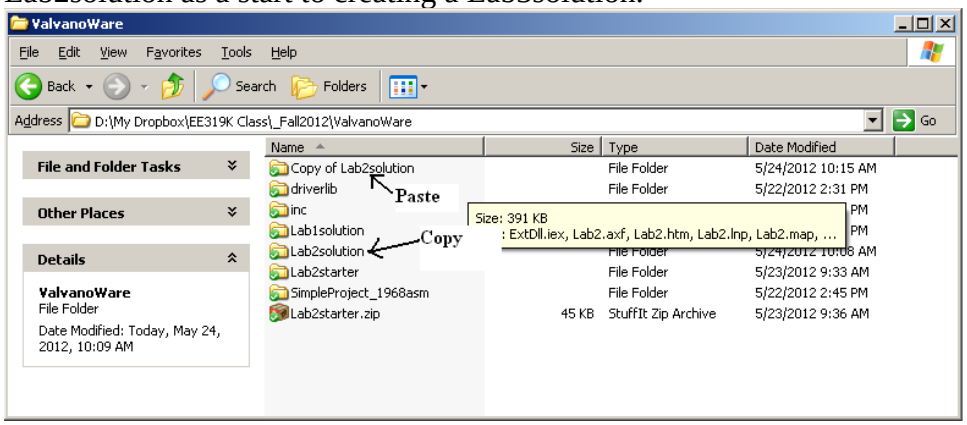
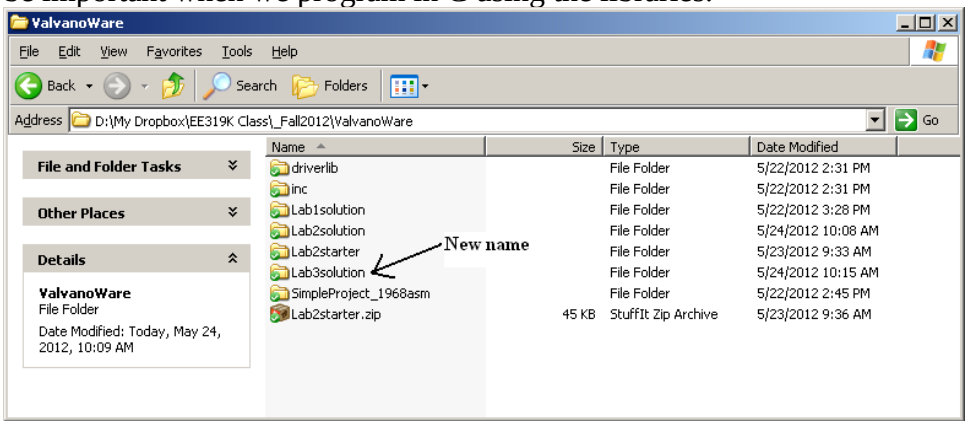
How to create a new project based on an existing project

1) Make sure the existing project can be opened, built, and executed.

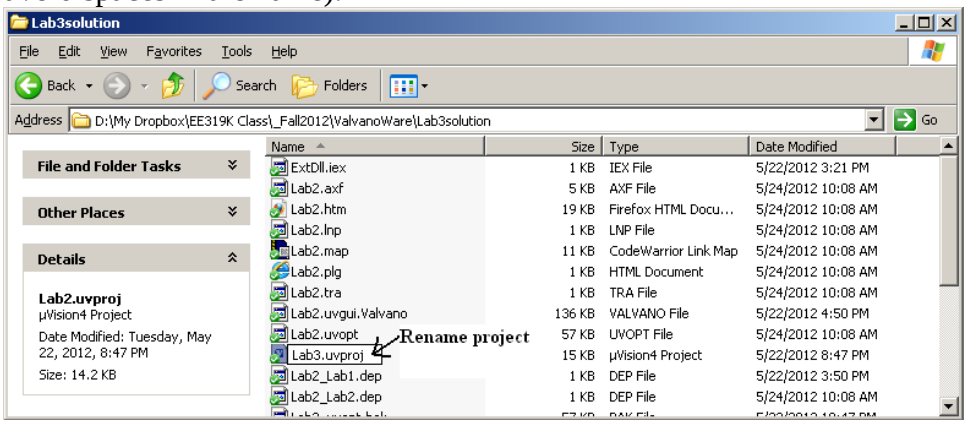
2) Use Windows to copy and paste the entire project folder. In this figure I copied Lab2solution as a start to creating a Lab3solution.



