

# Dev-Pascal 1.9

**Dev-Pascal** is a full-featured [integrated development environment](#) (IDE), which is able to create Windows or dos-based Pascal programs using the Free Pascal compiler system (included with this package).

This program is a quality free software. However, if you like it and want to support us for further development, please register it by paying a small fee of \$20. Please see About Dev-Pascal in this help file.

Dev-Pascal has many tools, like a Setup Creator, automatically DLL generation, Project Templates, Icon Library and much more.

Bloodshed Software: <http://www.bloodshed.net/>

# About Dev-Pascal and registering

## Free Software :

Bloodshed Dev-Pascal is free software.

When we speak of free software, we are referring to freedom, not price.

However Dev-Pascal is free (and this time we mean price :-)

## Paying for Dev-Pascal :

This program is a quality free software.

However, if you like it and want to support us for further development, please register it by paying a small fee of \$20. Please read on.

## Why paying for Dev-Pascal when it is said that it is free ?

My goal in creating Bloodshed Software was to provide to the web community and programmers, quality software which was free.

I don't want to make money with this (and I could! Just look at the success of some software), and I don't want, and will never, really sell my software.

It will always stay free. However, it seems many (well, some :) people are willing to register the program (or get the CD) as a donation for the work I've put in it. This is probably because Bloodshed is not a company, but rather a service I can offer to people.

I am very happy to get some money each month, because it really helps me in my student life.

So here is the deal: software is still free.

If you like a program, and use it often, then you can register it or order the CD-ROM for a very small fee (compared to the big software company prices).

You are not obliged to pay, and you can use any software when you want, as long as you want, without paying anything.

This is just a contract from a pleased user to a pleased programmer.

Registered users of Bloodshed software will get the complete source code of the Bloodshed program they choose (Exception: complete source code is available for free download for Bloodshed products covered by the GNU

General Public License, like Dev-C++ and Dev-Pascal).

The prices are also very cheap because for example Dev-Pascal is only \$20.

The fee can be paid in three ways:

1. By credit card on a high secure server at <http://www.bloodshed.net/devpascal.html>
2. By check (only French Francs, sorry). In this case please contact me at [webmaster@bloodshed.net](mailto:webmaster@bloodshed.net)
3. By cash (only in French Francs too). Please also contact me.

This doesn't applied to all software. For the moment, it only works with Dev-C++ and Dev-Pascal and may be applied to new software.



# System requirements

## **These are the minimum requirements of Dev-Pascal:**

Microsoft Windows 95, 98, NT 4 or 2000  
8 MB RAM with a big swapfile  
100 Mhz Intel compatible CPU  
30 MB free disk space

## **These are the recommended requirements of Dev-Pascal:**

Microsoft Windows 98, NT or 2000  
32 MB RAM  
233 Mhz Intel compatible CPU  
45 MB free disk space

# FAQ

You can view the last up-to-date FAQ at <http://www.bloodshed.net/faq-pascal.html>

## **1. When I compile my dos program and execute it, Dev-Pascal minimizes and then restore in a second but nothing appears ?**

When creating a console application, be sure to uncheck "Do not create a console" in Project Options (when working with source files only add "{\$APPTYPE CONSOLE}" anywhere in your source file).

## **2. When executing my dos program, it closes automatically. How I can change this ?**

You can use an input function like readln at the end of you source. The following code is an example for asking the user to press Enter to continue:

```
program Test;  
begin  
  writeln('Hello!');  
  readln;  
end;
```

## **3. When I launch Dev-Pascal i get the message saying "WININET.DLL not found" ?**

If you are missing WININET.DLL on your Windows system, you can download it at: <http://www.rocketdownload.com/supfiles.htm>

## **4. When I compile a file, I get a message saying "could not find <filename> " or "can't open <filename>"**

Check in Compiler options if the directories settings are correct. With a default setup, you should have :

```
C:\DEV-Pascal\Bin\  
c:\DEV-Pascal\Units\  
c:\DEV-Pascal\Lib\
```

## **5. The EXE files created are huge. What can i do to reduce the size ?**

Go to compiler options. Then click on the Linker page and uncheck "Generate debug information". This will remove debugging information (if you want to debug, uncheck it). You can also click on Optimization page and check "Best optimization".

## **6. Under Windows NT, every time i launch Dev-Pascal i get the message "Failed to**

## **set data for"**

The is because you are not in Administrator mode, and Dev-Pascal tries to write to the registry. To get rid of the error message, log on as the Administrator, or uncheck the file association options in Environment options, Misc. Sheet.

