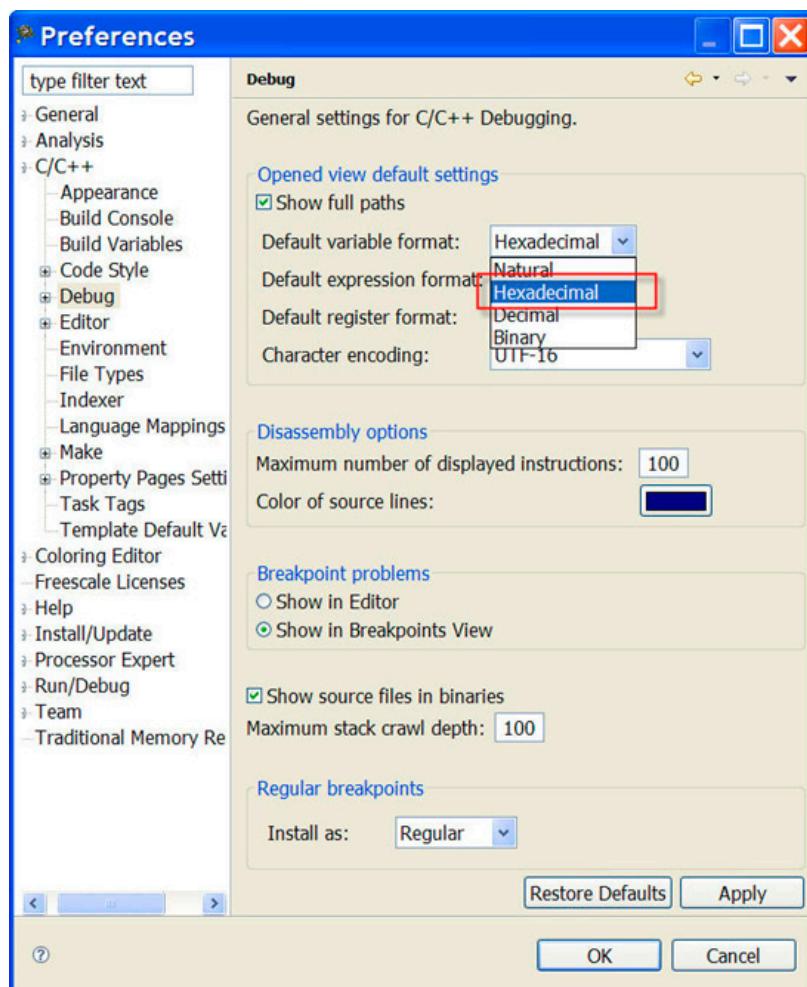
Is there a way to display the variables always in the Hexadecimal format?

Yes. There is a way to display the variables always in Hexadecimal instead of the default decimal format. In order to accomplish this, follow steps below.

1. Select **Window > Preferences** from C/C++ perspective toolbar.
The **Preferences** window appears.
2. Select **C/C++ > Debug**.
The **Debug** settings appear.

3. Change **Default variable format** to **Hexadecimal**. By default, it is set to **Natural** ([Figure 7.23](#)).

Figure 7.23 Preferences Window—Debug Page



4. Click **Apply**.
5. Click **OK**.
6. Restart CodeWarrior Development Studio.

When **Variables** view appears in the debug perspective, the variables appear in the Hexadecimal format.

NOTE This setting is a global setting.

Can I change the endianness that is displayed in the Memory view?

Yes. To change the endianness that is displayed in the memory view, follow these steps:

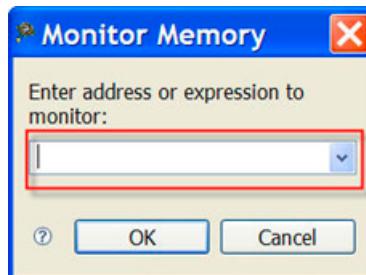
1. Select **Window > Show View > Memory** in the debug perspective.

The **Memory** window appears docked to the lower part of debugger perspective.

2. Click  sign icon.

The **Monitor Memory** window appears ([Figure 7.24](#)).

