



Portable Projects – Linked Files

- Link your file to the project using the variable via 'New->File':

The screenshot illustrates the process of linking a file to a project in the Texas Instruments Code Composer Studio (CCS) IDE. The 'New File' dialog is open, showing the 'File' tab with the message 'The file name is empty.' The parent folder is set to 'blinky_portable'. The 'Link to file in the file system' checkbox is checked. The 'Select Path Variable' dialog is open, showing a list of defined path variables. The 'Variable Extension' dialog is also open, showing the file 'main.c' selected for extension to 'SOURCE_ROOT'.

#1: Click 'Advanced'

#2: Check this option

#3: Click 'Variables'

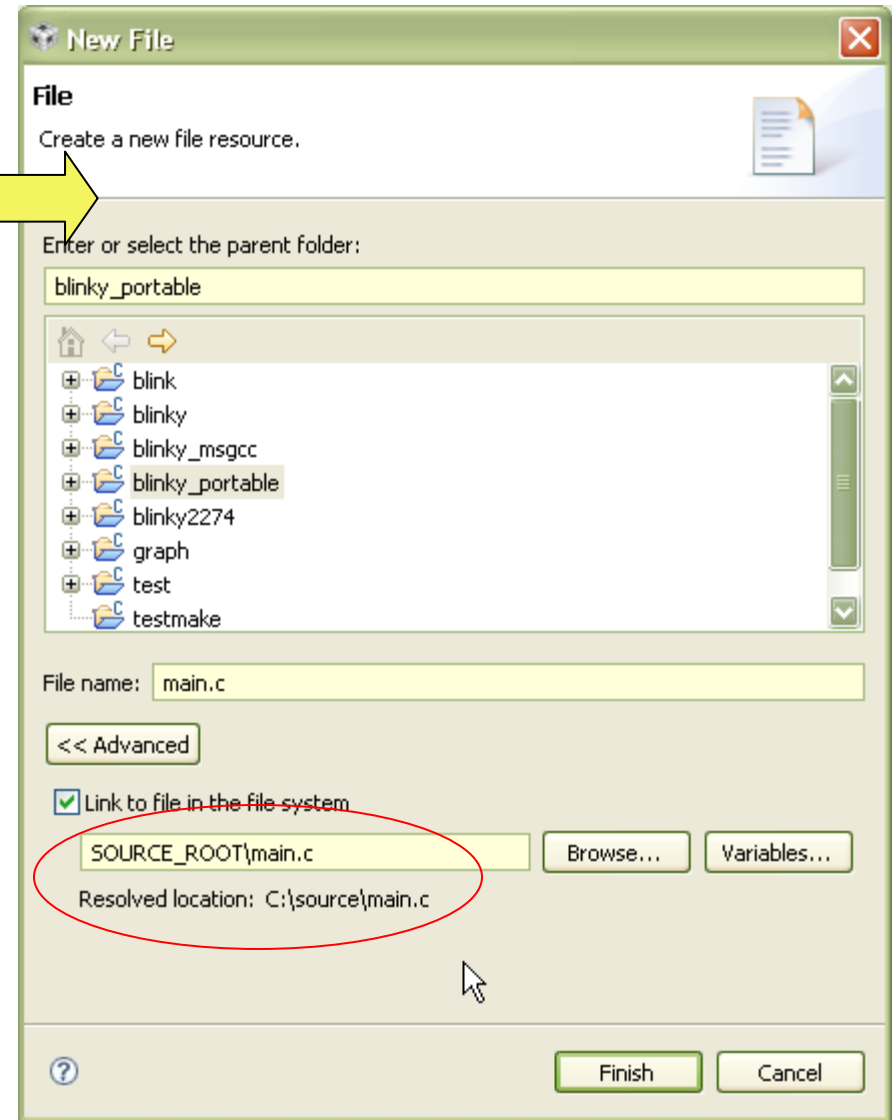
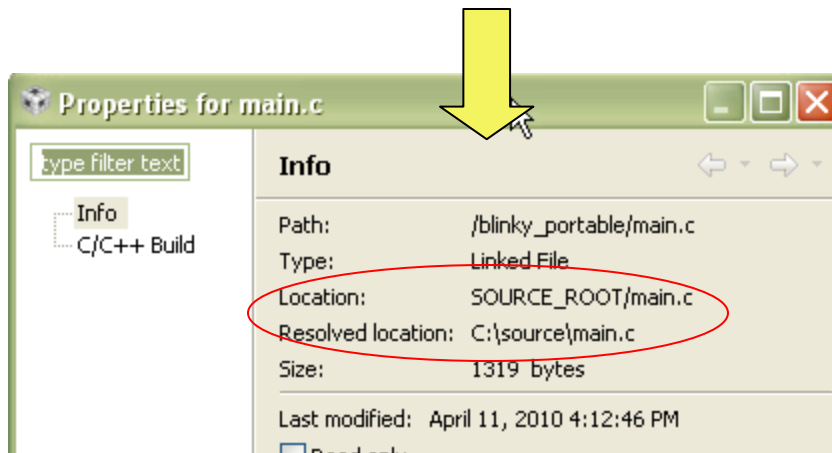
#4: Select the variable and hit 'Extend'

