

# GUSI Configuration for CodeWarrior

## A Visual Guide

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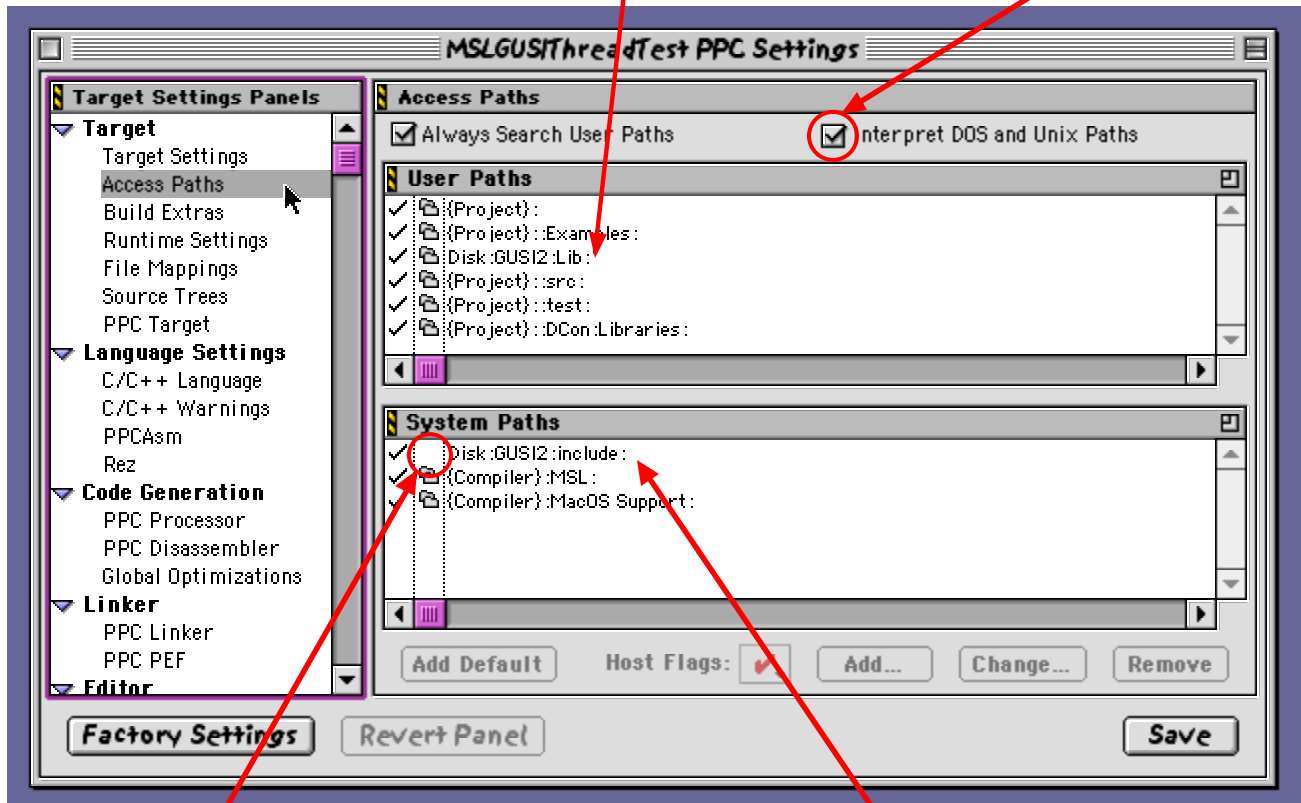
Are you having difficulties getting your first GUSI project to compile and link? You are not alone; it seems that this is a substantial hurdle for almost every new user of GUSI. While I believe that I have covered everything you need to know about this topic in the GUSI manual itself, sometimes a picture might be worth more than all these words, so the following two pages will show you the Access Paths and Link Order configuration for a small project using GUSI.

This is still a very new project, so I would appreciate feedback on what further screen shots you would like to see.,

## Access Paths

The GUSI library directory can be anywhere on the search path.

This option needs to be turned on so GUSI headers like <sys/types.h> work properly.



Recursive searching needs to be turned off for the GUSI include directory, otherwise an include of <Types.h> could accidentally find <sys/types.h>.

The GUSI header directory needs to be in the first position of the System Paths.

# Link Order

Always remember that it's the **Link Order** pane that is relevant, not the **Files** pane.

The **Configuration file** (generated by GUSIConfig and saved as a C++ file) needs to be first in the link order. Note that the precompiled header file for the project compiling the configuration file **must not** include **any** GUSI header file

Next is the GUSI sublibrary for the **console** you are using (SIOUX, SIOU, MPW).

Next is the sublibrary for the **Standard I/O** package (MSL, Sflib, Stdio) you are using.

Finally, but still before all non-GUSI libraries, is the GUSI core library.