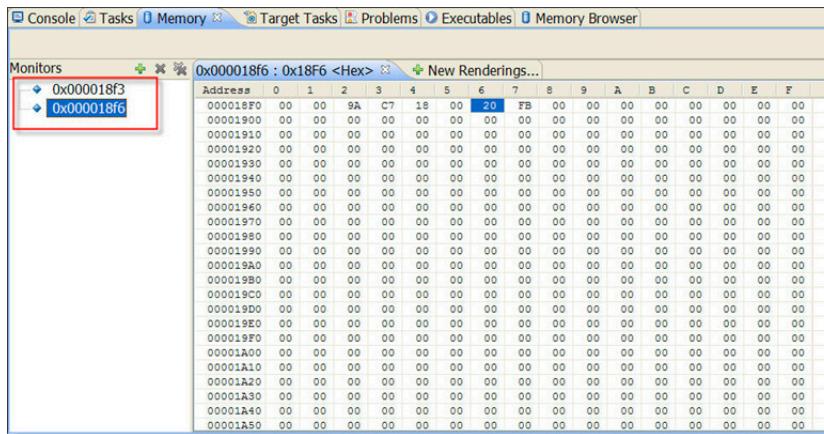
Figure 7.24 Monitor Memory Window



3. Type memory address in the **Enter address or expression to monitor** textbox.
4. Click **OK**.

The new address appears in the memory window. The contents can be viewed by selecting memory on the left hand side ([Figure 7.25](#)).

Figure 7.25 Memory View with Multiple Addresses

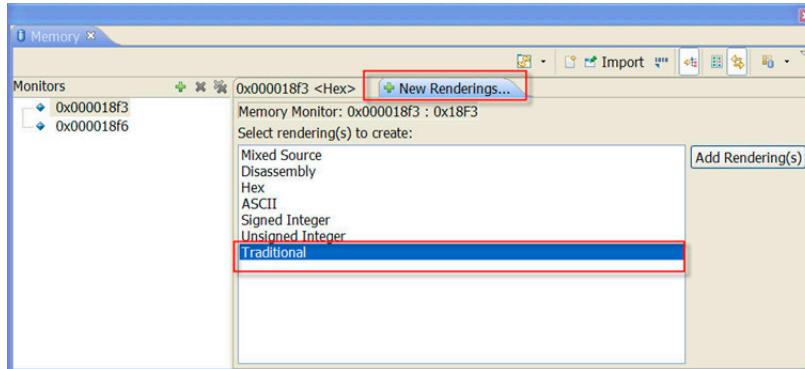


5. From the **Memory** Toolbar, select .

The **New Renderings** window appears.

6. Select **Traditional** ([Figure 7.26](#)).

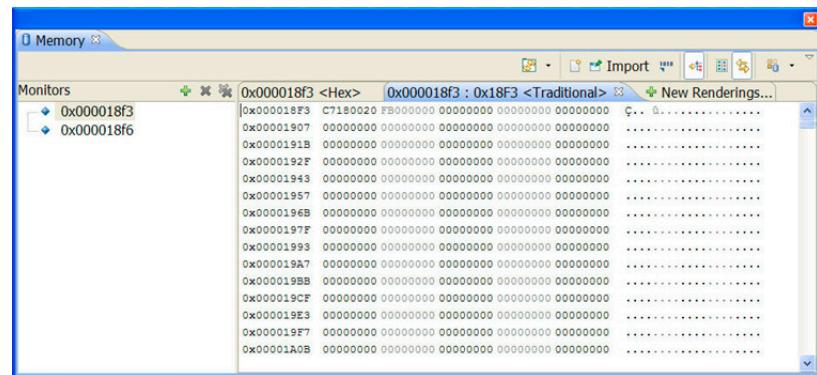
Figure 7.26 Memory View—New Renderings



7. Click **Add Renderings**.
8. Click **OK**.

The **Traditional** view appears in Memory view ([Figure 7.27](#)).