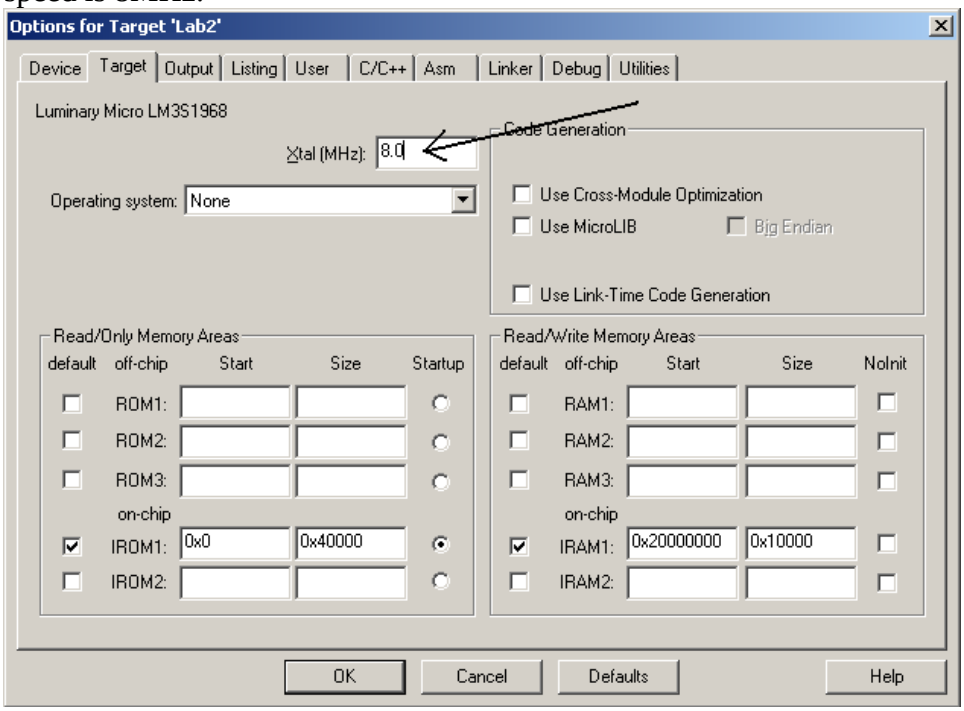
3) Rename the folder to signify what it will become. You are free to choose any name (I avoid spaces in the name). Notice the relative position to the **driverlib** and **inc**. This will be important when we program in C using the libraries.



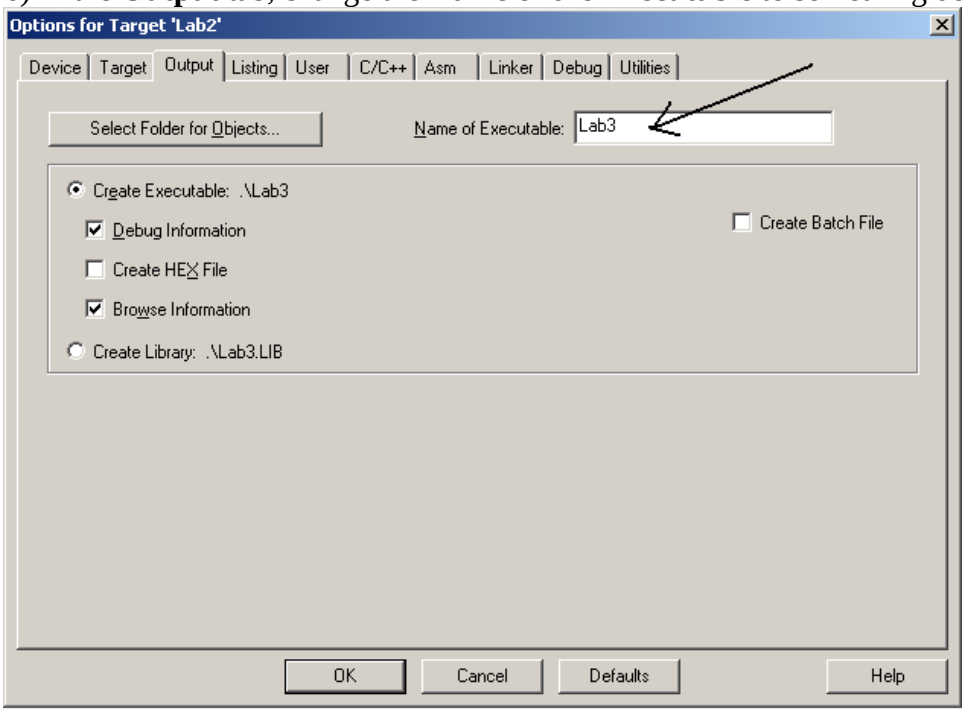
4) Open the folder and rename the uVision4 project filename (**file.uvproj**) to signify what it will become, leaving the **uvproj** extension. You are free to choose any name (I avoid spaces in the name).



