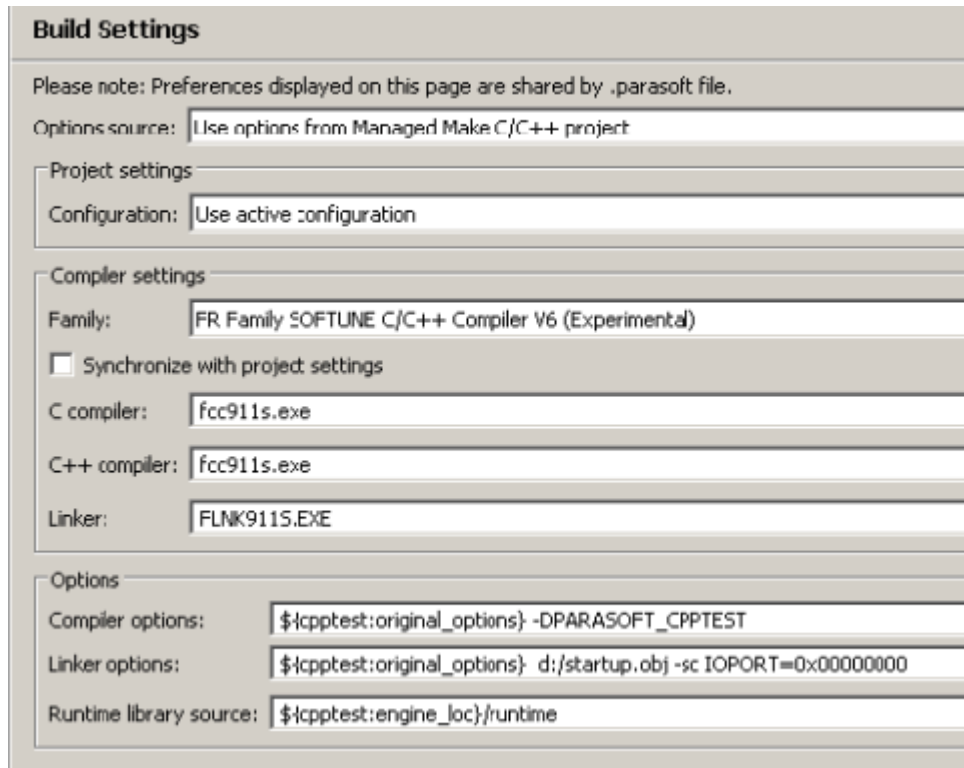


Project Creation and Configuration with Spansion FR Softune Support

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:



- 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](#).