Figure 7.27 Memory View—Traditional Tab



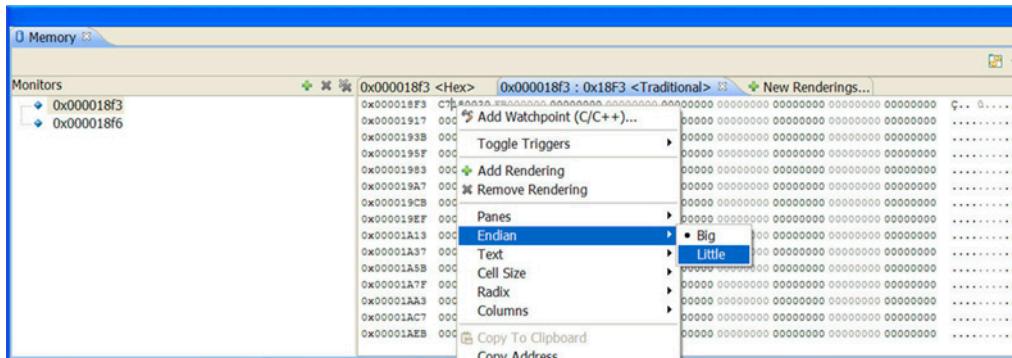
9. Right-click anywhere in the **Traditional** tab.

A context menu appears.

10. From the context menu, select **Endian > Little**. By default it is **Big**.

The memory view displays little endianness ([Figure 7.28](#)).

Figure 7.28 Memory View—LittleEndian Addresses



NOTE To change the endianness back to **Big**, right-click anywhere in the **Traditional** tab, and select **Endian > Big** from the context menu.

In the Memory view, is it possible to go back to the address that the rendering was created for?

Yes. In order to get back to the address that the rendering was created for, follow steps below:

1. Right-click anywhere in the **Memory** view.
A context window appears.
2. From context menu, select **Reset to Base Address**.

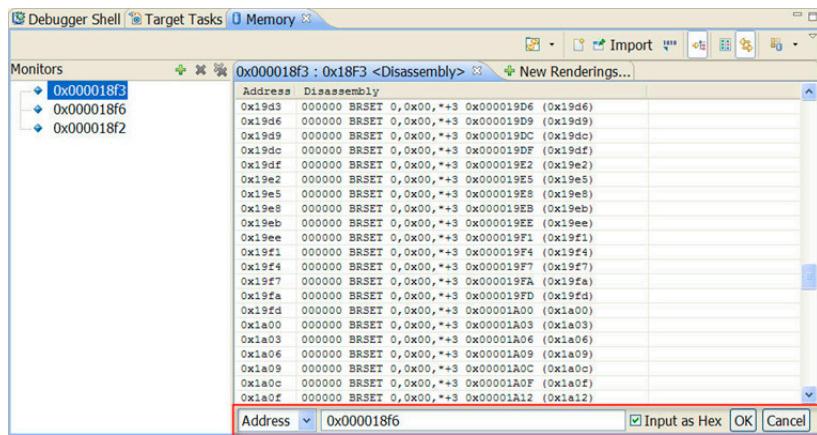
The view changes to display the base address that the rendering was initially created for.

Is there a way to view disassembly at any location?

Yes it is possible to view disassembly at any location. To do so, follow steps below:

1. Right-click anywhere in the **Memory** view.
A context window appears.
2. From context menu, select **Go To Address**.
The **Go To Address** textbox appears.
3. Enter the address in the Address textbox. If the **Input as Hex** checkbox is selected, then the address can be entered as either a hexadecimal or a decimal address.
4. Click **OK**.
The assembly instructions located at the specified address appears in the **Memory** view ([Figure 7.29](#)).

