

# Project Configuration with National Instruments Support

## Generating a .bdf File From a National Instruments Project

1. Start console.
2. Add the following locations to your PATH:

```
<National_Instruments_installation_dir>\CVI2015  
<National_Instruments_installation_dir>\CVI2015\bin  
<National_Instruments_installation_dir>\CVI2015\bin\clang\3.3
```

3. Set the C++test install directory on PATH.
4. Navigate to the directory that contains your project (.prj file)
5. Build the project with the following command:  
`compile.exe -rebuild project_name.prj`
6. Navigate to the new folder created: `cvibuild.project_name/<build_config>`
7. Run the `jam.exe` utility (located in the `CVI2013/bin` directory of the National Instruments installation), wrapping the command with the `cpptesttrace` utility (shipped with C++test):

```
cpptesttrace --cpptesttraceOutputFile=<project_name>.bdf  
--cpptesttraceProjectName=<project_name> jam.exe -a
```

### Notes

Specify the absolute path to the `--cpptesttraceOutputFile` option. This is because several .bdf files are likely to spread through working directories spawned by `compile.exe` toolchain commands. You may have to place quotation marks around the options containing spaces/braces.

By default, the trace feature is configured to capture each toolchain executable name recognized by C++test through built-in compiler configurations. If the process' command-lines aren't scanned, specify the compiler and linker executable names by adding a `--cpptesttraceTraceCommand` option to the `cpptesttrace` command. For example:

```
--cpptesttraceTraceCommand=clang\.exe$|cvilink\.exe$
```

The `cpptesttrace` command always appends its output file, so you should remove the previous .bdf file before re-scanning the project.

## Importing BDF file into C++test

1. Start console (or reuse this for BDF generation).
2. Set environment for the appropriate toolchain as described in the documentation (executables on PATH).
3. Start C++test.
4. Follow steps of importing the BDF file described in documentation (see [Importing project using Build Data File with the GUI wizard](#)).
5. Confirm project settings correctness in **Properties> Parasoft> C++test> Build Settings**.

You must repeat the entire process following any changes to the original project unless you are adding new sources in existing source locations.