



## **Software Development Kit**

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# Welcome

Thank you for your interest in SuperWaba. If you don't know where to start, here are some tips:

0. SuperWaba is **not Java**. Although it is 99% compatible with the Java language (the only not implemented bytecode is *synchronized*), it cannot be called a **Java VM** due to copyright restrictions. To use it, you will have to forget the JDK API and use the SuperWaba provided API (just like you would do if using J2ME). Make a good read of the API javadocs: they will show you the library differences between JDK and SuperWaba APIs.

1. SuperWaba can run in four locations: in the PDAs (currently in Palm OS from 2.0 to up and most Windows CE/PocketPC models), using a proprietary bytecode interpreter, and on the desktop, using the Sun JDK or a Java-enabled browser, or standalone, using the proprietary bytecode interpreter compiled for the Windows platform (Windows 98 or beyond).

2a. PALM OS: The VM part that needs to be installed in the Palm OS device consists of three files:

- SuperWaba.pdb: contains the classes available in SuperwabaSDK/src/waba/\* and SuperWabaSDK/src/java/\*.
- SuperWaba.prc: contains the Java bytecode interpreter
- SWNatives.prc: contains the implementation for the native methods (E.G.: Graphics.drawLine)
- For Palm OS 5 only: you'll need also the file 5SW.pdb (contains the fonts)

2b. WINDOWS CE: The VM part that needs to be installed in the Windows CE/PocketPC are:

- SuperWaba.pdb (same as above)
- SuperWaba.exe: same of SuperWaba.prc plus SWNatives.prc.
- You'll need also the file MSW.pdb (contains the fonts used)

3. When running the software on the desktop, you'll need a JDK (1.2.x recommended but also compatible with 1.1.x and 1.3.x). When using 1.3.x or higher compiler, you must add "-target 1.1" to the command line.

4. There are some examples in the SuperwabaSDK/samples directories. Please take a look at them. Please check the corresponding chapter in this document.

5. A User Interface tutorial, a Library (JNI-like), an Input/Output tutorial and an Optimization Tricks tutorial are available for sale at [www.superwaba.org](http://www.superwaba.org). Everyone says that they are well worth the price. Buying them helps **A LOT** for this open-source project survive.

6. Daniel Tauschke has created a free IDE for SuperWaba: MobileCreator. It simplifies a lot of the creation and building of SuperWaba programs. You can get it at <http://www.tauschke.com/>. There's also a paid library with debugging support.

7. There is also a great tool that lets you create user interfaces. You can even use it in your Palm. See /SuperwabaSDK/samples/app/GuiBuilder. It generates the code necessary to

run the application, which can be exported to the desktop to be compiled.

8. When you create a SuperWaba application (i.e. HelloPalm.java), you must create two files: HelloPalm.pdb and HelloPalm.prc/exe. The pdb will contain the HelloPalm.class file, among with any bitmap or class that HelloPalm uses. The prc/exe will contain the application version and icon, among other things. To create the pdb, use the utility superwaba/bin/Warp. To create the prc/exe, use superwaba/bin/ExeGen. The /SuperwabaSDK/build.xml file simplifies the process by compiling your program and executing both utilities.

9. If you have questions, point your newsgroup reader to news://news.falch.net/pilot.programmer.waba and ask questions there. But, PLEASE, download all messages first and do a search on them. Your question may have already been answered, and you'll save your time and the time of people at the newsgroup. (Make sure you have downloaded all messages: there are more than 20000). If you don't have a newsgroup reader, then you can use <http://groups.google.com/groups?dq=&hl=en&lr=&ie=UTF-8&oe=UTF-8&group=pilot.programmer.waba>. But note that in this case, it contains less than the half of the messages.

10. When running your application on POSE, don't forget to turn off some settings in "Settings/Debugging":

- Hardware Register Access
- Proscribed Function Call
- Screen Access

11. DON'T use the Jikes compiler with SuperWaba.

12. Be sure to read the **FAQ** at the SuperWaba site.

13. Remember: your device probably has only a 16Mhz processor. It will never behave the same as your 1000Mhz desktop computer, which usually hides most of your bad programming practices. Code optimization is always welcome. Take a look at this also: <http://patrick.net/jpt/>. And buy the Optimization Tricks Tutorial at the site.

14. Check the API javadocs at SuperWabaSDK/docs/html/index.html

15. Finally, don't forget to check <http://www.sourceforge.net/superwaba>, which hosts the sources and the VM under CVS, and contains the weekly updates.

## Bem Vindo (Portuguese)

Seja bem vindo à máquina virtual SuperWaba. O SuperWaba é desenvolvido por um brasileiro. Por favor, ajude a disseminar este trabalho. A licença LGPL garante que você pode vender seus trabalhos feitos com o SuperWaba, mas quaisquer modificações na máquina virtual devem ser de domínio público e enviadas para mim com os códigos fontes, para que sejam incorporadas.

