

# Using the Tornado Import Wizard

The Tornado import wizard lets you import one or more complete Tornado projects into the C++test workspace.

The import wizard:

- Allows importing of a single Tornado project file (.wpj), extraction and importing of projects from a Tornado workspace file (.wsp), and scanning a directory tree to find both Tornado projects and workspaces. This enables you to import all project files from a specified directory tree, together with all projects referenced by the workspaces found there.
- Allows new projects to be placed:
  - Inside your workspace.
  - Over the original imported projects' locations - **see the warning below to ensure that your original project is not deleted.**
  - In a specified external location. If this option is chosen when multiple projects are imported, it places them in subdirectories of a selected external location, which is named after the original Tornado projects. If it is chosen when only one project is imported, it lets you prevent the creation of a subdirectory. In this case, the chosen external location itself becomes the project's location.
- Offers an option to create linked resources to folders containing sources from the Tornado project. This option is recommended; otherwise, there may be no visible/testable sources inside your imported projects and you'll have to add them manually.
- Offers an option to link resources relative to an Eclipse Path Variable (see [Managing Eclipse Path Variables](#)).
- Sets the original Tornado project file as the options source for every imported project—i.e., it creates "Tornado project file"-based C++test projects.
- Sets the appropriate C++test compiler family for every imported project according to the Tornado version and the tool-chain used in the original Tornado project.
- Lets you choose the build configuration for every imported project:
  - If default is selected, then every imported project will use its default (active) configuration.
  - If you select a configuration name from the list of configuration names read from the imported projects, then every project that contains the selected configuration will use it. Otherwise, the default will be used.
- Adds "\_\_VXWORKS\_\_" macro definitions to the compilation options (as described in [Setting Target/Platform Dependent Options](#)).

## Warning: Confirm Project Delete dialog

Be extremely cautious when deleting projects that have been imported over the original project's location. If you choose "**Also delete contents...**" (what you'd perhaps want to do normally) inside the "Confirm Project Delete" dialog, *your original project will be deleted.*

The import wizard is available from the GUI (see [Using the Import Wizard in GUI Mode](#) and during batch execution from the command line (see [Using the Import Wizard in Batch \(Command Line\) Mode](#)).