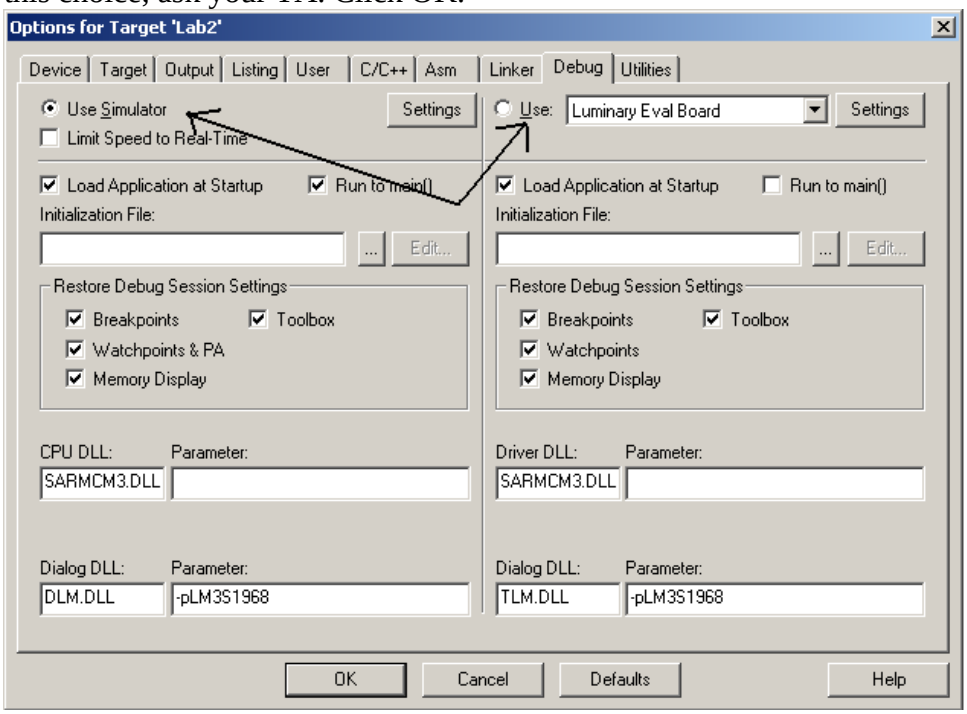
5) Open the project in uVision (ignore any warning about not being able to open files). Execute **Project->Options** (alt-F7). In the **Device** tab, make sure you have the correct microcontroller. We have a LM3S1968. In the **Target** tab, make sure the Xtal (crystal) speed is 8MHz.



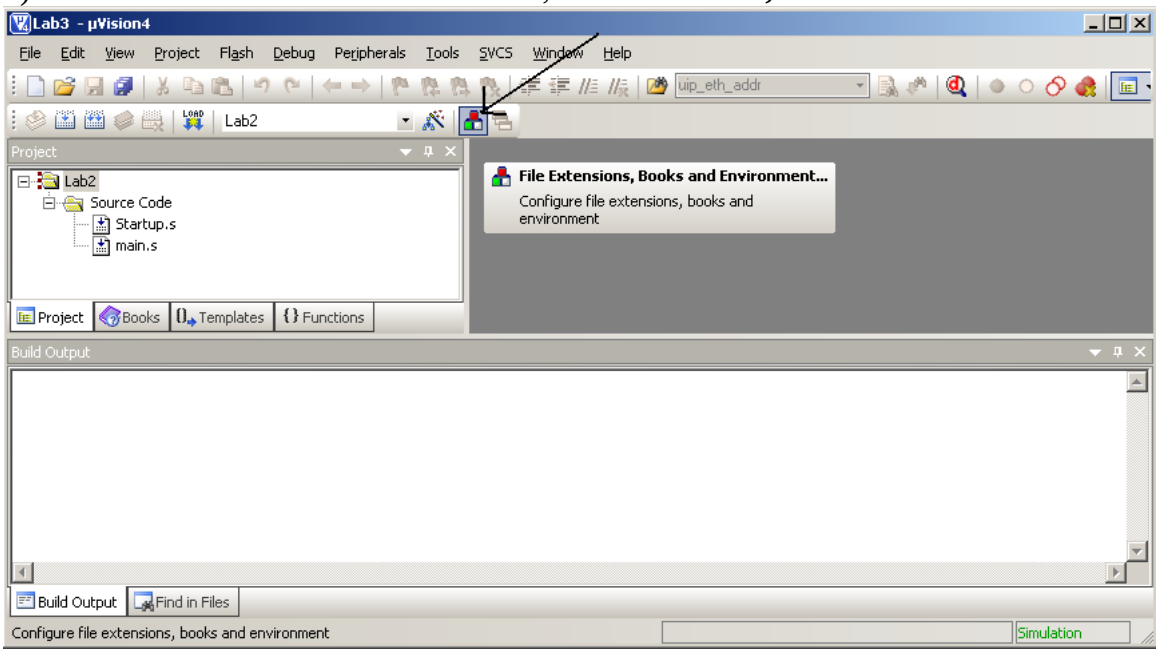
6) In the **Output** tab, change the **Name of the Executable** to something describing it.



