

Project_Handler_English

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Chapter 1

Project_Handler_English

1.1 Project Handler Guide (English)

Documentation Project Handler 2.0

=====

by Cedric Counotte

Introduction

Fast Install

Details about installation

How to register

Copyright

Hot News :

Localization

Inline help .

Commodore@ autodocs usage.

Multi-task window use.

Tools :

Looking for include files inside sources.

Application tour :

Keyboard use.

Keyboard specific use.

How to operate windows .

How to operate menu .

Known bugs

Thanks

The author

1.2 Project Handler/Introduction

Introduction
=====

Project Handler is a front end application for DICE© from matthew dillon.
It's similar to Borland Turbo C© on PC.

This application works only with OS2.0 +, and uses locale.library, amigaguide. ←
library
and OS 3.0 functions if possible.

It's localized , with a french and english catalogs.
If you translate the catalog, send it to me, I'll include it with new release.

It's very easy to use it because of the help line included.
In order to use this item, you need either OS3.0 or, amigaguide.library which can ←
be
find on BBS or in Public Domain.

Project Handler is copyrighted by Cedric Counotte living in France (Paris).

I had to translate the french doc myself, like you can read, it's not very good. ←
Sorry.
If someone want to make it better, just contact me.

1.3 Project Handler/Fast Install

Fast Install
=====

It's obvious, just copy the file Project or Project030 where you want, and run it.

Before you're able to work with, you need to change some options in
Preferences menu :
- General
- Directory
- Editor.

That's it, the application is ready to use!

1.4 Project Handler/Details about installation

Details about installation
=====

The important files ?

- Project_??guide had to be copied into Help:english or in the same directory than the application.
- +Change name as project.guide.

- project.prefs can be found in ENV: and ENVARC: which represents initial preferences. ↔

NB : Each project have his own preferences .

The important options ?

- Compiler and Linker options, refer to dcc.doc.
- Directory options define where to find DICE library, included files, and autodocs .
- Editor option from Preferences menu in order to select your favorite editor.

What's important in front of DICE ?

- The bin directory must exist and contain das, dcl, dcc, dccpp and libmake.
- The bin's parent directory MUST be define as DICE directory in Directory window.
- You can remove any assign for DICE inside startup-sequence. The application do it for you.

1.5 Project Handler/Registration

How to register
=====

Easy again, send me a post card with your first and last name, age, sex, actual work, city and country.

If you owned an EMail, please send it too.

NB : All informations will remain private, and to your approbations.

All contributions will be wellcome and appreciate, it remains an options but give ↔ you
a free update on disk for a minimum amount of 50 francs or 10 US\$ (it's few).

1.6 Project Handler/Copyright

Copyright
=====

Copyright (C) 1993 Cedric Counotte

I hereby reject any liability or responsibility for these or any other consequences from the use of Project Handler whatsoever.
The author can't be responsible for any damage caused by

the use of this application.

Neither the application, nor the source code can be use for commercial purpose except Public Domain without the express authorization from the author.

1.7 Project Handler/Localization

Localization
=====

The localization take some time, but here it is, with the catalog description, allowing you to translate it in any language.

This new options is active with OS2.1 and superior.

1.8 Project Handler/Help Line

Help Line
=====

Only amigaguide.library owners will enjoy the online help.

The Help key provide, in any window, an access to project.guide, depending on which window is active.

The guide is completely independant, so you're able to use Project Handler while viewing the help guide.

1.9 Project Handler/Commodore®'s autodocs

Commodore®'s Autodocs
=====

Autodocs owners can translate the files in .guide, in order to view the .guide. For this purpose, you've just to specify guide's directory within the window Directory .

1.10 Project Handler/Look for include files

Include files 'look for' function
=====

When you've selected a C or assembler source file inside the source window, you can recursively look for included files (.h). Then, a list appear, so you can select one to edit/view.

In order to use the list with the keyboard, look the section about keyboard specific use.

1.11 Project Handler/Keyboard usage

Project Handler with keyboard
=====

The whole application can be use with the keyboard, standards shortcuts within the menu, an shortcuts from underlined words in windows.

Anyway, some things are specific while using list view from Sources , Messages windows, and when looking for include files. Also within Screen Options window inside the list mode.

1.12 Project Handler/Keyboard specific use

Keyboard specific use
=====

Only lists view don't follow the rules from Commodore© about keyboard.

While there's only one list per window, arrows are used to move inside the list ← and, the enter key confirm the selection.

Also, any letter not used by buttons offer an access to the first name in the list starting with this letter.

1.13 Project Handler/Windows

Windows
=====

Project Handler open many windows, to allow you to configure and use the DICE ← front end. Every windows should be controlled with the mouse or the keyboard .

Keyboard controll is specific inside the following windows : Source, Messages ← and any list.

The application take care of every window at the same time. Thus, you can define ← options while entering the parameter linge.

For OS 3.0 owners, Source window's menu is bended to every window.

Every window's Title :


```
Sources
Messages
Parameter Line
Process
Main Options
Compiler Options
Linker Options
Directory Options
Screen Options
Palette Options
```

1.14 Project Handler/Sources window

```
Sources window
=====
```

This window is the first you'll see when starting the gui, it contain all the files concerned while compiling and/or linking.

The filetypes actually recognised are :

```
- Assembler files      .a      (not tested)
- C source files       .c
- object files         .o
- DICE library         .lib
```

The list also show the following informations :

```
- Size in bytes of the C or assembler source file.
- Size in bytes of the generated object file.
- Comments attach or not to this files.
```

You'll see that the file name also show the path in case the file is not inside the source directory defined in the window Directory Options .