#5: Select the desired file in that variable path and hit 'OK'



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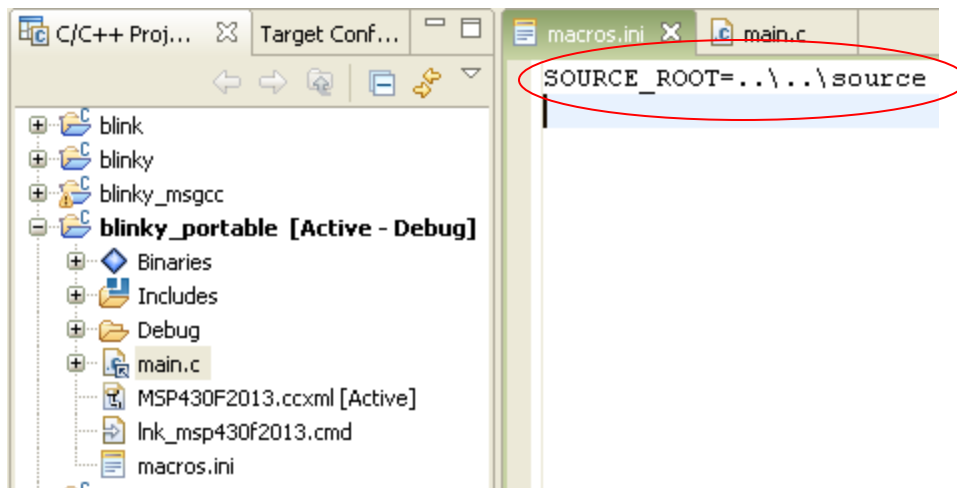
- The project will reference the linked file using the Linked Path variable, instead of an absolute path
- Looking at the file properties for the linked source file will show that is using the Linked Path variable





Portable Projects – Automated Definition of Linked Path Variables

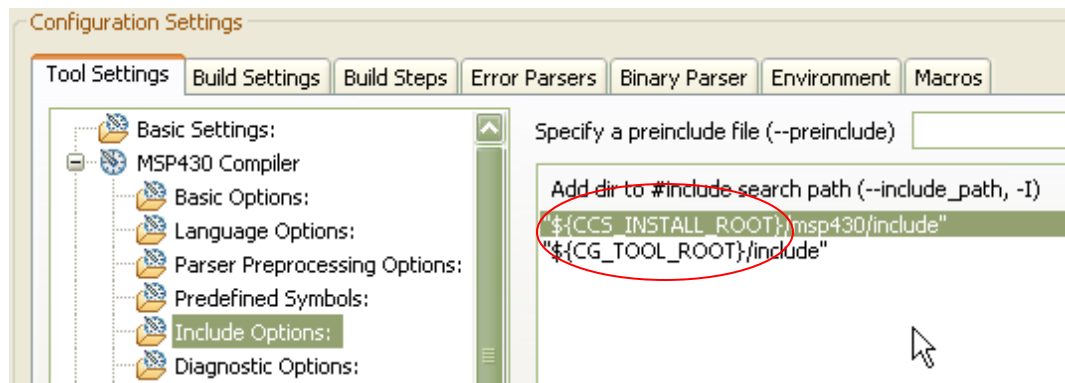
- Use 'macro.ini' files to enable auto-definition of Linked Path variables on project import into another workspace
 - When a project is being imported (via Import Wizard) and a macros.ini is found in the root project location, it will auto-add any variables defined in the file to the Linked Resources list
 - TIP: Relative paths are supported in the 'macro.ini' file





Portable Projects – Environment Variables Macros

- Avoid absolute paths in the build options by using Environment Variables and Macros
- Every project automatically defines a number of different macros that can be used in build options





Portable Projects – Using Macros

- There are Configuration and Project level macros
 - User may also define their own macros similarly to how linked resource path variables are defined

