

Application Note



How to use Customize Build for Softune WB .

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This application note describes how the 'customize build' can be used to Add-In necessary tools.

History

06 th Nov 00	Men	V1.0	New Application Note
07 th Nov 00	Men	V1.1	Made some small changes in the text

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1.0 Introduction:

From Softune Workbench V30L26 on a new feature is available to add tools into the IDE of Fujitsu. With the 'Customize Build' function, the customer is able to add useful tools into the environment of Softune Workbench, which will automatically start by the Workbench. The start point can be defined before or after the compiler or assembler etc. is start.

2.0 Add Tool into Softune Workbench:

Before this menu point is available a project has to be opened. The figure 1 shows the 'setup customize build' window. This menu entry can be find under 'Project' at the main menu.

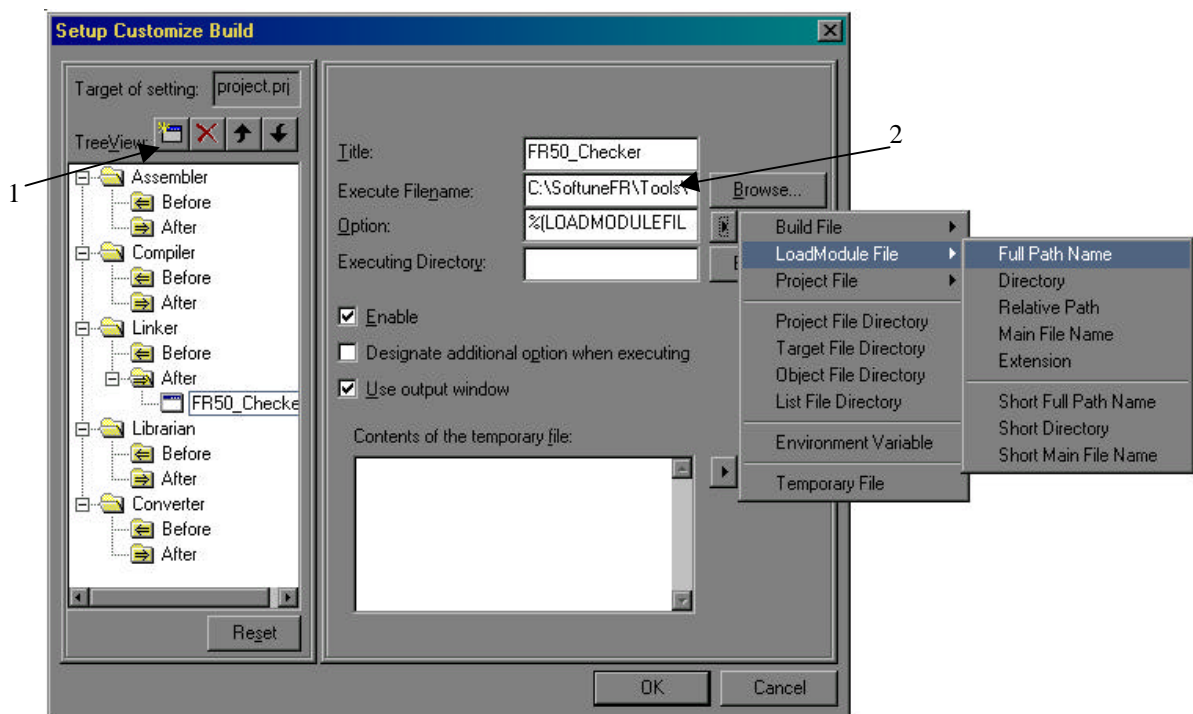


Figure 1: Window of the Customize Build feature

First select the point the new tool should be started. Then click on the new button (see no. 1) beneath the project name. The next step is to enter the desired name for the new tool in the first text box (see no. 2). In the second text box, which is labelled with 'Execute Filename' the .exe file of the tool has to be selected and entered there. If the tool is copied to the /bin directory of the Workbench, this field can be skipped. Because the /bin directory is the default setting in the Develop

Environmental. The third text box allows to select the type of file which should be used by the tool (*.abs,*.obj,*prj etc.). For example, the figure 1 shows how the *.abs file could be used by a tool. It is recommended to set this to 'Full Path Name' to avoid problems or wrong red files when the project is located to another directory. The last text box defines the path where the file, which the tool will be use, can be find. This can be skipped when the project is likely to be moved to another directory. Select the two check-boxes as show in the figure 1. The output of the tool will be shown in the output window of Softune Workbench.

The setting will be stored in the *.prj file when the project is closed.