Figure 7.29 Memory View—Assembly Instructions

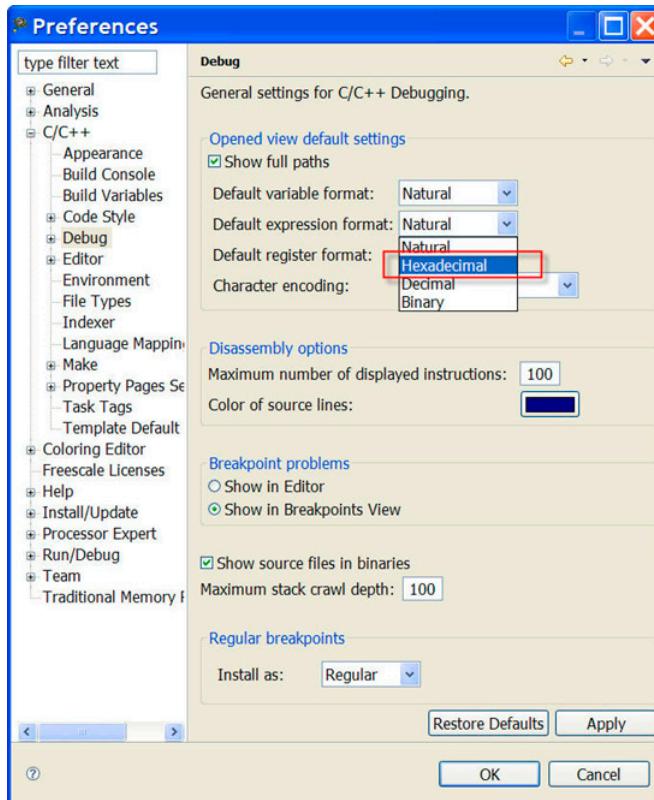


Is it possible to display the expressions always in the Hexadecimal format instead of the default decimal format?

Yes. It is possible to display the expressions always in Hexadecimal format instead of the default decimal format. In order to accomplish this follow steps below:

1. Select **Window > Preferences** from C/C++ perspective toolbar.
The **Preferences** window appears.
2. Select **C/C++ > Debug**.
The **Debug** settings appear.
3. Change **Default expression format** to **Hexadecimal**. By default, it is set to **Natural** ([Figure 7.30](#)).

Figure 7.30 Preferences Window—Debug Page



4. Click **Apply**.
5. Click **OK**.
6. Restart CodeWarrior Development Studio.

When **Variables** view appears in the debug perspective, the variables appear in the Hexadecimal format.

NOTE This setting is a global setting.

What does the Reset on Connect option do?

The **Reset on Connect** option resets all the cores.

Can I change the Program Counter (pc) value while in the debugger without having to restart the debugger?

Yes. In order to change the Program Counter (pc) without restarting the debugger, follow steps below in the debug perspective:

1. Start a debug session.

In the editor view, right-click on the source line where you want the pc to move to.

2. A context menu appears.
3. From context menu, select **Move To Line**.

The pc moves to line. The debugger moves the program counter to the location you specified. The editor view shows the new location.

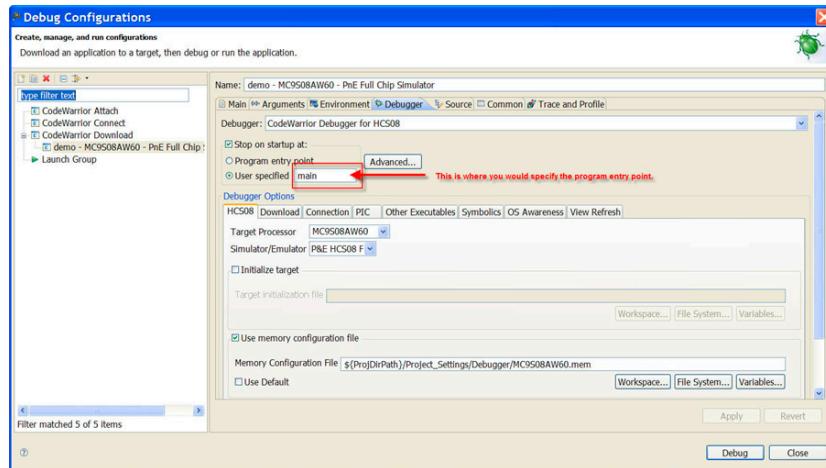
How do I specify the program entry point?

To specify the program entry point, follow steps below in C/C++ perspective:

1. In the CodeWarrior projects window, right-click on project name.
A context menu appears.
2. From context menu, right-click on project name, select **Debug As > Debug Configurations**.
The **Debug** window appears.
3. Under **CodeWarrior Download**, select project name.
4. Select **Debugger** tab.

The **Debugger** page appears ([Figure 7.31](#)).

Figure 7.31 Debug Configurations—Debugger Page



5. Click **Apply**.
 6. Click **Debug**.
-

How can I run a debug session repeatedly?

There are several ways to run a debug session repeatedly. Below is a list of possible ways to run a debug session repeatedly:

1. Select the **Debug** button to invoke the last debug session.
-or-
 2. Right-click the stack window and select **Relaunch** from context menu.
-or-
 3. If still in debug mode, click **Terminate and Relaunch**.
-

Can I direct console output to a file instead of the console window?

