

VPM

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Contents

| | | |
|----------|---|----------|
| 1 | VPM | 1 |
| 1.1 | VBCC Project Manager | 1 |
| 1.2 | VPM introduction | 1 |
| 1.3 | Disclaimer - legal stuff | 2 |
| 1.4 | What you will need | 2 |
| 1.5 | MUI - MagicUserInterface | 3 |
| 1.6 | How to use it? | 3 |
| 1.7 | Main window | 3 |
| 1.8 | Options window | 4 |
| 1.9 | Project options | 5 |
| 1.10 | Code options | 5 |
| 1.11 | Compiler options | 6 |
| 1.12 | Optimize options | 6 |
| 1.13 | Ignore/Enable warnings options | 6 |
| 1.14 | Define options | 6 |
| 1.15 | Include paths options | 6 |
| 1.16 | Libraries options | 6 |
| 1.17 | The ultra mighty VPM history (full of glory:) | 6 |
| 1.18 | Where to go tomorrow? | 7 |
| 1.19 | Thanks... | 7 |
| 1.20 | HowTo contact me | 8 |

Chapter 1

VPM

1.1 VBCC Project Manager

VBCC Project Manager v0.97 beta (14-07-1998)
Copyright (c)1998 by Bartlomiej Pater

| | | |
|--------------|-------|---------------------|
| Introduction | | just introduction |
| Disclaimer | | what you should now |
| Requirements | | what's needed |
| Usage | | is clear and simple |
| History | | God bless da King! |
| Todo | | the missing things |
| Thanks | | find you here |
| Author | | contacting me |

1.2 VPM introduction

About VBCC Project manager v0.97 beta.

VPM is a freeware utility for managing C projects. It is prepared for use

with VBCC. VBCC is a free portable and retargetable ANSI C compiler by Volker Barthelmann. Despite it has got very nice frontend, some people (like me) prefer graphics environment over CLI console. VBCC Project Manager (later called VPM) is for them.

The idea of making VPM has been inspired by SAS/C Project Manager by Donald Milne because I just got used to it, and I wanted to have similar program for VBCC. I also wanted to experiment with

MUI

by Stefan Stuntz. The GUI

was built with MUI Builder v2.2b by Eric Totel. The VPM was compiled with VBCC v0.6a.

1.3 Disclaimer - legal stuff

Disclaimer

There is no warranty for this program to the extent permitted by applicable law. Except where otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary service, repair, or correction.

In no event, unless required by applicable law or agreed to in writing, will any copyright holder, or any other party who may redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

1.4 What you will need

Requirements

- an Amiga computer with OS2.0+,
- the
 - MUI
 - v3.0+,
- more stack (see
 - Usage
 -)

The VBCC is not required but strongly suggested to use with VPM (or VPM should be used with VBCC, I don't know).

1.5 MUI - MagicUserInterface

MUI - MagicUserInterface
1993/97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.6 How to use it?

Usage

The usage is really simple: first put VPM executable in your path (i.e. in vbcc:bin) and then enter the directory where you have sources for one project and launch it. Add sources to the project, set your options (especially editor) and then save them.

For some unknown reasons :) the VPM needs a little bit more stack than normal CLI programs - please increase it to about 10000 (it's to much but...). I think usage of VPM should be rather selfexplaining, but I will write few words about it.

When VPM is started you should see the

Main window

.

1.7 Main window

Main window:

This window contains a listview for project files and some (nine) buttons. The order in the list can be changed with drag&drop technique. The nice buttons are:

- Headers - pressing this button will cause Headers window to open (only when some source is selected in the main window). When it happen you should see the list of all CUSTOM includes used with THAT particular source. You can now double click on them to edit them (see
 - Options/Project/Edit
 -). Pressing Edit button gives the same effect, pressing Done or closing window will ... close the window.
- Edit - lets you edit selected source file (see
 - Options/Project/Edit
 -).
- Add - adds file(s) to the project. All files which are to be used in the projects have to be in the same (current) directory. Entering name of non-existing file will invoke selected editor with this name (see
 - Options/Project/Edit
 -).
- Delete - removes selected file from project.
- Compile - (hopefully) compiles selected file. All the needed assigns for VBCC has to be done before launching VPM.
- Link - links compiled objects.
- Build - compiles and links all the files from the project.
- Run - runs executable selected in Options/Project/Executable filename " LINK Project}.
- Options - opens
 - Options window
 - .