Caso você ou sua empresa precise, nós lecionamos cursos de SuperWaba, de forma que se possa tirar o máximo da plataforma. Além disso, prestamos consultoria técnica na área de computação móvel e temos ótimos planos customizados de suporte para a plataforma, inclusive com auxílio telefônico. Existem contratos disponíveis no site, bastando se cadastrar como brasileiro e fazer o login.

Caso tenha dúvidas técnicas, entre no grupo de discussão oficial do SuperWaba para brasileiros: <http://br.groups.yahoo.com/group/superwaba/>

Leia também o artigo escrito para o site Clube Palm: <http://www.clubepalm.com.br>

# Installation Instructions

## ***For Palm OS***

Please install the following files in your device:

- For Palm OS < 5 – Files located in folder **lib/palm/PalmOS2\_3\_4**
  - SuperWaba.prc (VM)
  - SWNatives.prc (VM)
- For Palm OS >= 5 and Palm OS 4.1 16bpp\_or\_higher devices that can't emulate 8bpp (including Tungsten W and Kyocera 7135) – Files located in folder **lib/palm/PalmOS5\_or\_16bpp\_only**
  - SuperWaba.prc (VM)
  - SWNatives.prc (VM)
  - 5SW.pdb (Fonts)
- For all Palm OS versions – File located in folder **lib/xplat**
  - SuperWaba.pdb (API Classes)

2. When installing a SuperWaba program, be sure to install both prc and pdb files generated.

3. If you're using files from the ext package, install the corresponding library file (located in folders **/lib/xplat** and **/lib/palm**). Some samples also need an extension library to run. Check the corresponding chapter in this document.

4. When creating your own programs, be sure to use the same Creator ID in both EXEGEN and WARP (or just use the default one). Otherwise, the program won't run.

## ***For Windows CE / Pocket PC***

0. Run the CEinstall\_RunMe.bat file located in folder **lib/ce** OR follow the instructions below:

1. Please install the files
  - SuperWaba.exe (VM)

- SuperWaba.pdb (API Classes)
- MSW.pdb (Font file)

...in your WINDOWS CE / POCKET PC device under the **/SuperWaba** directory (from the root).

2. You must choose the right EXE file located under the directories, according the processor and which platform you're using (those EXEs are located under the directory **/lib/ce**).

3. File SuperWaba.pdb is located in folder **lib/xplat**. File MSW.pdb is located in folder **lib**.

4. When installing a SuperWaba program, be sure to install both EXE and PDB files generated with Exegen and Warp. The EXE file must be installed in the **Start Menu**, ideally under a folder called **SuperWaba**, along with other SuperWaba programs.

5. The PDB file must be installed in a directory specific for your programs. You **cannot** install it in the **/SuperWaba** directory. The directory is specified when running the EXEGEN program and is, by default, the same name of your Main class.

6. If you're using classes from the ext package, install the corresponding library file (located in folders **lib/xplat** and **lib/palm**). Some samples also need an extension library to run.

7a. SuperWaba global libraries must be installed in the **/SuperWaba** directory.

7b. SuperWaba local libraries must be installed in the application's directory.

7. You can also install optional fonts. Remember, all fonts must be placed under the **/SuperWaba** directory.

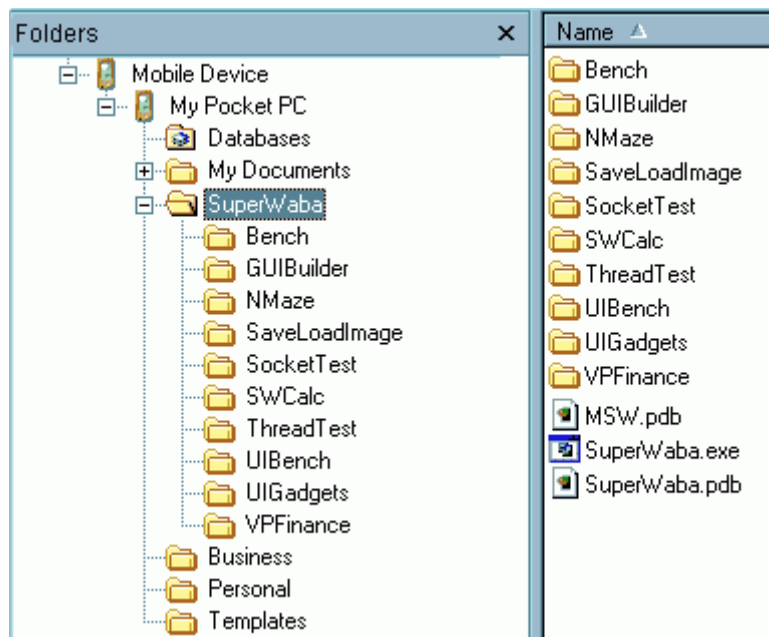
8. When creating your own programs, be sure to use the same Creator ID in both EXEGEN and WARP (or just use the default one).