Yes, you can direct the console output to a file instead of the console window. To accomplish this, follow steps given below:

1. In the CodeWarrior projects window, right-click on project name.
A context menu appears.
-

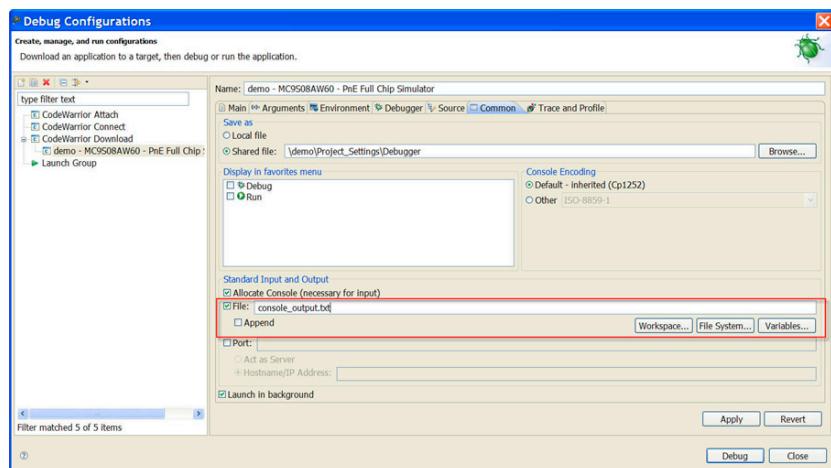
2. From context menu, right-click on project name, select **Debug As > Debug Configurations**.

The **Debug** window appears.

3. Under **CodeWarrior Download**, select project name.
4. Select **Common** tab.

The **Common** page appears ([Figure 7.31](#)).

Figure 7.32 Debug Configurations—Common Page



5. Click **Apply**.
6. Click **Debug**.

How do I resolve the following error message that I get when I use Ctrl-Click to open variable declaration?

Could not find symbol xx in index.

To resolve this error message, follow the steps below:

1. In the CodeWarrior project window, right-click on project name.
A context menu appears.
2. From context menu, select **Properties**.
The **Properties** window appears.

Debugger

Miscellaneous

3. Select **C/C++ General > Indexer**.

The **Indexer Settings** appear.

4. Select the **Enable project specific settings** checkbox.

5. From the **Select Indexer** drop-down list, select **Full C/C++ Indexer (complete parse)**.

6. Click **Apply**.

7. Click **OK**.

Debugger Shell

In this chapter, you find Frequently Asked Questions (FAQs) related to the Debugger Shell.

- [FAQs — Debugger Shell](#)

FAQs — Debugger Shell

In this topic:

- [How can I find the default value of memory width? How can I change the value if I want to?](#)
- [Can I change the Program Counter \(pc\) value?](#)
- [Does the config page off option still available in the Eclipse-based CodeWarrior IDE?](#)
- [Is there a way to accelerate the execution speed and turn off the printing when I use a lot of mem commands in the debugger shell?](#)

How can I find the default value of memory width? How can I change the value if I want to?

To find the default value for memory width, follow steps below in debug perspective:

1. From Debug Perspective toolbar, select **Window > Show View > Debugger Shell**.
The **Debugger Shell** window appears docked to the lower right hand side of debug perspective.
2. In debugger shell, type `config`.

The current configurations settings appear. If you want to change the memory width, type `config MemWidth <value>`. To make sure settings were set, type `config`. The current configuration settings appear.

Can I change the Program Counter (pc) value?

Yes. The pc value can be changed through the debugger shell. In order to change the pc value through the debugger shell follow steps below in debug perspective:

1. From the debug perspective, select **Window > Show View > Debugger Shell**.

The **Debugger Shell** window appears docked to the lower right hand side of debug perspective.

2. In debugger shell, type `reg pc`.

The present value of pc is displayed.

3. In debugger shell, type `reg pc=0x10000000`.

This command changes pc value to `0x10000000`.

4. In debugger shell, type `reg pc`.

The current value of pc is displayed; which in this case should be `PC=0x10000000`.

Does the config page off option still available in the Eclipse-based CodeWarrior IDE?

No. This option is not implemented. If a tcl script needs to be run and you want to advance the debugger shell display, select **Enabling Page** icon from the toolbar. By selecting this option, the debugger shell automatically advances the display without having to press the space bar.

Is there a way to accelerate the execution speed and turn off the printing when I use a lot of mem commands in the debugger shell?