A double-click on this element brings your favorite editor you choose with the menu Preferences .

The Menu controls the gui and the compiler. This menu is also attach to the window messages .

1.15 Project Handler/Mmessages window

```
Messages window
=====
```

This window will show the errors while compiling or linking the project.

It may be controlled by keyboard from the source window.

1.16 Project Handler/Parameter line window

```
Parameter line window
=====
```

In this window you may specify the CLI parameter line to pass to your application.

To edit the line, you should press the 'e' key to activate the string gadget.

You can access this window via Executable menu.

Be careful, because no output is specified when starting your application, but if your application have some printf, you may specify an output file inside the parameter line like this >'File name'.

1.17 Project Handler/Compile window

```
Compile Window
=====
```

This window appears when you select one of the following commands from the Executable menu : ↵

- Build All
- Compile
- Compile All

For more informations about these commands, see section Executable menu.

1.18 Project Handler/General options window

```
General options window
=====
```

In this window, you may choose project type, like :

- Amiga® executable.
- DICE library (.lib).
- EPROM file (not yet implemented!)

The two scroller enabled you to select which OS to use.

1.19 Project Handler/Compiler options window

```
Compiler options window
=====
```

Refer to DICE documentations.

1.20 Project Handler/Linker options window

Linker options window
=====

Refer to DICE documentations.

1.21 Project Handler/Directories window

Directories window
=====

You must specify in this window directory path to the following type files :

- Source : Where the .c, .a, .o or .lib files should be found.
- Destination : Where to create executable file.
- Includes : Path to include files (.h).
- Library : Path to library files (.lib).
 If your project is a library, it will be created in this directory.
- Objects : Where to save object files (.o) generated from .c or .a ↔
 sources.
- DICE : Path to DICE root. Directory 'bin' can be found inside it and
 contain the files : dcc, dcpp, dcl, ...
- Autodocs : Path to Commodore®'s autodocs in
 guide format.

1.22 Project Handler/Screen options window

Screen options window
=====

From left to right and top to bottom, you'll see the following gadgets :

- Screen Type : Enable you to choose between default public screen
 (Workbench) or a your own screen.

You may type inside the string gadget the name of the public screen that will be opened.

- Display ID : You may select view mode inside this view list.
 - Overscan : Define the overscan to use for the screen.
-

- Width : Define the exact width of your screen.
See also Autoscroll.
- Height : Same as above, but for height.
- Palette : You may choose default palette (SysFonts),
or make your own palette, for this
see Options Palette window.
- Autoscroll : Switch autoscroll mode. To be use in conjunction
with width and height gadgets.

1.23 Project Handler/Palette window

Palette window
=====

It contain the following gadgets from left to right, top to bottom :

- Pens : Enable you to select the color of each intuition's pens.
- Color Table : Select the color to change with the fields
Red|Green|Blue.
- Red : These fields specify each components (RGB) of
Green the current color.
Blue It uses the TrueColor mode (0 à 255).

1.24 Project Handler/Menus

How to use Menus
=====

The use of the menu is classic.

Wen can notice however, than with the OS3.0 and up, the same menu is
attach to all windows.

The LendMenu order from 3.0 is used, but it discomforts the Magic Menu
application, the attached menu take the old look.

Menus description :
Project
Objects
Executable
Preferences

1.25 Project Handler/Project Menu

Project Menu =====

In this menu, you can find the following function :

- New : Create a new project.
- Open : Open an existing project.
- Save : Save the project in progress, launch the next function when the project is unnamed.
- Save as : Show a file requester which permit to define the name of the project and save it.
- Iconify : Not available for the moment (crash).
- About... : Open a requester which contain some information about the application.
- Help... : With the library amigaguide, open this document and show the part affected by the current window.
- Quit : Terminate the application.

1.26 Project Handler/Object Menu

Object Menu =====

- Edit : Launch your favorite editor with the file name selected as parameter.
 - Include files : Show all the files included in the selected file. You may edit one of them.
 - Comments : Comments control.
 - Edit : Add or create a new comment attach to the selected file.
 - Delete : Delete a comment.
 - Add : Add a new file to the actual list.
 - Remove : Delete the selected file from the list.
 - Edit extern : Edit an external file.
 - Open Autodocs : Open an AutoDocs files from Commodore. Need the amigaguide library.
-

1.27 Project Handler/Executable Menu

Executable Menu
=====

- Make final object : Generate the whole project.
 In the case of an executable, compile and link.
 Int the other case (library), compile et make the .lib file.
- Compile : Compile the files (check dependencies).
- Compile all : Compile all the files (do not check dependencies).
- Launch : Launch the project.
- From CLI : Launch from CLI.
- Parameter Line : Define the parameters line.
- Information : Show some information about your project.

1.28 Project Handler/Preferences Menu

Preferences Menu
=====

- Main options : Show main options window.
- Compiler : Define compiler options.
- Linker : Define linker options.
- Directories : Define directory paths.
- Editor : Define your favorite editor.
- Screen : Define screen options .
- Close Workbench : Close the workbench.
- Open Workbench : Reopen the workbench.
- Save preferences : Save the actual preferences in the default prefs.

1.29 Project Handler/Known Bugs

Known Bugs
=====

- It's not possible to have directory with space for Objects directory.
 It's not Project handler bugs but DICE own.
-

- The iconify menu item crash the application all the time ! ?
If you want to see what's involved in it, look the file main.c at the line ProjectIcon.

1.30 Project Handler/Thanks

Thanks
=====

For beta release test : Olivier Bompuis (France).

For GadToolsBox : Jan van den Baard (Allemagne).

1.31 Project Handler/How to contact the author

How to contact the author
=====

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