9. If you don't follow these rules, your program will not run.

10. To run the welcome application on Windows CE, click in the SuperWaba.exe file using the File Explorer or create a SuperWaba.lnk file with the following line, installing it in the **Start Menu**:

```
24#\SuperWaba\SuperWaba.exe
```

11. The picture below shows an example of directory organization:



## ***Windows 98 and beyond***

1. Create a new folder, named c:\SuperWaba
2. Copy the files **lib/win32/SuperWaba.exe**, **lib/xplat/SuperWaba.pdb** and any other library needed (**PDB** and **DLL** files, not JAR or CLASS files).
3. Install **one** of the two font files in c:\SuperWaba: 5SW.pdb or MSW.pdb. Its possible to emulate both Windows CE and High-resolution Palm OS PDAs (“/w 240 /h 320” for the first one and “/w 320 /h 320” for the second one – default). **Do not install both font files.**
4. Create a directory for your program under c:\SuperWaba, just like in the Windows CE/ Pocket PC targets (as explained in the last topic), place its PDB files there.
5. To run the VM, double-click in the SuperWaba.exe file.
6. To run your program, create a .bat file, a .cmd or a shortcut. The bat/cmd files must be placed in the c:\SuperWaba folder. Below is an example for the .bat or .cmd files:
  - c:\SuperWaba\SuperWaba.exe UIGadgets UIGadgets DoHD
    - Runs the program UIGadgets, located under c:\SuperWaba\UIGadgets folder
  - c:\SuperWabaSDK\lib\win32\SuperWaba.exe UIBench  
c:\SuperWabaSDK\samples\app\UIBench\build OhdB
    - Runs the program UIBench, telling that the UIBench.pdb is in the given path.
    - It also specifies that the SuperWaba.exe file is not in the default place
  - c:\SuperWabaSDK\lib\win32\SuperWaba versapalm/finance/VPFinance VPFinance  
AnGD
    - Runs the versapalm.finance.VPFinance program, located under c:\SuperWaba\VPFinance folder.
7. A shortcut can be created with the same parameters like above in the *object*, and the “start in” option must contain c:\SuperWaba (or other folder where the SuperWaba.pdb and other files are placed).



# Running the Samples

## *Using ANT*

There are some samples in the folder **samples**.

To run the sample, you can use the build.xml ANT makefile. You may download ANT from here: <http://ant.apache.org/>. If Ant is not running after you unpack it, set the **java\_home** environment variable pointing to where you installed JDK (e.g.: set java\_home=c:\jdk1.2.2).

Each sample has a build.xml file, with application specific settings, that calls the base SuperWabaSDK/build.xml.

Open a shell (if running on Windows, go to the command prompt), change to the SuperWabaSDK folder, and type “ANT help” to see the instructions.

To rebuild all samples, use “ANT BUILD-SAMPLES” under the SuperWabaSDK folder.

## *Troubleshooting*

If, after you install the sample in the device, an error message appears saying “Can't find class”, you'll need to install also a SuperWaba Extension Library. Next is a list of the samples and the required libraries:

- app/Guibuilder: XPlatUiUtil.pdb, PalmloBuiltIn.pdb
- app/Watch: PalmloBuiltIn.pdb
- game/Ping: XPlatGame.pdb, XPlatUtilProps.pdb
- io/Socket: XPlatUiUtil.pdb
- io/HtmlViewer: XPlatHtml.pdb
- io/PalmDoc: PalmloDoc.pdb, XPlatUiUtil.pdb
- io/PDBConduit: XPlatUiUtil.pdb
- io/Scanner: PalmloScanner.pdb
- ui/Grid: XPlatUiUtil.pdb
- util/Xml: XPlatUtilXML.pdb
- util/Zip: XPlatUtilZip.pdb, XPlatUiUtil.pdb

# Configuring build.xml to use in your own projects

To use ANT for your own programs, just copy one of the build.xml files (for example SuperWabaSDK/samples/app/SWCalc/build.xml) to your directory. The settings that must be changed to match your application's are:

## Target **compile-init**

- `<property name="sw.root" value="${basedir}/../../.." />` : change the value to point to SuperWabaSDK folder

## Target **build-init**

- `<property name="app.name" value="SWCalc" />` : *change to your application's name.*
- `<property name="app.creatorid" value="" />` : *set to your application's creator id, if not the default one.*
- `<property name="version" value="2.2" />` : *set your application's version.*
- `<property name="warp.includes" value="" />` : *specify any include path for warp.*
- `<property name="warp.excludes" value="superwaba" />` : *specify any exclude path for warp.*
- `<property name="main.class" value="SWCalc" />` : *specify the full package name for your application.*

## Target **run-init**

- `<property name="applet.scale" value="1" />` : *specify the scale when running as applet (1,2,3,4).*
- `<property name="applet.bpp" value="8" />` : *specify the bpp for emulation (2, 4 or 8)*
- `<property name="applet.width" value="320" />` : *specify the desired width (160,240,320,480,640)*
- `<property name="applet.height" value="320" />` : *specify the desired height (160,240,320)*
- `<property name="applet.uiStyle" value="WinCE" />` : *specify the user interface style (WinCE or PalmOS)*
- `<property name="applet.useSonyFonts" value="" />` : *specify if its to emulate Sony devices with high resolution but Palm OS < 5 (" or "useSonyFonts")*

# Warp and Exegen – Deploying the application

The files described here are located in the **utils** directory.