Yes. In order to turn of the printing add the `-np` to the `mem` command in your script file. It should look like the following:

```
mem -np
```

Index

Symbols

odo tag 81
.cvignore list 47
.launch extension 78
.location file 86
.metadata folder 80
.project file 84, 89

A

A debug or protocol-plugin license for the product expired or was not found 82
add a breakpoint 106
add a breakpoint on a physical address 106
add external folder 92
add project to CVS 45
Additional Information Resources 11
Address Breakpoint 109
Artifact extension textbox 78
Artifact name textbox 78
ASCII Text 47

B

binary 47
Breakpoints FAQs 103
build configuration 75
Build Configuration FAQs 112
build number 63

C

C Compare Viewer 49
C/C++ Working Set 42
Call Hierarchy view. 73
Can I
 change the format of the Memory view? 128
 change the Program Counter (pc) value
 while in the debugger without having to restart the debugger? 139
 debug the code from the generated assembly file step-by-step? 127
 direct console output to a file instead of the console window? 140

disassemble my source code file? 79
still use Ctrl+Tab keys to navigate between open windows? 75
use a different parameter file than the one being used in my project? 101
Can the CodeWarrior IDE
 assist me in writing the source code? 25
change a key binding 67
change color that highlights source code 23
change default code format settings 30
change keyboard binding 67
change modifier key for hyperlinks in source files 22

change name of the executable 77
change tab width 28
checkmark next to a breakpoint 105
code completion 25
Code Style 30
CodeWarrior IDE
 CVS FAQs 43
 Editor FAQs 19
 Miscellaneous FAQs 61
 Search and Replace FAQs 51
 Workbench Window FAQs 41
CodeWarrior IDE menu bar
 Edit > Content Assist 25
 Edit > Find/Replace 51
 Navigate 21
 Navigate>Open Declaration 20
 Project > Build Configurations >
 Manage 112
 Refactor > Rename 54
 Run > Open Debug Dialog 118
 Run > Toggle Breakpoint 104, 105
 Search > File 52, 55, 57
 Window > Show View > Breakpoints 104,
 107
 Window > Show View > Console 100
 Window > Show View > Debugger
 Shell 126
 Window > Show View > Memory 121, 122
 Window > Show View > Problems 100

Window > Show View > Registers 120
Window > Show View > Variables 123, 124
CodeWarrior Project Importer 79
Compare dialog box 33
compare local copy and repository copy 49
Compare With > History 69
Comparison of File Revisions 70
Compiler FAQs 99
configure build settings 113
configure build settings for a file 115
configure predefined macros 32
Content Assist 26
Contents of this Manual 11
Could not find symbol 141
create new build configuration 112
CTRL+` 31
Ctrl+F6 75
Ctrl+Space 26
Ctrl+Tab 75
current line highlight color 23
CVS Repositories view 43
CWInstallDir 12

D

Days to Keep Files textbox 96
debug configuration 75
debug information 82
Debugger
 Breakpoints FAQs 103
 Build Configuration FAQs 112
 Miscellaneous FAQs 119
Delete configurations when associated resource is deleted 84
deselect an active working set 42
different linker file 101
Disable Breakpoint 106
disable build 118
Disable/Enable breakpoint 106
disabled macros 31
Disabled Macros Marked in Gray 31
disassemble source code 79
disassembling file 79
display line numbers 29
display warning and error messages 78

Does the CodeWarrior IDE support version control systems? 43
Dot+Doxygen 71

E

edit an active working set 42
Editor FAQs 19
Enter Repository Location Information 45
evaluated expansion of a macro 32
Exclude from build 114

F

filter settings 66
filter settings using the filter text 66
filter text 66
filter the settings in the Preferences window to find a particular setting? 66
Filtered Preferences 66
format code 30
function declaration 20

G

GB18030 85
GBK encoding 85
Graphical View of Include Files 72

H

hardware breakpoint 107
header file declaration 20
history of changes 69
History view 70
How are the PARENT-COUNT-MyVariable definitions defined in the CodeWarrior IDE? 86
How can I
 add a project from another workspace to my current workspace? 90
 add another source or header file to my project? 88
 add my project to CVS from within the CodeWarrior IDE? 45
 change a key binding? 67
 change a keyboard bindings 67

