Starting a CW10 Project

1. Open CW10 by double clicking on the icon. Clear away any introductory screens and blurbs. You will be asked to designate a workspace. This is very important! It's almost impossible to move a workspace or the projects therein once they are created. CW10 does not like to see anything moved, unlike CW6 which was quite tolerant. I recommend putting your workspace on your H drive or under your Documents folder. (I called mine CWworkspace.) Your projects will be in folders inside your workspece.

2. From the File menu, select New, and choose a new Bareboard project. You will need to give the project an appropriate name. Choose your processor (for example, MCF51JM128). For connection, choose the P&E USB Multilink (the top and default selestion). Under build options, do enable console support, ask for floating point. You should enable "porting support" if you may be moving code from the HSC08 family. I left "no optimizations" but you might consider choosing "easy debug."

3. Most important – make sure to select that your project is a FLASH as opposed to Debug Static Library" type. By setting it as FLASH the code goes into the FLASH memory of your microcontroller. I'm not sure what the other options do, but I didn't get the debug static library one to work.

4. Once you finish creating the project, you get a simple project that does nothing. Build it just to make sure nothing is going wrong with project creation before you start adding your own content.

5. When you debug, debug "Codewarrior Download" (from the debug options.

6. I got some "linker failed" errors with no explanation other than some warning asking that userram be aligned. This required editing the Project.clf file to add an ". = ALIGN(512);" statement at the end of each section definition going to userram (before "} >> userram" statements). I'm not sure why this was a problem or necessary. If you are porting code from CW6 projects, you may need some additional linker file modifications.