These files were taken from the WExtras class, package wababin, and enhanced for SuperWaba 2 and above.

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To learn how to compile your applications using them, please read the [faq](#) at the site.

There are 4 callable files in this directory:

- . warp - packages your class files into a pdb
- . exegen - creates an "executable" file that calls the vm inside the device
- . RenameFont - renames a font pdb file so it fits in the SuperWaba Font-Name Pattern.
- . Wxgn - calls warp and exegen with only one command

## ***Warp Instructions***

Usage: java Warp command [options] warpfile [files]

Commands (case insensitive):

- c Create new warp file
- l List contents of a warp file

Options (case insensitive):

- /? Displays usage text
- /c Override and assign PDB database creator (e.g. /c CrTr)
- /r If a directory is specified in the files, recurse any subdirs
- /q Quiet mode (no output except for errors)
- /\$ Set the Palm OS copy protection attribute
- /x Specify a list of package/class names whose classes won't be added.  
You can specify a list without spaces as 'class1,class2/,package1,...'
  - . The files whose full package name starts with the given string
  - . The files whose class name starts with the given string
  - . If string ends with \, only the whole class name is used for compare

E.g.:

/x extra,jgui.sio.server,NativeMethods4JDK,Graphics\  
-> packages extra.\* and jgui.sio.server are excluded,  
-> all class names starting with NativeMethods4JDK are excluded,  
-> Graphics class is excluded (but GraphicsNat is included)  
/i Specify a list of package/class names whose classes will be the only ones that will be included. The opposite of /x option.  
/ll Specify that this file will be a SuperWaba Local Extension Library.  
/lg Specify that this file will be a SuperWaba Global Extension Library.

This program creates a .pdb file, used on all SuperWaba platforms.  
The creator will be generated automatically from the name of the pdb file if not overridden with the /c option.

The input file can be a Jar (in this case, all .class and .bmp files in the jar will be added).

Warp will automatically check any class files for dependencies and add these files so you will only need to specify the main class file and everything else will be added automatically, even directly referenced .bmp files. (ie. Image im=new Image("rob.bmp")  
If no input files are specified, it will look for a .class file with the same name of the pdb file you are creating.

Examples:

```
java Warp c HelloApp  
java Warp c /c Crea HelloApp helloapp.jar  
java Warp c helloApp *.class util\*.class  
java Warp c /r helloApp extra\  
java Warp c /lg wextralib *.class extra\  
java Warp l helloApp.pdb
```

## ***Exegen Instructions***

Usage: java Exegen [options] exefile [main-window-class] [pdbfile]

Options (case insensitive):

`/?` Displays usage text  
`/$` Turns on the PalmOS copy protection attribute  
`/C` Override and assign PDB creator (e.g. `/c CrTr`)  
`/H` Assign height of application's main window  
`/W` Assign width of application's main window  
`/P` Subdirectory name for the application under Windows CE. Note that in SuperWaba all applications stay under SuperWaba at '\SuperWaba' Spaces, `/`, `\` and `"` in the directory name are not allowed.  
`/V` Assign the version for the application  
`/Z` Creates CAB installation files to deploy your application  
`/E` generates .exe files for Windows CE and Pocket PC.  
`/L` generates .lnk file for Windows CE and Pocket PC.  
`/I` Specifies the icon PREFIX.

This program generates a Palm OS .prc and Windows CE application .exe files  
These executables are used to launch (start up) a SuperWaba program.

If you don't specify the pdb file, its name will be the same of the exe file.  
If you don't specify the [main-window-class], its name will be the same of the exe file too

File extensions are generated automatically. For example, if you specify myapp as the exe file, a myapp.exe and myapp.prc will be created.

The `/W` and `/H` parameters define the default width and height of the application's window. The value of 0 for either will cause the main window to appear at a default size which is different on each platform.

If no icon is defined, a default one is used. Icons are scanned first in the current directory, next in the classpath. You may provide the following files (WIDTHxHEIGHTxBPP): icon15x9x1.bmp, icon15x9x8.bmp, icon16x16x4.bmp, icon22x22x1.bmp, icon22x22x8.bmp, icon32x32x1.bmp, icon32x32x4.bmp, icon32x32x8.bmp, icon48x48x8.bmp, icon30x18x1.bmp, icon30x18x8.bmp, icon44x44x1.bmp, icon44x44x8.bmp. If you specify a prefix (E.g.: AAAA), the searched files will be AAAAicon22x22x8.bmp, etc.

