

Keil μ Vision3 Project Files

A Keil μ Vision3 project consists of a number of files. The purpose of the key files is listed below.

<i>project_name</i> .UV2	The main project file, containing information on the source code files that are part of the project and most of the project settings.
<i>project_name</i> .OPT	Contains the option settings for the project, including the debugger set-up.
<i>project_name</i> .AXF	Absolute executable file. Contains the binary program image.
<i>project_name</i> .HTM	Contains the call graph and stack depth analysis, although most of this information relies on information supplied by the C compiler that will not be present in our assembly code.
<i>project_name</i> .PLG	Project build log. (The file is in HTML format.)
<i>project_name</i> .MAP	Linker map file.

Renaming Keil μ Vision3 Projects

A sample Keil μ Vision3 project is available on the web, containing all necessary files to build a complete application for the ADuC7026. To rename the project, perform the following steps;

1. Rename *project_name*.UV2 and *project_name*.OPT to the new project name (i.e. *lab1*.UV2 and *lab1*.OPT).
2. Open the UV2 file using a text editor (i.e. Notepad), and change the line “**OutName (project_name)**” to replace *project_name* with your new project name (i.e. “OutName (lab1)”). This step can also be accomplished by opening the renamed project in μ Vision3, selecting **Project**→**Options for Target ‘Target 1’** from the main menu, clicking the **Output** tab, and then changing the **Name of Executable:** field to the new project name.
3. The renamed project is now ready for use.