



# Using CodeWright V5.0 as an IDE

## Configuring CodeWright for Development Tools

Some configurations are required in order to make an efficient use from the development tools within CodeWright.

To create and configure a new project, you have to:

- Create the project
- Configure the working directory
- Configure the Build/Execute/Debug Command Lines
- Configure the Compiler Command Line

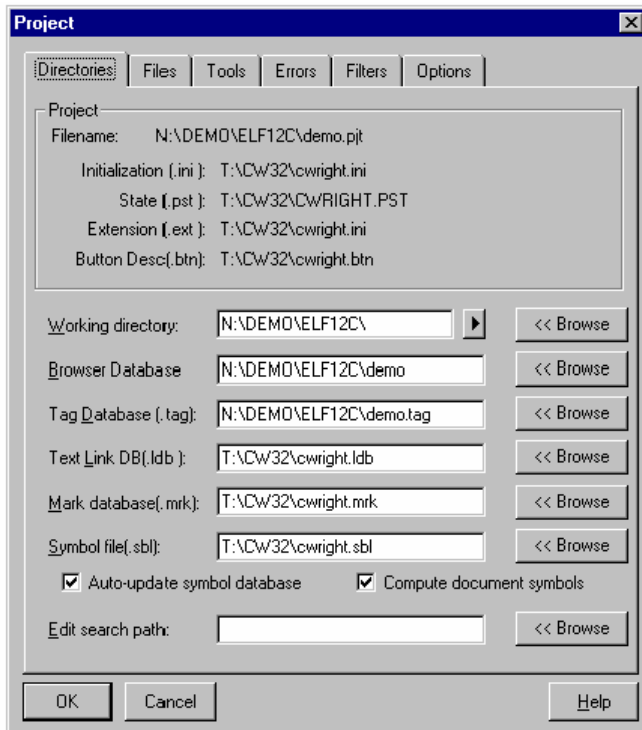
### ***Creating a New Project***

A new project is created upon selection of the menu entry "*Project/New...*". Then CodeWright asks you for a list of the files in the project.

### ***Configuring the Working Directory***

The working directory is set upon selection of the menu entry "*Project/Properties...*". The 'Project' dialog box is opened.

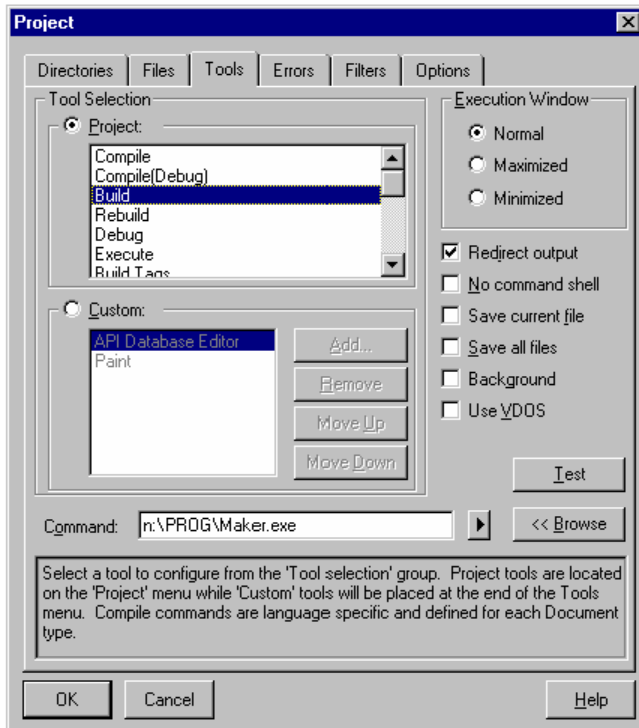
Select the Tab 'Directories'.



**Working Directory :** Whole path to the project working directory. This directory must at least contain a project file.