The 15x9, 22x22, 30x18 and 44x44 are for Palm OS (last 2 are for double density displays, E.G. Palm OS 5 and Sony Clie), and the others for Windows CE.

Note that for Palm OS you must create bitmaps with the web-safe-palette.

A gif with this palette is located under SuperWabaSDK/samples.

For Windows CE, the palette CANNOT BE THE WEBSAFE one. This happens because in the Web safe palette, index 0 is white, and WinCE devices expect that index 0 will be black. A warning will be issued if you use an incorrect palette when generating the exe files for WinCE. To correct this problem, you may use any image editor to increase the image to 16bpp or more and then decrease it again to 256 colors and save the image. Most editors don't use the web safe palette, which will correct the problem.

For best compatibility, copy the icon\*.bmp files in SuperWabaSDK/utls to your application's directory and edit them.

A PalmOS PRC creator and PRC name will be assigned based on the class name and exefile respectively. The exefile must be 30 characters or less.

The /Z parameter is used to create eight cab files so your application can easily be installed on all compatible Windows CE platforms. You may pass, optionally, a .swz file with some global and local libraries used by your app. For example, if you need to install the TinyLarge.pdb font and also a custom database, E.g. mydata.pdb, you must copy all files to the current directory, then create a myapp.swz file with the following contents:

[G]TinyLarge.pdb

[L]mydata.pdb

The [G] denotes a global library (fonts are always global libraries), and the [L] denotes a local library.

The user will then have two options to start the installation process:

1. Run the created xxx\_install.bat file, or
2. If the cab files are available on the internet, the user may launch the browser from inside the device, connect to the site and choose the appropriate cab file. The browser will then download and install the file.

The /Z parameter works only on the Windows platform.

Examples:

```
java Exegen /I myicons.ico /P Scribble scribble
```

```
java Exegen /W 160 /H 160 Calc CalcWindow calc
```

```
java Exegen /Z SWCalc.swz SWCalc
```

👁 After you install the new icon on the device or in the emulator, a soft reset is needed to show it up.

### ***RenameFont Instructions***

Usage: RenameFont <fontpath> <oldfontname> <newfontname>

Please don't append the .pdb extension to the font names.

Note that the original files are preserved.

### ***Wxgn Instructions***

Usage: java Wxgn Warp\_commands z Exegen\_commands

Note that z is the separator

# Configuring IDEs to Debug and Run SuperWaba Programs

Below you see some ways of how to set up some famous IDEs to run and debug SuperWaba programs as applets or applications in the desktop. After you debug it, you can generate the necessary files with Warp/Exegen and deploy to the device.

## ***NetBeans or Forte***

Thanks to Jean Rissoto, Ed. J Szalajeski and Vince Nguyen

In NetBeans (or Forte)

- Click the Tools menu, select Options and go to the Debugging and Execution folder:
- Expand the folder
- Select the "Execution Types" icon (looks like 2 arrows) and expand the tree.
- Right Click your mouse on the root of the Execution Types, and select New.. External Execution Name the Type ExternalSuperWaba
- Right Click the ExternalSuperWaba Item just created, from the context menu select Properties, and change the External Process to  
`-cp {filesystems} waba.applet.Applet /datapath . /x 10 /y 10 /scale 2 /bpp 8 {classname}`
- Select the Debugger Types tree.
- Expand the tree
- Right Click your mouse and select new Default Debugger. Name it DefaultSuperWaba
- Right Click the DefaultSuperWaba just created, from the context menu select Properties
- Change the External Process Argument to  
`{classic}{debuggerOptions} -Djava.compiler=NONE {q}{bootclasspathSwitch}  
{bootclasspath}{q} -classpath {q}{filesystems}{q} waba.applet.Applet /datapath . /x 10 /y 10 /scale 2 /bpp 8 {main}`
- (please note: you are only adding waba.applet.Applet to the default)
- Close the options menu,
- In the filesystem Explorer
- unmount all jar file netbeans add by default
- mount Sun's source jar file for the rt.jar (src.jar) otherwise you will not be able to debug
- mount the directory where SuperWaba classes are. This allows stepping through the SW source code
  - X:\SuperwabaSDK\src
- An alternative is to mount only the SuperWaba.jar file (/SuperWabaSDK/lib/superwaba.jar), and not directly step into the SW libraries. Or create a jar with both .java and .class files.
- mount your own jar files or java files

Project settings:

- Select your project's mount directory in the filesystem explorer, (the directory with your source files)
- Right Click your main class file, select properties from the context menu
- Select the Execution Tab,
- Change the Compiler to Internal Compilation
- Change the Debugger to DefaultSuperWaba (your item created above should be in the drop down combo box)



- Change the executor to ExternalSuperWaba
- The arguments can be adjusted from this property page too.
- (Recommended arguments)
- Arguments: /dataPath j:\apps\my\donnees /x 10 /y 160 /bpp 8 /scale 2  
j:\apps\my .... is the path to the datas of my app...  
/x 10 /y 160 /bpp 8 /scale see explanations below at end of text.

