

Creating a new project in xTIMEcomposer

When you first open xTIMEcomposer, the Project Explorer and Exiting view are empty. To get started you need to create a project to store your files in, which xTIMEcomposer Studio can build and run on the target hardware or simulator.

1. Select **File ► New ► xTIMEcomposer Project** (📁).
2. Enter a **Name** for your project, and select a **Workspace**.

The screenshot shows the 'Project Name' field at the top. Below it is the 'Location' section with two radio buttons: 'Create new project in workspace' (selected) and 'Create new project in:'. The 'Create new project in:' option has a text field containing '/Users/huw/workspace' and a 'Browse...' button. Below the 'Location' section is the 'Create a new application based project' section, which is also selected. This section contains a 'Target Hardware' dropdown menu with 'Select a Target' as the current selection, and a checkbox labeled 'Copy XN file into new application' which is unchecked. Below this is the 'Application Software' section, which contains a table with three columns: 'Name', 'Version', and 'Description'. The table has five empty rows. At the bottom of the 'Application Software' section is a checkbox labeled 'Show content from https://www.xmos.com' which is checked. Below the 'Application Software' section is a radio button labeled 'Create a new module based project' which is unselected.

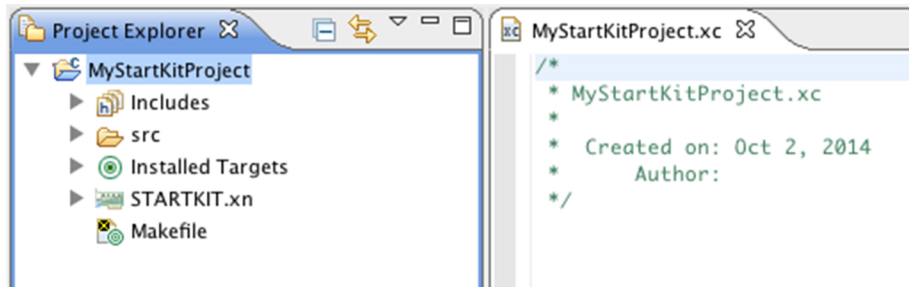
Name	Version	Description

Figure 1:
Create xTIME-
composer
Project
window

3. Select your **Target Hardware**. This might be an xCORE device or a development board. If you don't have the hardware available you can develop your application and run it on the simulator.

4. xTIMEcomposer Studio includes an XN file for all the hardware targets, which defines the system configuration and boot process. If you want to edit the XN file select **Copy XN file into new application**. You can import the XN file after you create the project if necessary.
5. Select **Application Software ► Empty XC File** to create a project with an empty source file.
6. Click **Finish** to create your project and source file.

Figure 2:
xTIMEcomposer
Project
Explorer and
empty XC file



The Makefile at the bottom of the project tree is used to configure the compiler options for your project. Double-click the **Makefile** to open it in the *Editor* view.

You can now start editing the empty XC source file or import some xSOFTip libraries.



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