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**.

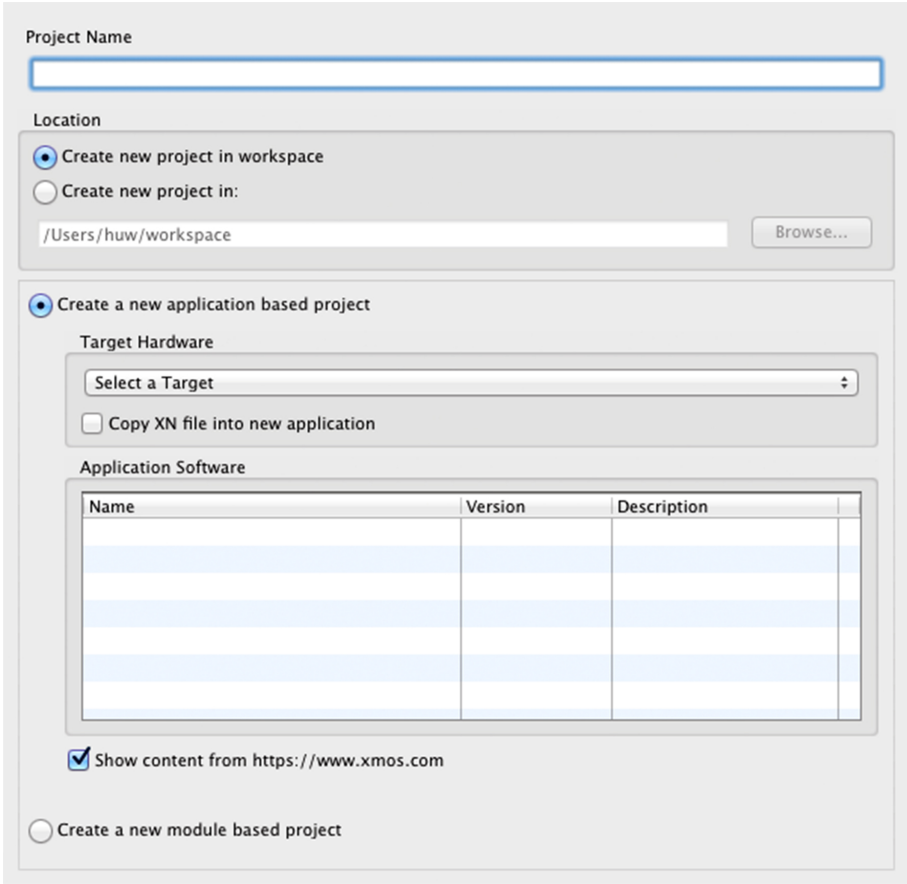

Figure 1: Create xTIMEcomposer Project window

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.

XMOS © 2014, All Rights Reserved

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.

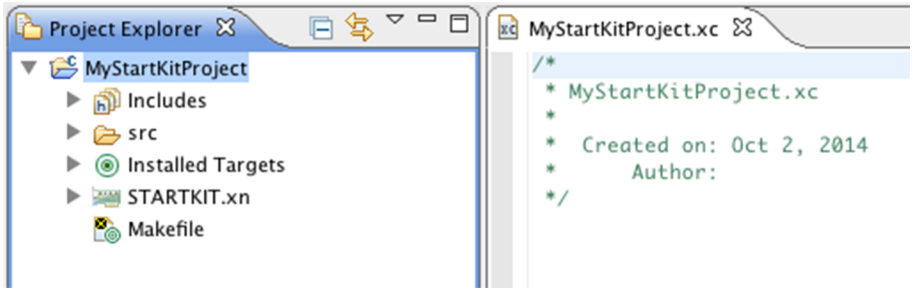

Figure 2: xTIMEcomposer Project Explorer and empty XC file

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.

Copyright © 2014, All Rights Reserved.

Xmos Ltd. is the owner or licensee of this design, code, or Information (collectively, the "Information") and is providing it to you "AS IS" with no warranty of any kind, express or implied and shall have no liability in relation to its use. Xmos Ltd. makes no representation that the Information, or any particular implementation thereof, is or will be free from any claims of infringement and again, shall have no liability in relation to any such claims.