## **7. How can i use the OpenGL library and others ?**

All the libraries that comes with FreePascal reside in the Lib directory. They are all named in the following way: **lib\*.aw**

To link a library with your project, just add in Project options, Further option files :

-k\$(LIBPATH)\libopengl32.aw

This is for including the libopengl32.a library. To add any other library, just follow the same syntax:

Type -k followed by your library filename (note : you can use the \$(LIBPATH) directive to get the default Lib directory)

## **8. Is there any GUI library or packages available for Dev-Pascal ?**

You can download extra packages for Dev-Pascal at

<http://www.bloodshed.net/dev/pascal.html><http://www.freepascal.org/>

## **9. The toolbars icons are showing incorrectly.**

On some screen resolutions, toolbars icons may show up incorrectly. You should try changing your screen resolution, or disable toolbars from the View menu in Dev-Pascal

## **10. It seems i've found a problem/bug that is not specified here. What should i do ?**

First, you should try doing a "Check for Dev-Pascal update" (in Help menu) to know if a new version has come that may correct this problem. If there are no new version or the problem wasn't fixed then please send an email describing the bug to : [webmaster@bloodshed.net](mailto:webmaster@bloodshed.net)

# Managing a project

I invite you to read the [Tutorial](#) for creating projects, which includes step-by-step procedures for creating and managing projects.

You will learn there how to create, add, remove and rename files from your project, as well as modifying the options and resource file. You can also create a Makefile for your project, for use with the GNU Make utility, as well as with the Borland Make tool.

By right-clicking on the Project Manager or by clicking the Project menu, the project and units options will be displayed.

# Compiling, running and debugging

If you want to create the executable of your program and test it, this section will help you on how to do this.

## Compiling :

When your sources are ready to be compiled into an executable, click on the Execute menu, then on Compile. The compilation will start and if it is successful (no errors in your program), then an executable with the name of your project and .exe extension will be created in your project's directory. If you got errors after compile, the errors will be shown in the Compiler Output, so just double-click on them to go to the right line in your code

## Running :

If your project has been successfully compiled, you can execute it by clicking on the Execute menu, then on Compile. Dev-Pascal will minimize (by default) and your application will be executed.

## Debugging :

If your project has been successfully compiled, you can debug it by clicking on the Execute menu, then on Debug. A window will explain you how to work with the GNU Debugger (please also read the GDB help file in Help\Gdb.hlp), and click on Continue. GDB will be opened and your executable file will be passed to it.

You can use the [Cygnus Insight visual \(GUI\) debugger with Dev-Pascal](http://www.bloodshed.net/dev/pascal.html). For more information, please go to <http://www.bloodshed.net/dev/pascal.html>



# Compiler options

This section is about to explain you all the options available in Dev-Pascal when running the compiler. The Compiler options dialog is available by clicking on the Options menu, then on "Compiler options".

Most of the parameters description have been taken from the Free Pascal docs.

## Directories page :

You can add multiple directories to be searched for include files during compilation by checking the appropriate check box, and by typing your directory in the edit field (separate pathnames with a semicolon ";" ).

Other compiler-specific parameters can be added by checking the check box "Add the following commands...", and by typing your commands in the edit field (separate commands by spaces). These commands can be found by executing the 'ppc386' program from the Bin directory.

You can also change/add the different directories needed by Dev-Pascal (separate folders with a semicolon, but only one Bin directory can be specified).

## Pascal compiler page :

- **Switch some Delphi extension on** (compiler parameter : -S2):

This turns on some Delphi 2 extensions. This is different from the Delphi mode because some Free Pascal constructs are still available to you.

- **Include assertion code** (compiler parameter : -Sa)

- **Use ansistrings** (compiler parameter : -Sh):

Use ansistrings by default for strings. If this keyword is specified, the compiler will interpret the string keyword as a ansistring. Otherwise it is supposed to be a short strings (TP style).

- **Try to be TP/BP 7 compatible** (compiler parameter : -So) :

Try to be Borland TP 7.0 compatible (no function overloading etc.).

- **Support operators like C** (compiler parameter : -Sc) :

Support C-style operators, i.e. \*=, +=, /= and -=.

- **Allow LABELs and GOTOs** (compiler parameter : -Sg) :

Support the label and goto commands. By default these are not supported. You must also specify this option if you use labels in assembler statements. (if you use the AT&T style assembler)

- **Try to be Delphi compatible** (compiler parameter : -Sd):

Tells the compiler to be Delphi compatible. This is more strict than the -S2 option, since some fpc extensions are switched off.

- **Support C++ styled inline** (compiler parameter : -Si)

- **Support Macros like C** (compiler parameter : -Sm)

- **Don't check the unit name** (compiler parameter : -Un)

- **Try to link dynamically** (compiler parameter : -XD) :

Link with dynamic libraries (defines the FPC\_LINK\_DYNAMIC symbol)

- **Try to link smart** (compiler parameter : -XS) :

Link with smartlinked units (defines the FPC\_LINK\_SMART symbol)

- **Strip all symbols from executable** (compiler parameter : -Xs)

## Code generation/Optimization page :

### Code generation :

- **IO checking** (compiler parameter: -Ci) :

Generate Input/Output checking code. In case some input/output code of your program returns an error status, the program will exit with a run-time error. Which error is generated depends on the I/O error.

