

Multiple BSP HowTo?

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I wish to add an emulator to my workspace in Platform Builder. I want to generate a new ARM4 emulator image. We have a workspace that has the emulator image and that works. We have a workspace that uses the hardware's BSP, drivers, etc and that works. I want to combine the two so that changes made to one will effect the other. I also want the emulator to be included in the SDK. I started to do this and realized that I do not know how to keep the drivers for the emulator from the hardware image and visa versa. Is there a HowTo I could look at for having two BSPs in one workspace in Platform Builder?

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