µVision User's Guide

Version: v5.37

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Manage Arm Compiler Versions

MDK supports multiple Arm Compiler versions. By default, the latest version of Arm Compiler 5 and Arm Compiler 6 are installed. Additional compiler versions must be registered and added in the following way:

1. ⬚ Open the dialog **Project - Manage - Project Items - Folders/Extensions**:
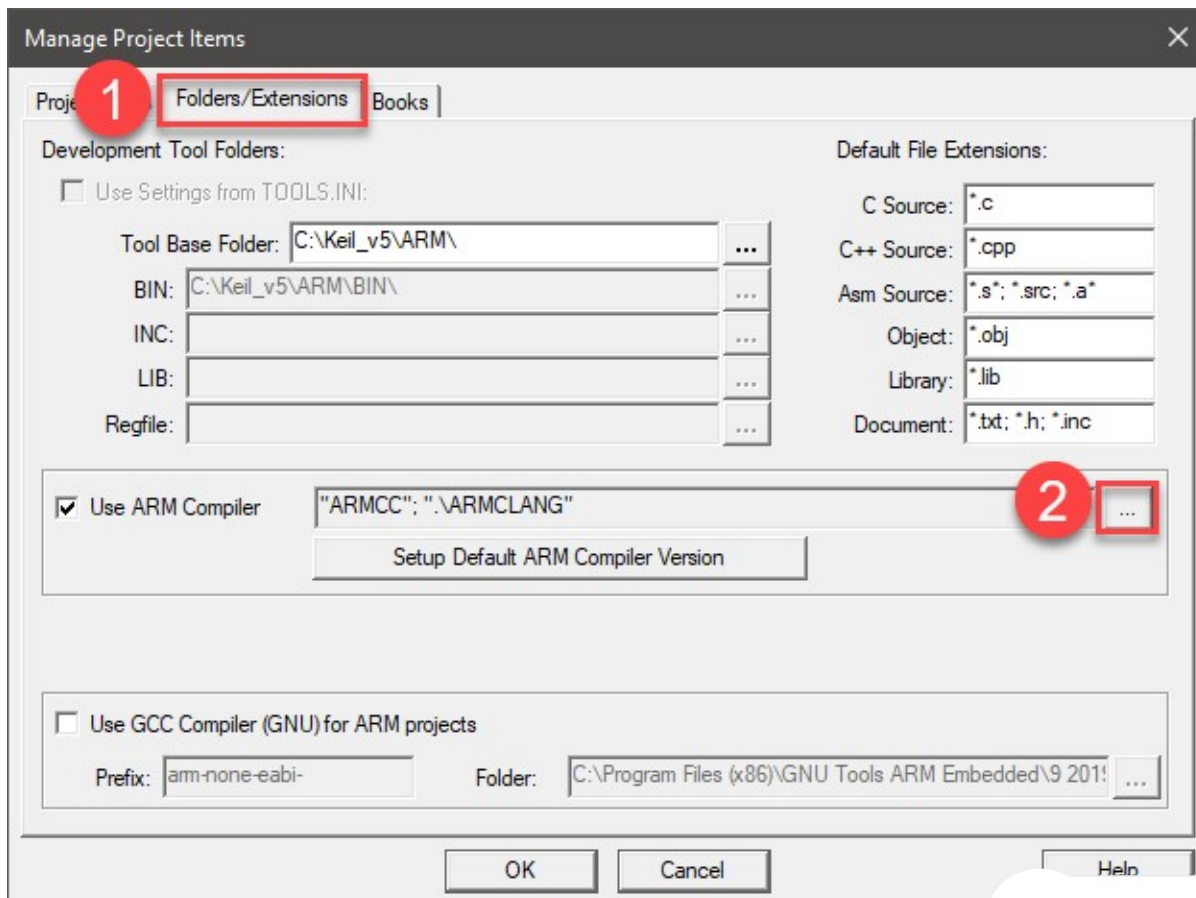
2. Click the **...** button on the right side of **Use ARM Compiler** to open the dialog   ...**M Compiler Versions**.