- **Stack checking** (compiler parameter: -Ct) :

Generate stack checking code. In case your program performs a faulty stack operation, a run-time error will be generated.

- **Check overflow of integer operations** (compiler parameter: -Co) :

Generate Integer overflow checking code. In case of integer errors, a run-time error will be generated by your program.

### **Optimization :**

- **Generate smaller code** (compiler parameter: -Og) :

Optimize for size, try to generate smaller code.  
Generate faster code is default.

- **Quick optimization** (compiler parameter: -O1) :

Level 1 optimizations (quick optimizations).

- **Best optimization** (compiler parameter: -O2) :

Level 2 optimizations (quick plus some slower optimizations).

### **Linker page :**

- **Generate debugging information** (compiler parameter: -g) :

Produce debugging information for use by GDB, Insight or DDD debuggers.

- **Do not generate relocation code** (compiler parameter: -WN) :

Necessary for debugging.

# Environment options

The environment options are described for the following sheets :

## Preferences :

**Default directory :** You can select a directory that will be automatically use when creating, opening and saving files.

**Create backup file :** Check this if you want Dev-PASCAL to create a backup of the sources when saving.

**Auto-save desktop and editor's position :** If you want to use the same size of the editor and main window every time.

**Save toolbars availability :** Dev-PASCAL will restore the toolbars depending on latest session.

**Auto-Arrange windows :** Tile windows often.

**Do not show project manager :** Check this if you don't want to work with the Project Manager.

**Make compile result window stay on top :** After compiling, if this option is checked the compile window result will remain stay on top.

**Minimize during execution :** Dev-PASCAL will minimize when executing your program.

**Show exit code after running :** Tells Dev-Pascal to show the exit code of your program after executing it.

**Give the following parameters when executing a compiled project :** Use this to call your program with parameters, in case it needs some.

## Editor :

**Editor font, size and background color :** You can set these options to work with what you are used to.

**Show lines number :** This shows line numbers in the left the editor.

**Auto-Indent :** Use Dev-Pascal tab settings (intelligent tabs).

**Tab indent :** Select Tab size. You can only use this feature if "Auto-Ident" is unchecked.

**Show hint when scrolling :** This will show a hint with the current line number when scrolling.

**Do not show scrollbars :** Check it if you don't want scrollbars in the editor.

### Syntax colors :

You can modify the different syntax color of the Pascal grammar, by first clicking on the type you would like to change. Then, select a color by clicking, as well as a text attributes (optional).

You will be available to view your change in the editor in this sheet.

### Code completion :

Code completion is for speeding up your coding time. By pressing Ctrl+Space in the editor, a dialog will open containing a list of your usual coding text. Then you will be able to select a code and after pressing Enter it will be automatically inserted in the editor. You can edit them by modifying the text field on the sheet.

### Misc. :

**Assign .dp files with Dev-Pascal :** This is set by default. It allows you to open Dev-Pascal project files by double-clicking in the Windows Explorer.

**Assign .pas and .pp files with Dev-Pascal :** This is set by default. It allows you to open .c and .cpp files by double-clicking in the Windows Explorer.

**Buttons :** By clicking on these buttons you will be able to reset the default options of Dev-Pascal and remove files associations.

**Default code when creating new source files:** Type in the editor the code you would like to have when creating new source files.

# Contacting the author

Suggestions, remarks are always welcome, but please try to look at the {button FAQ,KL("FAQ (common problems)",1,`,`')} or the Bloodshed forum (<http://www.bloodshed.net/forum>) before asking for a problem (90 % of problems are described there, and you can also find the up-to-date FAQ at <http://www.bloodshed.net/faq-pascal.html>).

You can contact Colin Laplace at [webmaster@bloodshed.net](mailto:webmaster@bloodshed.net)

Free Pascal homepage : <http://www.freepascal.org/>

# Creating a project

## **What is it?**

Bloodshed Dev-Pascal uses **project files** to keep source code together. A project is a file with the extension **.dp**.

## **Why using projects?**

You know the disadvantages of the Pascal language. You have created a program with many files, lets say 15 \*.*cpp* files, and sometimes it is annoying to edit one-by-one source file and then recompile everything by command line, including the linking of all the resulting object files. About the navigation, you must every time find the file on your hard-disk.

With projects, you can *easily navigate through files* that's part of your program, and you can easily compile/assemble/link the entire program with one mouse-click !

