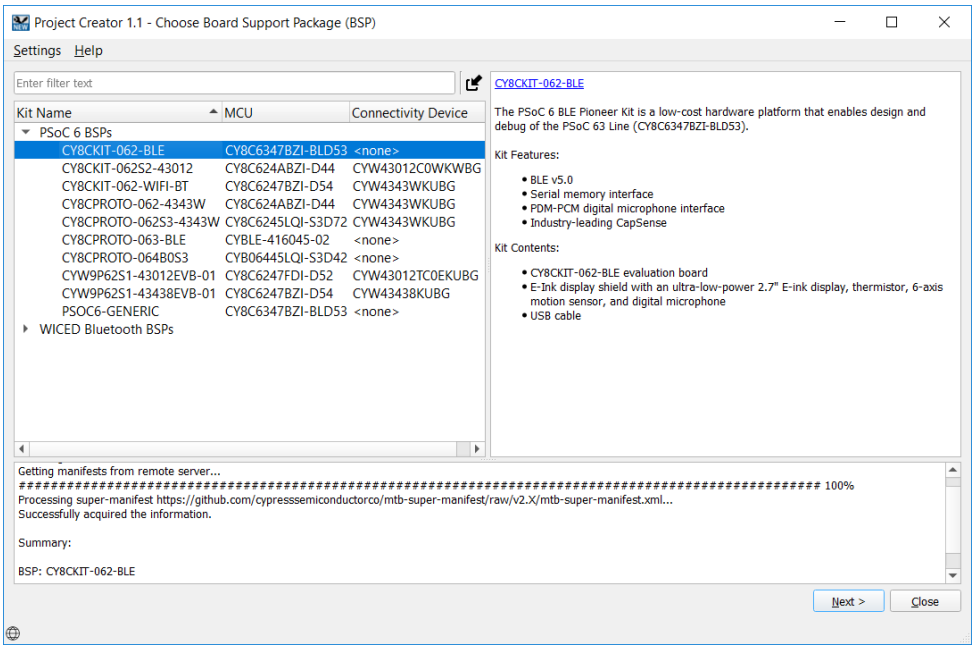
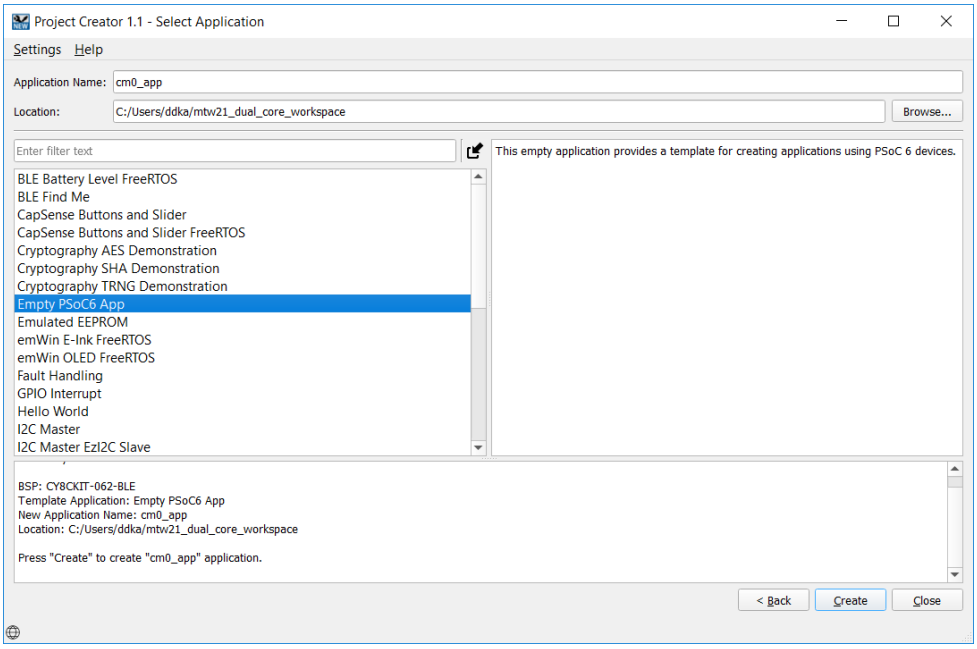
Creating a dual-core project in ModusToolbox 2.1

Creating the projects:

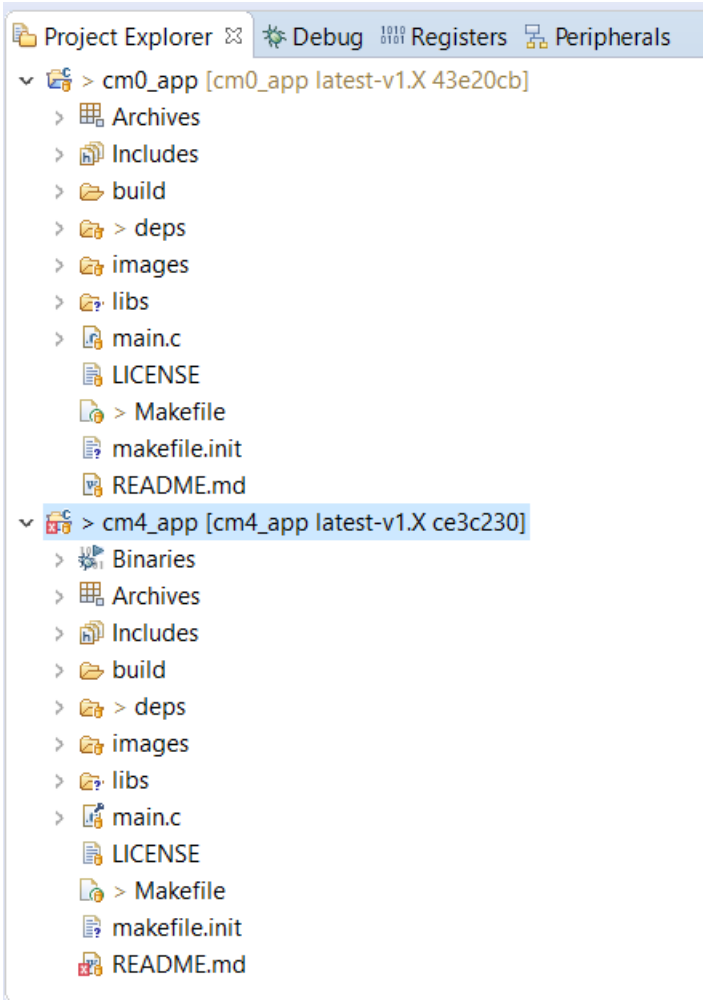
1. Create a new application using the project creator



2. Choose "*Empty PSoC6 App*" Template, name the application as "*cm0p_app*" and click **Create**.



3. Repeat steps 1 and 2 to create another application called "*cm4_app*" using any application template.
4. You should see both the projects in the workspace as shown below:



Updating the CM0p Project:

1. Open main.c and remove the line
   #include "cyhal.h"
2. Open Makefile and change the following lines:
   - Add the line to target CM0p core:
     `CORE=CM0P`
   - Optionally change the APPNAME variable to make it easier to identify the cm0p_app as shown:
     `APPNAME=cm0p_app`

```
# Target board/hardware
TARGET=CY8CKIT-062-BLE


# Target Core <---- This was added
CORE=CM0P

# Name of application (used to derive name of final linked file).
APPNAME=cm0p_app
```

3. Update the linker script found in the path: *cm0_app\libs\TARGET_CY8CKIT-062-BLE\COMPONENT_CM0P\TOOLCHAIN_GCC_ARM.*
   The values changed for ram and flash regions are highlighted below:

```
ram              (rwx)    : ORIGIN = 0x08000000, LENGTH = 0x2000
flash            (rx)     : ORIGIN = 0x10000000, LENGTH = 0x8000
```

4. Add your application code and then build your project. You cannot make use of HAL, so use only PDL APIs.

Updating the CM4 Project:

1. Open the Makefile and change:
   - Add "CM0P_SLEEP" to the DISABLE_COMPONENTS list.
     Eg: `DISABLE_COMPONENTS=CM0P_SLEEP`
   - Add a reference to the cm0p_app:
     Eg: `DEPENDENT_APP_PATHS=<relative path to cm0p_app application>`

```
COMPONENTS=

# Add path to other dependent applications <--- This was added
DEPENDENT_APP_PATHS=../cm0p_app

# Like COMPONENTS, but disable optional code that was enabled by default.
DISABLE_COMPONENTS=CM0P_SLEEP
```

2. Update the linker script:
   - Make sure to include the new cm0p_app image:
     Eg: `KEEP(*(.cm0p_app))`
     Note: the name is what is set as the APPNAME variable in the cm0p_app Makefile.
   - Also, update the value of FLASH_CM0P_SIZE based on cm0p_app image

```
/* The size of the Cortex-M0+ application image at the start of FLASH */
FLASH_CM0P_SIZE   = 0x8000;
```

3. Build the CM4 project.