

Project Creation and Configuration with Spansion FR Softune Support

C++test integrates with Eclipse CDT projects created for SOFTUNE Development Tools. Depending on the testing capabilities you want to use, the following additional configurations may be required:

- Under the C++test Build Setting (right-click that project in the project tree, choose **Properties** from the shortcut menu, then select choose **Parasoft> C++test> Build Settings**), ensure that:
 - The compiler family is set to **FR Family SOFTUNE C/C++ Compiler V6**.
 - The proper compiler and linker executables are entered.
The **Synchronize with project settings** field must be unchecked:

Build Settings

Please note: Preferences displayed on this page are shared by .parasoft file.

Options source: Use options from Managed Make C/C++ project

Project settings
Configuration: Use active configuration

Compiler settings
Family: FR Family SOFTUNE C/C++ Compiler V6 (Experimental)
 Synchronize with project settings
C compiler: fcc911s.exe
C++ compiler: fcc911s.exe
Linker: FLNK9115.EXE

Options
Compiler options: \${cpptest:original_options} -DPARASOFT_CPPTEST
Linker options: \${cpptest:original_options} d:/startup.obj -sc IOPORT=0x00000000
Runtime library source: \${cpptest:engine_loc}/runtime

- For unit testing on the actual target or simulator, you need to provide a dedicated startup assembler file. This file should provide an appropriate stack and heap memory configuration as well as low-level startup and initialization code. The compiled object (e.g., startup.obj) should be added to the project's **Linker options**.
- For unit testing on the simulator, the proper IOPORT address needs to be specified as a linker option. For details, see [Testing on the Simulator](#).