### **Configuring the Build/Execute/Debug Command Line**

The 'Build', 'Rebuild', 'Debug' and 'Execute' command line can be defined upon selection of the menu entry "Project/Properties...". The 'Project' dialog box is opened. Select the Tab 'Tools'.



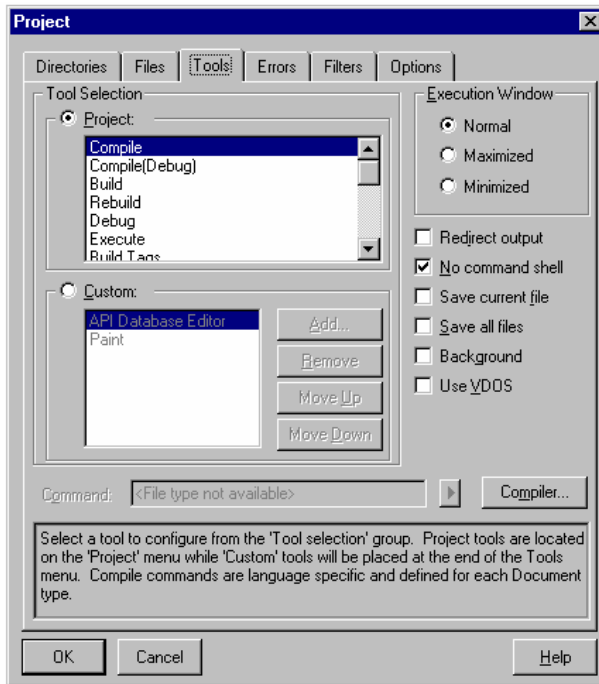
- Build:** Name of the make utility executable file (for example N:\PROG\MAKER.EXE), with full path specification.
- Rebuild:** Name of the linker executable file (for example N:\PROG\LINKER.EXE), with full path specification.
- Debug:** Name of the debugger executable file (for example N:\PROG\HIWAVE.EXE), with full path specification. This debugger may be a simulator, an IRT debugger, an emulator debugger, ...
- Execute:** Name of the decoder executable file (for example N:\PROG\DECODER.EXE), with full path specification.

The check box '**Redirect Output**' must be checked for each tool.

For the meaning of the '**Redirect Output**', '**No command shell**', '**Save current file**' or '**Save all files**' check boxes refer to your CodeWright user manual.

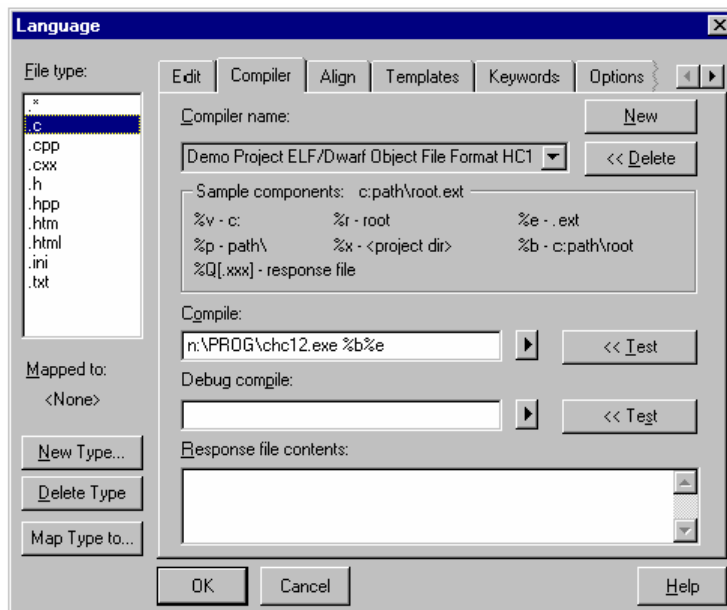
### Configuring the Compiler Command Line

The '**Compiler**' and '**Debug compile**' command line can be defined upon selection of the menu entry "**Project/Properties...**". The 'Project' dialog box is opened. In the Tab '**Tools**' select '**Compile**' in the Project list box.