## ***JBuilder 6 Personal and Pro***

- 1) Create a new project
  - 1.a) Select the menu "File"->"New Project"
  - 1.b) Set the Name of the project: for this example, "SWTest" will be the name of the project:
- 2) Create/Add a "Lib":
  - 2.a) Right click on SWTest.jpx
  - 2.b) Select Paths
  - 2.c) Select Required Libraries
  - 2.d) Select Add -> New (1st time only)
  - 2.e) Set Name to SWLib (for instance), then Select Add
  - 2.f) Select superwaba.jar (SuperwabaSDK/lib/superwaba.jar)
  - 2.g) Select your new Lib (SWLib) and select OK
  - 2.h) you're back to the "Path" tab of the project properties window.
- 3) Select your Lib again and click on Edit. You will get the Configure Lib window.
- 4) Select Source -> Add and select your SuperwabaSDK/src folder
- 5) You can also set the "documentation" path to SuperWabaSDK/docs/html.
- 6) Select OK to close the Configure Lib window and the project properties window

Now, you need to modify the following only for SuperWaba and restore it after for a regular project.

- 7) Select, from the menu bar, Tools->Configure JDKs
- 8) Add and move to the top the following paths (in this order, from the top to the "bottom"):
  - 8.a) SuperwabaSDK/src
  - 8.b) SuperwabaSDK\lib\superwaba.jar
- 9) You can add the last 2 paths to the source and doc paths too by selecting the available tabs
- 10) Select OK to close this Configure JDKs window.

You're done and ready to do everything you need now. The trick is that you have to execute/debug the waba.applet.Applet class with the Name of your main window subclass as the application parameters. Be sure to run/debug waba.applet.Applet as an application and not as an applet:

Put a breakpoint on the first line of your onStart method and launch Debug. It will stop where you did set your breakpoint. If you don't do that, you will debug waba.applet.Applet, which is probably not what you want to do.

## ***Visual Cafe (3.1)***

1. menu File/New project. Choose "empty project".
2. menu Project/Options.
  - Project tab:
    - . Release type: "debug".
    - . Project type: "Application"
    - . Main class: "waba.applet.Applet"
    - . program arguments: <your\_app\_name>
  - Directories Tab:
    - . Input Class Files: add in this order
      - . <visualCafe\_directory>\java\Lib\classes.zip
      - . SuperwabaSDK/lib/superwaba.jar
      - . <your\_project\_directory>
    - . uncheck "Append classpath"
    - . uncheck "Auto-generate classpath"
    - . Source files: add
      - . SuperWabaSDK/src
3. press ok.
4. drag your .java project files to the project pane.
5. menu Project/Build Application
6. set your breakpoints
7. menu Project/Run in Debugger

Note: when you change the Project release type for "final", you must set again the paths.

## ***Linux***

Thanks to Christopher C. Stump

Establishing a SuperWaba development environment under Linux is a rather easy task. All the tools necessary for SuperWaba development are available in the SuperWaba SDK which can be downloaded from [www.superwaba.org](http://www.superwaba.org). Once the package is obtained, it needs to be unzipped.

```
#Unzip the package  
[command prompt]$ unzip SuperWabaSDK.zip
```

Once the SDK is extracted, it needs to be placed in a useful location. We will assume the environment is being established for a single user, in which case anywhere in the user's home directory is acceptable.

```
#Move SDK to home locale  
[command prompt]$ mv superWabaSDK ~/any location
```

Once the SDK is in its desired location one must set the Java classpath environment variable to include the new library. In a single user environment, a personal start-up script can be used for this purpose, such as `~/.bash_profile` which is provided by any Linux system that gives its users a Bash shell by default. You can temporarily define the classpath variable in a shell, but it is much more useful to define it permanently in the

above file. In any case, the following must be defined somewhere on the system:

```
CLASSPATH="{full path to the SDK}/lib/superwaba.jar:{full path to SDK}/superwaba/utils:."
```

The superwaba.jar holds the SuperWaba class files. The utils directory holds tools that will be used during execution of Warp and Exegen. If a classpath variable is already defined on the system, then the above path can be appended to the variable with the same syntax. Also, note the last ':.', this is necessary to include the current working directory in the classpath. Without this addition, compilation will fail. In order for the new classpath variable to take effect, the shell or X window environment being worked in must be exited and the system logged back into.