-
- change name of the executable that is generated when I build my project? 77
 - change the color that highlights the current line in a source code file? 23
 - change the debugger key bindings to the ones that I used to have in the Classic CodeWarrior IDE? 75
 - change the tab width/size 28
 - change the values of variables? 124
 - configure predefined macros in the CodeWarrior IDE? 32
 - determine which header files are associated with my source code file? 72
 - disable the option of having the CodeWarrior IDE build my project before launching it? 118
 - export a project that I could send to someone else? 94
 - export the launch configurations settings and then import them back into the project? 118
 - find out if certain files contain debug information? 82
 - find out where the source files related to a CodeWarrior project are saved? 87
 - find the version of the CodeWarrior that I am using? 63
 - modify and save the files in GBK encoding using the CodeWarrior IDE? 85
 - open an existing project in the CodeWarrior IDE? 82
 - quickly open declaration of any variable, function name, macro, or header file from within Editor? 20
 - quickly switch to a header file from within the source code file? 31
 - run a debug session repeatedly? 140
 - search for specific files in a workspace? 55
 - see or change the preprocessor macros defined for my project? 97
 - start the post-build steps in the CodeWarrior IDE? 83
 - view a graphical representation of source code in the CodeWarrior IDE using Dot and Doxygen? 71
 - view addresses in memory? 121
 - view only certain registers? 120
 - view the contents of various types of source code files that appear in my project folder? 89
 - view the hardware breakpoints that have been set? 107
 - view variables that I have set in my project? 123
- How do I
- add a new Source Folder to my project? 91
 - add hardware breakpoints? Can I add them through the GUI? 107
 - add to my project a folder that exists outside the current workspace? 92
 - add to my project a new file that exists outside the current workspace? 94
 - compare two directories? 96
 - compare two source code files? 95
 - compile my project? 99
 - create a new build configuration for my project? 112
 - disable existing breakpoints? 105
 - ensure that the CodeWarrior IDE saves all modifications that I make to the project properties? 90
 - ensure that the launch configurations are a part of the project when it is exported? 118
 - instruct the CodeWarrior IDE to save changes to my source code files automatically before building the project? 94
 - minimize a Workbench window? 43
 - open up multiple memory locations in the memory view? 122
 - perform a simple search in the CodeWarrior IDE? 51
 - place a breakpoint on a given physical address? 106
 - resize the various views in a Perspective? 90

-
- set a breakpoint at a particular function? 108
 - set breakpoints? 104
 - set the number of days to keep local history for source code files? 96
 - specify the program entry point? 139
 - update my local history settings? 64
 - view call hierarchy in my source code? 73
 - view global variables that have been accessed in my project? 124
 - view the breakpoints that have been set? 104
 - How does the CodeWarrior IDE differentiate between enabled and disabled macros? 31
 - How the CodeWarrior Project Importer handles recursive access paths? 79
 - Hyperlink in Source Files 22
- I**
- I created a new file in Windows explorer but it does not appear in the CodeWarrior Projects view. Why? 74
 - If I am using a Macintosh computer, what is the alternate to using the F3 key in Editor to open declarations? 21
 - If I have a debugger session running on my application, how can I halt the application? 128
 - In the Memory view, is it possible to go back to the address that the rendering was created for? 136
 - Include Browser view 72
 - Is it necessary to have the project name identical to the name of the directory that contains the .project file? 84
 - Is it possible to
 - change the default code format settings? 30
 - configure build settings for a particular source code file? 115
 - display line numbers in Editor? 29
 - exclude a single or multiple files from the project while building it? 114
 - preview the changes of the Replace action? 51
 - restrict the number of resources that appear on my Workbench window? 41
 - retrieve a file that I deleted accidentally from my CodeWarrior project? 63
 - roll back the changes I did to my source code? 33
 - specify a different name for the binary file (.abs)? 126
 - store output of a build configuration in a separate directory? 116
 - view definition of a macro or a variable in the source code file? 24
 - view evaluated expansion of a macro in the CodeWarrior IDE? 32
 - view the change history of a source code file? 69
 - Is the command-line debugger available in the Eclipse-based CodeWarrior IDE as well? 126
 - Is there
 - a file that contains all the launch configuration settings? 78
 - a shortcut to remove object code that is equivalent to the Ctrl + - shortcut key available in the Classic CodeWarrior IDE? 98
 - Is there a way to
 - add breakpoints to C and Assembly files that exist in a library? 108
 - change the variable or the function name in a CodeWarrior project? 54
 - compare the Property Settings of two different projects? 89
 - instruct the CodeWarrior IDE to use relative paths instead of absolute ones to store the project file location in a workspace? 86
 - list projects from different workspaces in the CodeWarrior Projects view? 80
 - replace a variable easily? 57
 - view disassembly at any location? 136
- K**
- keyboard binding 67
 - Keys Preferences Page 68