⤢   Related content

The dialog shows the relative compiler installation path and the compiler version:
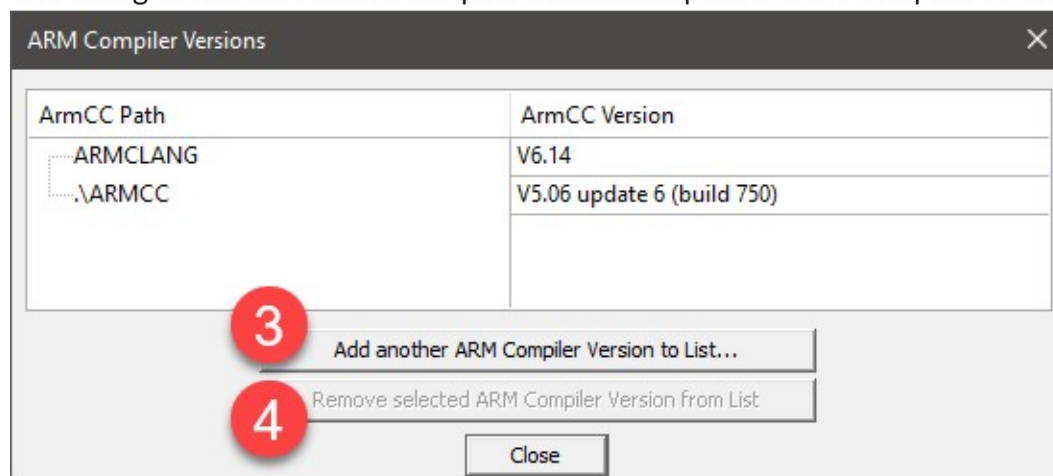

3. Click **Add another Arm Compiler Version to List**. This opens a Windows browse for folder dialog. Navigate to the folder that contains the Arm compiler version and click **OK** to register the compiler. The path to that folder and the Arm compiler version is shown in the screen above. With these steps you have registered an additional Arm compiler.
4. You can remove a registered Arm compiler at any time. Select an entry in the dialog **ARM Compiler Versions** and click **Remove selected ARM Compiler Version from List**. No additional warning or approval dialog will be displayed.

Selecting the Arm Compiler Version

Only compilers registered with the steps above can be used within µVision. In addition, you can Setup a Default Arm Compiler Version.

During the development or maintenance phase of a project, you can configure a target to use a specific compiler version. This is done in the field Options for Target - Target - ARM Compiler.
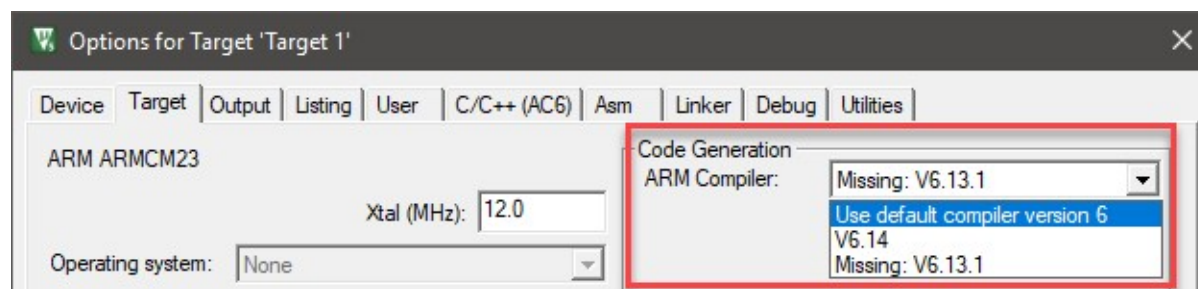
Compiler versions that have been deleted are identified with the entry **Missing:**.

Also the **Build Output** window will inform about missing compiler versions.

 Related content

```
Build Output                                                          ⊓ ✕

Build started: Project: ARMCM7
*** Target 'Target 1' uses ARM-Compiler 'V6.13.1' which is not available.
*** Please review the installed ARM Compiler Versions:
   'Manage Project Items - Folders/Extensions' to manage ARM Compiler Versions.
   'Options for Target - Target' to select an ARM Compiler Version for the target.
*** Build aborted.
Build Time Elapsed:  00:00:00

<                                                                      >

🗐 Build Output   🔍 Find In Files
```

See also:

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Gaming, Graphics and VR

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