With the SuperWaba SDK in place and the classpath properly defined, one can begin developing SuperWaba applications. We will assume the reader has already written a SuperWaba program called MySuperWabaApp.java . In order to test/run this program either on a Palm OS device or POSE, we must transform the .java source code into a Palm OS executable .prc file. This can be accomplished in a few easy steps:

```
#Change to the directory with the SuperWaba source
[command prompt]$ cd {path to SuperWaba source}
```

```
#Compile source
[command prompt]$ javac MySuperWabaApp.java
```

```
#Run Warp on the newly created .class files
[command prompt]$ java Warp c MySuperWabaApp MySuperWabaApp.class
```

```
#Run Exegen on the .class files
[command prompt]$ java Exegen MySuperWabaApp MySuperWabaApp
MySuperWabaApp
```

Warp is a java program found in {full path to SDK}/lib. Warp's purpose is to create the .pdb files used by Palm OS applications and the .wrp files used by Windows CE devices. We are only concerned with the .pdb file. The first argument to Warp, c, tells the program to create a .pdb file. The second argument is the name of the to-be-created .pdb file, and the third argument is all of the .class program files.

Exegen is a java program that can also be found in same directory as Warp. Exegen's purpose is to create the .prc file, which is the SuperWaba program in Palm OS executable form. The first argument to Exegen is the name of the to-be-created .prc file. The second argument is the name of the main source code file. The third argument is the name of the . wrp file.

If the above steps were successful, then a ready-to-use/test Palm OS application should be in the current directory. There should be files called MySuperWabaApp.prc and MySuperWabaApp.pdb . Both of these files, along with the SuperWaba virtual machine files, must be installed on a Palm unit or POSE in order to run the application. The SuperWaba virtual machine files can be found in {full path to the SDK}/ . Of course, the above command line arguments can be tedious to type over and over again while developing. Therefore, it is much nicer to place all of the commands in a simple shell script, like this Bash script, so everything can be easily run in sequence with a single command:

#Invoke shell script to handle SuperWaba app creation  
[command prompt]\$ ./superwaba\_maker.sh

## ***Eclipse 2.1***

Created by Guilherme Campos Hazan. For example, we will setup to debug the UIGadgets example.

To create the project:

1. Open menu File/New/Project/Java/Java Project. Click next.
2. Choose a name for your project. (E.g.: UIGadgets)
3. Uncheck the "Use default" option and open the directory where the application is. (E.g.: SuperWabaSDK/samples/ui/UIGadgets)
4. Click next. Press yes when asking to create project now.
5. Select the Libraries panel. Click "Select External Jars", and add the SuperWabaSDK/lib/SuperWaba.jar file.
6. Click finish.
7. Right-click the project, choose Properties.
8. Select the "Java Build Path" page, then select the Libraries tab.
9. Click in the + near the SuperWaba.jar file to open the options.
10. Double-click the "javadoc location". Select SuperWabaSDK/docs/html directory.
11. Double-click the "source attachment". Select the same SuperWaba.jar file.
12. Click ok to finish.

To debug/run the project:

1. Click menu Debug/Debug... or Run/Run...
2. Click New
3. Enter the name of the configuration. (E.g.: UIGadgets)
4. In the "Main" tab:
  - Project: click browse and select your project name (E.g.: UIGadgets)
  - Main class: type "waba.applet.Applet"
5. In the "Arguments" tab:
  - Program arguments: type the class name that extends waba.ui.MainWindow (E.g.: "UIGadgets")
  - You may also enter, before the class name, the other possible parameters (see last topic of this chapter)
6. Click Run / Debug.

Thats it! You're now able to debug your projects in Eclipse!

## ***Microsoft Visual J++***

1. Put SW classes in the first position in the classpath. E.g. if your classpath is `SET CLASSPATH = C:\jdk1.2.2` now becomes `SET CLASSPATH=C:\SuperWabaSDK\lib\superwaba.jar;C:\jdk1.2.2`
2. Open in Visual J++: File < New Project < Console Application

3. OK now you can start to write code.
4. To run, test and debug, go to Project > "app" Properties... Launch TAB, check Radio Button "Custom";
5. Set program: JVIEW.EXE and arguments: waba.applet.Applet "ARGS" "yourclass" (where ARGS are the arguments to pass to SuperWaba Applet and "yourclass" is the name of you main class. E.g.: waba.applet.Applet /scale 1 firstScreen)
6. Now Tab Output Format: uncheck Enable Packaging

PS (added by Freddie Oliveira): CLASSPATH environment variable is lost when J++ IDE calls JView. This problem is reported by Microsoft in article "PRB: Environment Variables Are Lost When Running from VJ6 IDE" (Q215413).