L

launch configuration 75
Limit console output 78
Line Breakpoint 109
line numbers in editor 29
Linker FAQs 101
LM_LICENSE_PATH 82
local history settings
 update 64

M

Macro Definition 24
macro definition 24
macro expansion 32
Manage Configuration button 83
Method Breakpoint 109
minimize Workbench window 43
Miscellaneous FAQs 119

N

Navigate menu 21
new files do not appear in CodeWarrior Projects
 view 74

O

open an existing project 82
Open Call Hierarchy 73
open declaration 20
open declarations on a Macintosh computer 21
open definition of a macro 24
Outline view 82

P

performing a delete operation 88
perspective 41
post-build steps 83
preview changes 51
Program does not exist 128
Project FAQs 91
Project Management FAQs 87
projects from different workspaces 80
Properties view 82

R

recursive access paths 79
Recycle Bin 63
refactor 54
release notes 12
rename option 75
replace a variable 57
Restore from Local History 63, 64
restrict the set of resources in Workbench
 window 41
retrieve deleted files 63
roll back changes to source code 33

S

save all modifications 90
save changes automatically 94
search 51
search and replace functions and variables 54
Search menu
 C/C++ 51
 File 51
 Search 51
 Text 51
see the new project in your active working set 74
Share Project with CVS Repository 45
Show Callees 74
software breakpoint 107
specify output directory 116
steps in macro expansion 33
switch to header file 31
Synchronize View 50

T

tab width 28
Tasks view 80
Team > Share Project. 45
Team > Synchronize with Repository 49
Team Synchronizing perspective. 49
The warnings symbols in Editor distort visibility
 of breakpoints. How can I
 stop these warning symbols from
 appearing? 109
Toggle Breakpoint 106

Toggle Source/Header 31

U

use CVS with CodeWarrior IDE 43

V

variable declaration 20

Variable Declaration and Occurrences 25

variable definition 24

version and build info 63

version control system 43

version number 63

view breakpoints 104

view call hierarchy 73

view change history 69

view graphical representation of include files 72

view the contents of source files 89

Views

 CVS Repositories 43

W

What controls the initial layout of a view in a

 Workbench window? 41

What does the checkmark next to the breakpoint
represent? 105

What if I want to delete a breakpoint? 106

What is

 a perspective? 62

 a project? 89

 a workspace? 88

 the first thing I see when I bring up the
 CodeWarrior IDE? 62

 the Manage Configurations button in the C/
 C++ perspective toolbar used for? Could it
 be replaced by the Properties button? 83

What is the difference between

 a breakpoint and a line breakpoint? 109

 the hardware breakpoint and the software
 breakpoint? 107

 the Toggle Breakpoint and Enable/Disable
 breakpoint options? 106

What is the purpose of the

Limit New Breakpoint to Active Debug

 Context button in the Breakpoint
 window? 108

Outline view? 82

Properties view? 82

Tasks view? 80

When I compile my project, where can I see the
commands that are being executed? 100

When I save my launch configurations as a local
file and then delete the project, all the local
configurations get deleted as well. Is there a
way around this issue? 84

Where do I see the warning and error
messages? 100

Where does the CodeWarrior IDE save the debug
configuration as a local file? 84

Where exactly the disassemble file gets
created? 79

Which breakpoint option do I select if I want to
add a breakpoint? 106
skip a breakpoint still keeping it in my
breakpoint list? 106

Why

 does the Rename option appear grayed
 out? 75

 duplicating a configuration in the debugger
 perspective does not duplicate the run
 configuration? 75

 the .metadata folder in my workspace stores
 a huge history? 80

 the console view does not display all the
 warning and error messages? 78

 the project that I just created is not visible in
 the CodeWarrior Projects view? 74

wildcard

 * 66

 ? 66

wildcards in the filter text 66

workbench 62

working set 41

Working set type 41