## **How to create it?**

You can create a new project with the following steps:

1. Click on the **"File"** menu
1. Click the menu item **"New Project"**
3. A dialog will appear, and you can choose what kind of program you want to create.
4. You will get a prompt. You can enter a name for you project.  
The name doesn't matter, just enter any name you like.  
It can be **"My First Project"** or **"TApplication1"** or **"\$!^#&\$@^#^%!\*&^#!(#"**.
5. In this step, you can save your project to disk.
6. Guess what...*your done!* You only have to save the file by using the File menu and choose **"Save All"**.





# Help files

A tutorial for making projects as well as the GNU GDB Debugger help file are available by clicking on the Help menu in Dev-Pascal.

Help files for the Free Pascal compiler are available at :

<http://www.freepascal.org/>

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Version 2, June 1991

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>  
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```

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If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.



# Authors

## Dev-Pascal IDE development :

- [Colin Laplace](#) : Main development
- [Hongli Lai](#) : IDE updates, templates, splash screen and icons

## Free Pascal compiler system development :

- [Free Pascal team](#) ([Florian Klaempfl](#), [Michael Van Canneyt](#), and many others).

## VCL component authors (used in Dev-Pascal IDE):

- [SynEdit](#) : powerful editor, with syntax highlighting, exporting,...  
Authors : [Bruno Mikkelsen](#), [Colin Laplace](#), [David H. Muir](#), [Michael Beck](#),  
[Michael Hieke](#), [Primoz Gabrijelcic](#), [Stefan van As](#), [Woo Young Bum](#)
- [Marscap](#) : this is a "beautifuller" for the border of the window.  
Author: [Chen Ken](#)
- [ToolBar97](#) : great components for using powerful toolbars.  
Author: [Jose Sebastian Battig](#)
- [TBackup](#) : backup/compression  
Author: [Alexander Halser](#)

# Contributing to the development

As both Dev-Pascal and FreePascal are under the GNU General Public License, you can download the source code that was used to build these software. You can then participate in improving these tools, or simply look at the code to learn from it.

## **Dev-Pascal source code:**

You can download it at the Dev page : <http://www.bloodshed.net/dev/pascal.html>

This page contains all the newest information about the Dev-Pascal development.

## **Free Pascal source code:**

You can get it at Free Pascal website:

<http://www.freepascal.org>



# Using your own Free Pascal compiler system

THERE IS NO NEED TO READ BELOW IF YOU GOT THE COMPLETE Dev-Pascal PACKAGE WITH THE FREE PASCAL COMPILER SYSTEM INCLUDED.

If you already have a Free Pascal compiler system and have installed the executable version of Dev-Pascal, you can configure Dev-Pascal to work with it. Please follow the instructions below :

1. Open Dev-Pascal, and go to the Options menu, then Compiler options
2. In the Directories sheet page, type in the Bin field the directory that contains the Free Pascal executables (example : [c:\pp\bin\win32\](#))
3. Type in the Units field a list of directories to your Free Pascal unit files. Separate paths by semicolon (;). Example : [c:\pp\units\win32\](#);[c:\pp\units\win32\rtl\](#);[c:\pp\units\win32\ fcl\](#);[c:\pp\units\win32\api\](#)
4. Type in the Lib field the directory to your Free Pascal library files (example : [c:\pp\lib\ win32\](#))
5. Click OK in the Compiler Options dialog. Your Free Pascal compiler system should be now configured to work with Dev-Pascal.

# Making and using Templates

Dev-Pascal can create and manage template files. Those templates contains information for creating automatically specific projects of your own. Dev-Pascal contains 5 default projects, but it lets you design your own too with templates.

## Making templates :

To create a new template, click on the File menu and then on "New template file". This will bring you the Template Builder, which creates and registers template files in Dev-Pascal.

**Template Information :** Enter the name, description and category of your template. You can also select an icon, which will be used by the executable generated after compiling a template project.

**Editor information :** Here you can set the cursor position that will be set when creating a template file. For example, if your templates contains the following default code:

```
int main()
{
}

```

you should put the following cursor position :

Column = 4 (like for a TAB)

Row = 3 (points to the third line, where the text is empty).

**Project information :** This is for setting the default options your template will generate for a project. They are the same as in Project Options.

**Code :** Type in the text fields the default Pascal codes that will be used when creating a project from your template. Default code can be for example:

```
Program MyTemplate;
```

```
Begin
```

```
End;
```

When you are ready to save and add your file to the Template list, click on the Save button, and type a filename in the dialog box that follows.

## Using templates :

Creating a project from your template is the same as for creating usual projects. Click on the File menu in Dev-Pascal, then on "New Project...". On the following dialog, click on the "Custom Templates" tab sheet, this will bring you the list of available templates to create a project from. Select a template and press the OK button (or double-click on the selected icon), and a new project will be created using the default options and code as you wrote in

your template.

#### Deleting templates :

In the New Project dialog, select the template you are willing to delete and press the DEL (delete) button on your keyboard.