To solve the problem, follow all steps in SW faq and add the CLASSPATH env variable contents in registry key: HKLM\SOFTWARE\Microsoft\Java VM\Classpath. Eg.:

HKLM\SOFTWARE\Microsoft\Java VM\Classpath = %systemroot%

\java\classes;.;c:\SuperWabaSDK\lib\superwaba.jar;c:\j2sdk1.4.1\_01\lib\tools.jar.

## ***General Settings***

To be able to do the setup in any IDE, you must do as described:

1. Add to the classpath your project directory
2. Add to the classpath "SuperwabaSDK/lib/superwaba.jar" file. Maybe you'll need to recompile the classes or remake the jar file if you're not using JDK 1.2.2, that is the jdk used to deploy SuperWaba.
3. Set the main class as "waba.applet.Applet"
4. Set the program arguments to your class name with full package specification. For example, to run the Welcome application as an applet, set the command line to "waba.ui.Welcome"

## ***Optional arguments to waba.applet.Applet***

(when running it as application),  
in any order and case insensitive:

- . /x <x>
- . /y <y>
- . /w <width>
- . /h <height>
- . /uiStyle <WinCE\_or\_PalmOS>
- . /bpp <bitsPerPixel\_2\_4\_or\_8>
- . /scale <scale\_1\_to\_4>
- . /dataPath <path>
- . /useSonyFonts
- . /t title of the application window
- . /cmdLine <the rest of arguments are passed to the app as the commandline>
- . class name must always be the last argument

Note: The dataPath is used to set where the catalog and images are stored

Note2: In version 2.0beta4, appPath was changed to dataPath to make more sense, but appPath is still used for backwards compatibility

If you want to emulate a Sony 320x320 device, use the following parameters:

```
rundemo /w 320 /h 320 /scale 1 /useSonyFonts /bpp 8
```

To emulate a Palm OS 5 device (like Tungsten T), use:

```
rundemo /w 320 /h 320 /scale 1 /bpp 8
```

To emulate a Windows CE or Pocket PC device with 240, 480 or 640 horizontal resolution, use:

```
rundemo /w 240 /h 320 /scale 1 /bpp 8
```

```
rundemo /w 480 /h 240 /scale 1 /bpp 8
```

```
rundemo /w 640 /h 200 /scale 1 /bpp 8
```

# How To Port SuperWaba

The src and VM files are in the <http://sourceforge.net/projects/superwaba> CVS repository and also in the SDK under the SuperWabaSDK/src and SuperWabaSDK/vm. Sourceforge also contains an almost nightly update of the sources.

Go to **vm/xplat**. There are some files with some methods that must be filled in order to port the VM (note: the files presented there are a little out-of-date). Take a look also at the **vm/ce** files, because their routines are easy to understand and are updated.

Be sure to check also SuperWaba.h file, where you can define, like the platform define which will select which files and functions will be compiled.

Search, in every file, for "fill in" and you'll find the appropriate places to fill in with the device specific code.

The class loader, font management, and waba.io.Catalog will be automatically implemented when you port the Catalog.c device specific functions (only eight functions, and that's it!). They all rely on those methods.

If you have any problems, feel free to contact us at [support@superwaba.com.br](mailto:support@superwaba.com.br)

Good luck, and may the force be with you!

## How to Contribute

1. Write great software with SuperWaba, or an article, or a white-paper, or a book, or more libraries, or more documentation, or a how-to...
2. Publish your site to PalmGear ([www.palmgear.com](http://www.palmgear.com)). This helps spread SuperWaba.
3. Buy tutorials (User Interfaces, IO, Library and Optimization Tricks) at the site.
4. Buy the external libraries. Currently the PDBDriver, CatalogSearch and the Printing Library are available.
5. Buy support. Answers available in 4 hours or less.
6. Port the VM to other operating systems. Just fill in some methods and thats it!
7. Publish useful source code and also links to your programs at the **programs** area of the SuperWaba site.
8. Place ads of your SuperWaba products at the SuperWaba site. Very low rates!



## Where to get support

To get support, you can visit

[www.superwaba.org](http://www.superwaba.org)  
[www.wabaworkbench.com](http://www.wabaworkbench.com)  
[www.wabasoft.com/howto.shtml](http://www.wabasoft.com/howto.shtml)

Also, if you have questions regarding the VM, point your newsgroup reader to

<news://news.falch.net/pilot.programmer.waba>

But before posting a question, download all messages from the newsgroup (+10000) and do a search in the messages already posted; some questions come up over and over again once a week.

Be sure to read the SuperWaba faq at [SuperWaba.org](http://SuperWaba.org) site.

Buy the tutorials available at the site.

Buy also custom support: answer in 4 hours or less.

## Thanks to...

All SuperWaba community who are always helping to improve this software.

Special thanks to:

- Rick Wild: who created Waba and started everything
- Tom Cuthill: who provided the Scanner support
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- Dave Slaughter: for the 1.21 WinCE/desktop versions
- Diego Montalvo, the webdesigner of the SuperWaba.org site
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Version 2.1, February 1999

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