

Generating C++ code for a project

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Adding code to create an actual working subsystem is very straightforward. For simple subsystems that don't use feedback it turns out to be extremely simple. In this section we will look at an example of a Claw subsystem that operates the motor for some amount of time to open or close a claw on the robot arm.

Generate the code for the project

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Verify that the C++ WindRiver workspace location is set properly (1) and generate code for the C++ robot project (2).

Import the project into WindRiver Workbench

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Right-click in the Project Explorer and import your project from the location set in RobotBuilder. Ideally the project has been saved in your workspace.

Viewing the imported project

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You can view the project in the project explorer by double-clicking on the project name in the project explorer. From there you can see all the project files. Your subsystems are in the Subsystems folder and the commands are in the Commands folder.