1.8 Options window**Options window:**

In this window you have magic number (nine) of registers (I will call them bookmarks):

Project

Code

Compiler

Optimize

Ignore warnings

Enable warnings

Define

Include paths

Libraries

There are also three buttons at the bottom: Save, Save as default ↔ and Cancel.

"Save" button saves (surprise, surprise!) the vc.config in the current directory - it will be used with the current project, and vc.project file also in the current directory - a project definition. "Save as default" saves config file into ENVARC: as a default config for projects without one. "Cancel" button doesn't cancel anything... it just closes the window without saving. This behaviour will change in the near future.

1.9 Project options

Project

Here you can change the project properties like:

machine, editor to use, output executable name, output console, stack for the VBCC. Editor and exename are obligatory, and they do not have any defaults, so set them immediately after creating new project. Stack should be set to the value requested in the VBCC manual (default: 100000).

1.10 Code options

Code

changing options gathered here will cause different code to be generated. Dependant on what machine is selected in

Options/Project/Machine
you should see:

- CPU - the CPU selector. In m68k mode it will contain 680x0 family processors, in PPC/WOS mode there will be only MPC 603/604 (not really usable yet, but who knows what will happen in the future...).
- FPU - FPU selector only works in the m68k mode as all PPC processors have got FPUs. You can choose NONE (either no fpu code will be generated nor fpu libraries will be used), IEEE (no fpu code will be generated, math libraries will be used instead) and FPU (code will be generated for hardware fpu only, correct math library (for 68881, 040/060) will be linked).
- Code & data models - it is much better described in the VBCC manual .

- Debug level - set debugging level to requested value.

1.11 Compiler options

Compiler

1.12 Optimize options

Optimize

1.13 Ignore/Enable warnings options

Ignore/Enable Warnings

1.14 Define options

Define

1.15 Include paths options

Include

1.16 Libraries options

Libraries to link are more or less described in the VBCC manual .

1.17 The ultra mighty VPM history (full of glory:)

VBCC Project Manager history:

v0.97 (14-07-98)

Bugs fixed:

- project changes weren't noticed when adding few files.

Features added:

- vbrowse can now be used as VBCC output.

v0.95 (06-07-98)

Bugs fixed:

- PPC/WarpOS config saving (hopefully) fixed.

Features added:

- optimize options reworked,
- project changes notification.

v0.91 (23-06-98)

Bugs fixed:

- fixed config writting for FPU (040 and 060).

Features added:

- adding non-existing files invokes editor,
- compiler messages option,
- WarpUP/WarpOS support,
- busing parent windows.

v0.82 (06-06-98)

Bugs fixed:

- stupid bug probably introduced with v0.81 - system crashed when Link/Build button was pressed.

v0.81 (30-05-98)

Bugs fixed:

- the RUN gadget "worked" even if there weren't executable name given.

v0.8 (13-05-98)

First non-public release.

1.18 Where to go tomorrow?

The things to be done

- write manual,
- bubble help? (is there need for such a thing?),
- ask and I will see what I can do for you.

1.19 Thanks...

I would like to thank few people who helped me during development of VPM

- Volker Barthelmann,
 - Frank Wille,
 - Sebastian Jedruszkiewicz.
-

1.20 HowTo contact me

Contacting the author

Sending bugs... I mean bug reports, comments, (new) icons, and PPC cards is very welcome. Please try do it with the following address:

`bartlomiej_pater@ii.tuniv.szczecin.pl`