The check box *'No command shell'* must be checked, because the Metrowerks compiler is a window application.

Click *'Compiler ...'*. The Language dialog is opened.



**Compile:** Name of the compiler executable file, with full path specification.  
**Debug compile:** Name of the compiler executable file, with full path specification.

Some special characters are allowed in the command lines:

**%b** refers to the name (including full path) of the file currently on top in CodeWright.

**%e** refers to the extension of the file currently on top in CodeWright.

Refer to your CodeWright manual for additional information about the special character available.

### Example:

Following command line tells that the file currently on top in CodeWright must be compiled.

```
N:\prog\chc12.exe %b%e
```

-> If the file 'fibo.c' is currently opened in CodeWright, it will be compiled.

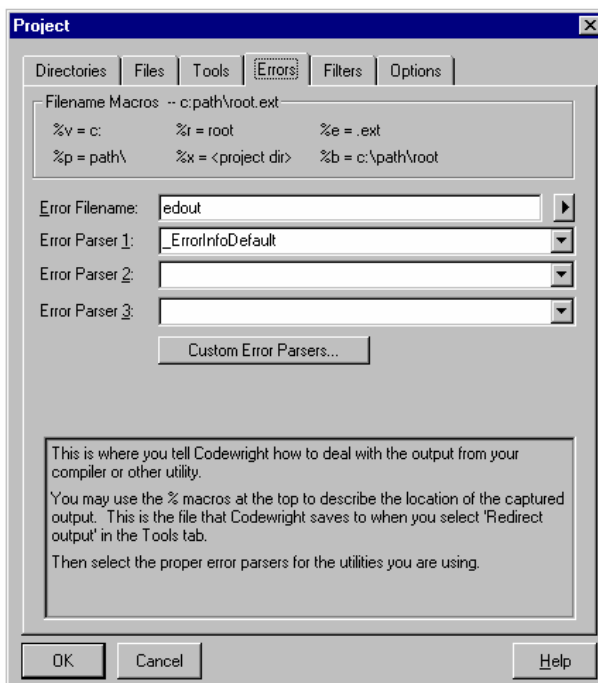
Following command line tells that the file with the same name as the file currently on top in CodeWright, but with extension 'prm' must be linked.

```
N:\prog\linker.exe %b.prm
```

-> If the file 'fibo.c' is currently opened in CodeWright, the file 'fibo.prm' will be linked.

### **Configuring the Error File Name**

The name and format of the error file can be defined upon selection of the menu entry "Project/Properties...". The 'Project' dialog box is opened. Select the Tab 'Errors'.





- Error Filename:** Name of file where the error messages are stored. Per default the tools store them in file EDOUT.
- Error Parser1 :** Defines the format from the output file generated by the compiler you are using. When working with Metrowerks, this field must be set `_ErrorInfoDefault`.

### Using CodeWright to Start Metrowerks Tools

#### **Storing and Restoring Configuration Files**

Using the *'Project|Open'* menu entry, you can load a project configuration, which have previously been saved.

#### **Starting Development Tools from within CodeWright**

The development Tools can be started directly from within CodeWright, either using the menu entries from menu *'Project'*, or using button from the tool bar.

##### Using Menu Entry

When the menu entry *'Project|Compile'* is selected, the tool specified in the *'Compile'* command line is started.

When the menu entry *'Project |Compile (debug)'* is selected, the tool specified in the *'Debug compile'* command line is started.

When the menu entry *'Project |Build'* is selected, the tool specified in the *'Build'* command line is started.

When the menu entry *'Project |Rebuild'* is selected, the tool specified in the *'Rebuild'* command line is started.

When the menu entry *'Project |Debug'* is selected, the tool specified in the *'Debug'* command line is started.

When the menu entry *'Project |Execute'* is selected, the tool specified in the *'Execute'* command line is started.

##### Using Tool Bar

The link between the command lines and the button in the tool bar is described below.

