

GNU17v2

Filename	File type	Editing	File management required	Target Program
.project	IDE project file		✓	elf/psa/a
.cproject	IDE project file (CDT)		✓	elf/psa/a
.cdtproject	IDE project file (CDT) Project created in GNU17v1.3.0 or before		✓	elf/psa/a
.gnu17project	IDE project file (GNU17)		✓	elf/psa/a
GDB17 Debugger for <project name>.launch	GDB launch setting file		✓	elf/psa/a
<project name>_gnu17IDE.cmd	GDB command file	✓ * 1	✓	elf/psa
\.settings	Project settings directory		✓	elf/psa/a
\.externalToolBuilders	Project settings directory (builder)		✓	elf/psa/a
<project name>_gnu17IDE.mak	Makefile			elf/psa/a
<project name>_gnu17IDE.lids	Linker script file			elf/psa
<project name>_gnu17IDE.lids	Parameter file			elf/psa
<source filename>.elf	Executable file			elf/psa
<source filename>.map	Map file			elf/psa
<source filename>.dump	Symbol file for two-pass make			elf/psa
<source filename>.d	Dependency file for makefile			elf/psa/a
<source filename>.o	Object file			elf/psa/a
<source filename>.ext0	Assembler source file for two-pass make			elf/psa/a
<source filename>.sa	S3 file generated based on the executable file			elf/psa
<source filename>.saf	File generated by filling open areas in the S3 file with 0xFF			elf/psa
<source filename>.psa	ROM data (PSA file)			elf/psa
symtable.out	Symbol table for vector checker			elf/psa
raw.out	Data file for vector checker			elf/psa
protect.cmd	Flash protection setting command file			elf/psa
<source filename>_ptd.psa	Protected ROM data (PSA file)			elf/psa
<source filename>.a	Library file			a

*1: Can be edited using and editor only when the [Properties] dialog bos for the project is closed.