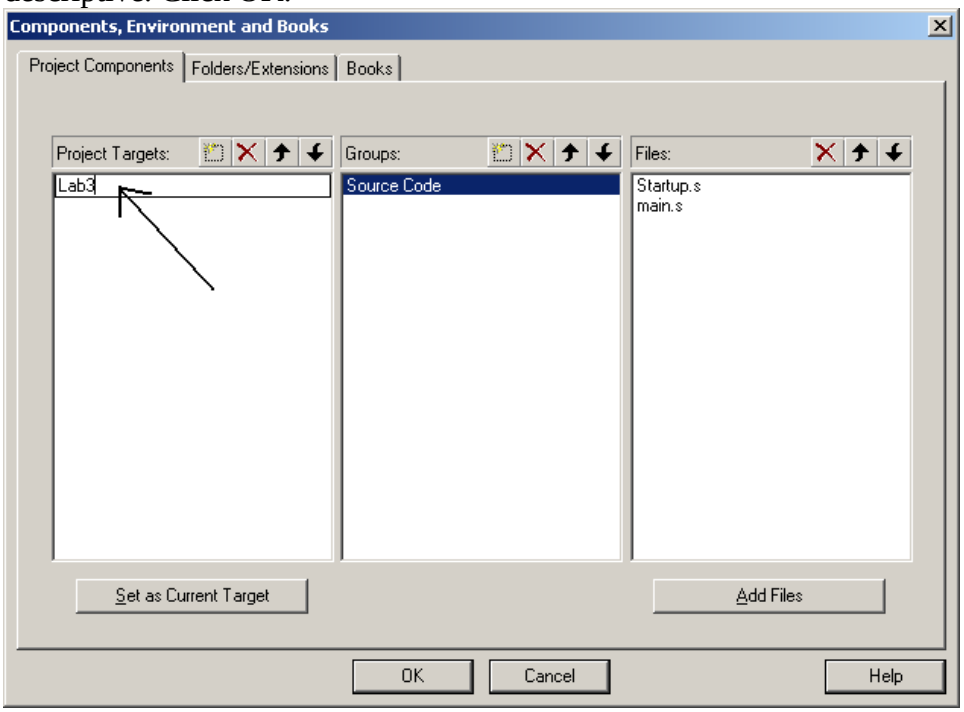
7) In the **Debug** tab, choose your debugger. It is in this tab we choose between simulation (**Use Simulator**) and the real board (**Luminary Eval Board**). If you are unsure about this choice, ask your TA. Click OK.



8) Click the tool bar that looks like blocks, **File Extensions, Books and Environment…**

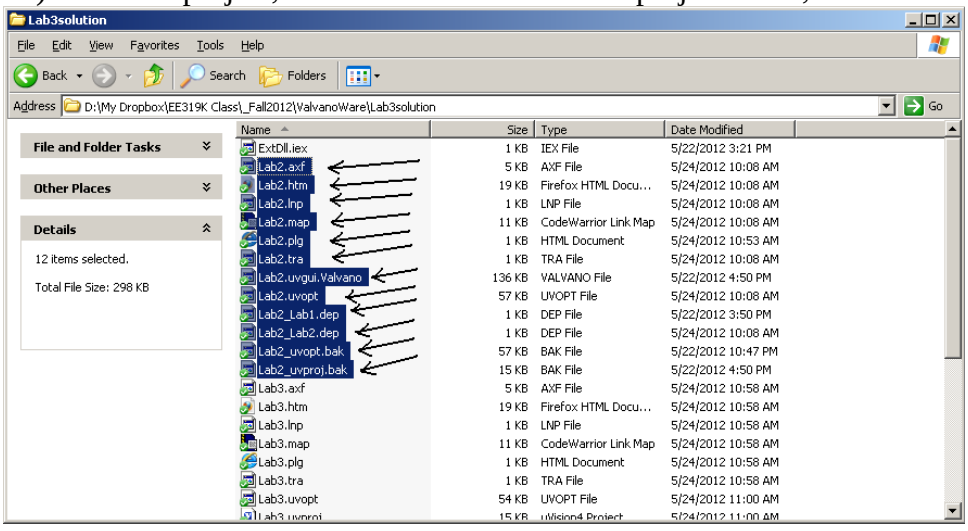


9) Double click the old name in the **Project Targets** window and rename to something descriptive. Click OK.



10) Execute **Project->RebuildAllTargetFiles**, and run/debug. It should behave similar to the original project from step 1)

11) Close the project, delete all files with the old project name, shown here as Lab2*.*.



12) Open the project again and execute Project->RebuildAllTargetFiles just to make sure you didn't delete too many files.