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# Developing MIOS Apps with Eclipse

## Overview

Eclipse IDE is a platform-independent development environment. However, you'll need a number of other tools that are not platform independent. You'll need GPUTILS and SDCC to compile for the PIC micro-controller. Please fallback to following guides depending on your platform to get the necessary installation informations:

- Windows : C Development on Windows with Code::Blocks - Install and Configure Applications
- Mac OS X : Installing GPUTILS and SDCC on OSX
- Linux : Installing GPUTILS and SDCC on Gentoo Linux

Along with GPUTILS and SDCC we will install Eclipse IDE and the Eclipse C/C++ Development Tools (aka CDT). Finaly, we will install the EclipseSDCC plugin that integrates the open source Small Device C Compiler (SDCC) within the Eclipse/CDT.

**WARNING** Please note that EclipseSDCC is only compatible to **Eclipse 3.1** yet. This means that you'll need a dedicated fresh 3.1 version in case you have a 3.3 for other uses. This page will be updated when a new version of the EclipseSDCC plugin will be available.

## Install Eclipse IDE and CDT

- Download the correct Eclipse "Platform Runtime Binary" for your platform (lots of platforms are available)
- Unzip it in the appropriate directory.
- Launch Eclipse
- Select the directory where your projects will be hosted
- Open the Update Manager (Help > Software Updates > Find and Install...)
- Select “Search for new features to install” and press “Next”
- Click “New Remote Site...” and enter the “http://download.eclipse.org/tools/cdt/releases/eclipse3.1/” as the update site URL.
- Press “Finish”
- Select the CDT update site miror
- Check the “Eclipse C/C++ Development Tools” node and press “Next” (the “SDK” feature is for those who wants to extend CDT...)
- Accept the term in the licence agreements
- Optionaly change the CDT location (or leave it in your eclipse distro) and press “Finish”

# Install EclipseSDCC plugin

- Quit Eclipse
- Download the correct EclipseSDCC binary for your platform
- Extract the archive in a temp directory

```
tar xvzf net.sourceforge.eclipsesdcc-1.0.0-linux.gtk.x86.tar.gz
```

- Copy contents of the features/ directory to the features/ directory of your eclipse install and do the same for plugins.

```
cd net.sourceforge.eclipsesdcc-1.0.0-linux.gtk.x86/
cp -R features/* /opt/eclipse-3.1.2/features/
cp -R plugins/* /opt/eclipse-3.1.2/plugins/
```

- Relaunch Eclipse

Now we are done with installation. We now have to configure Eclipse properly.

# Configure Eclipse

# Create a new project

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