

A little Pleasure Before the Pain...

At this point, once you get a completed file translation, whether single or multiple files, you may as well set up a project for the soon to be running C program.

Launch your environment, create a new project with the proper name, add all the libraries it will need, add all the CTools™ output files you just created, do what you need in order to get the resource file associated with the project.

Don't be concerned, at this point, about the xxxx.p.c suffix on the file names, or the 'GH22' creator of them. A later step will make those right. Set the project preferences to be all "kosher" (clean, in order, right) for the new program.

If you will be editing with your environments editor, then you will likely not need to open any of the converted files you've added. You'll be concentrating on getting the surrogate "Merged.c" to compile.