

# Bloodshed Dev-Pascal

## v1.2

Welcome to Bloodshed Dev-Pascal, a free pascal environment with the FPK-Pascal compiler

**Before using it, please read the important section to resolve the main problems you may have.**

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## [Using the compiler options](#)

The compiler has lots of options to improve your source code. Dev-Pascal uses the most important options of it. However, you can change or add your own options. Click on Options, then on compiler options. In the dialog box, click on Launch compiler options. This will show you all the options you can add. Please add options like this: `-d -e -q` (for example).

# IMPORTANT

- When compiling file, you may have the error: Can't compile unit 'something', no sources available. To resolve this problem, open the file ppc386.cfg in the Bin directory.

Here is what you see:

-|

#section GO32V1

-UpC:\DEV-PAS\RTL\DOS\GO32V1

#section GO32V2

-UpC:\DEV-PAS\RTL\DOS\GO32V2

If the directory where Dev-Pascal resides is d:\Pascal\ , then write this in the file ppc386.cfg:

-|

#section GO32V1

-Upd:\Pascal\RTL\DOS\GO32V1

#section GO32V2

-Upd:\Pascal\RTL\DOS\GO32V2

- The compiler will not open files which are in directories exceeding 8 letters or of a file which is not in the 8.3 format.

- Do not move any directory after installing Bloodshed Dev-Pascal. The software will not found the compiler.

## Bloodshed Dev-Pascal license agreements

- You may distribute Bloodshed Dev-Pascal to anyone without getting paid, giving all the files which are in this package. Please remember that FPK-Pascal compiler is under the GNU PUBLIC LICENSE and Dev-Pascal is NOT under this license. If you want to have more information about it, look at the Doc\Copying.\* files.

- Bloodshed Software is NOT responsible of any damages the software could cause you or anything else.

- If you have problems using Dev-Pascal environment, send a mail to:  
[webmaster@bloodshed.nu](mailto:webmaster@bloodshed.nu)

For problems regarding the compiler, send a mail to: [ba2395@fen.baynet.de](mailto:ba2395@fen.baynet.de)

IF YOU ARE NOT AGREE WITH THESE TERMS AND AGREEMENTS, DELETE DEV-PASCAL FROM YOUR COMPUTER.

## [FPK-Pascal license agreements](#)

- FPK-Pascal is under the GNU Public License. PLEASE READ THE Doc\Copying.\* files.
- Please do not mail Florian Klämpfl for questions not regarding the compiler.

# About

- Bloodshed Dev-Pascal is copyrighted by Bloodshed Software.
  - FPK-Pascal compiler is copyrighted by Florian Klämpfl under the GNU Public License.
  - To send remarks, suggestions, bugs report... on Bloodshed Dev-Pascal, mail to:  
**webmaster@bloodshed.nu**
  - To send a mail regarding FPK-Pascal compiler, mail to: [ba2395@fen.baynet.de](mailto:ba2395@fen.baynet.de)
- Bloodshed Software: <http://www.bloodshed.nu/>
- Official FPK-Pascal site: <http://www.brain.uni-freiburg.de/~klaus/fpk-pas/>

## Opening and saving files

- To open a file, click on File, then on Open. Select the desired file and click on Open. You can open .pas file and .pp file.
- To save a file, click on File, then on Save as. If this file exist on your computer, just click on Save.



## Creating a new project

- To create a new project, click on File, then on New. Now, you can click on File, New program to add the required lines for a program, or on File, New Unit to add the required lines for an unit. If you do not save your project and you click on Compile or Execute, you will be asked to save your file.



## Compiling and running a project

- When you are ready to compile a file, click on Execute, then on compile. This will launch the compiler. If you get no error, an EXE file will be created in the file directory. If you get errors, the compiler will give you the line and the type of error.

For questions regarding errors, compilers problems, open the file Doc\Fpctoc.htm ( you will need an HTML browser such as Netscape or IE)

- If you want Dev-Pascal to compile the file and then to launch it, click on Execute, then on Execute.



## Environment options

- Click on Options, Environment options to show a dialog box. If you type a default directory, when you will click on Open, the dialog box will take you directly to it.

You can change the background color of the source editor. Just select a color and click on OK.

If you click on Default, the default options will be showed.

## [Creating installations for your softwares](#)

To launch Setup Creator, click on Tools, then on Setup Creator.

Just type the name of your software, then launch the Windows Explorer and Drag and Drop the files to install into the File box. Type a default directory where will be installed files.

Click on Build, you will be asked to save Install.zip ( this file will contents all the files to install ). Save it to a directory and click on Open. The program will build all the required files to this directory.

You can now test Setup by clicking on Test.

The required files by Setup.exe are Setup.ins, Install.zip and Unzdll.dll.

