

Programmer's IDE for Windows v1.7

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Project Manager for Windows compiles and assembles programming projects using your favorite text editor and language tools.

This program is especially useful for developing assembly language projects that use MS DOS based assemblers and linkers.

The Zip file contains sample Program Information Files (PIFs) for the current versions of Microsoft's MASM, C Compiler and Make utility. Copy these files to the directory containing the actual development tools if they do not already exist there.

If your programming tools have different names rename the PIFs to match the tool name. For example, if your Assembler is MASM.EXE rename the ML.PIF to MASM.PIF and place it in the same directory as the assembler.

When you create a new project you can specify the programming tools you use, as well as the type of application to be created. Select the "Set Project Type" and "Tool Definitions" options from the Project menu to define this information.

Project Manager for Windows has been tested for use with Microsoft language tools, but you can also use it with other products as well, just remember to change the "Tool Definitions" to reflect the programming tools you use, and create PIF files for the assembler, compiler and make utilities

Program Manager for Windows creates a "MakeFile" based upon the source code modules, header files and libraries you add to the project. This file will be placed in the same directory as the project file.

Check the "Use External Make File" option in the "Project Types" dialog to use your own custom make file instead of the standard file created by the Project Manager.

To use an external make file it must have the same name as the project file, but have an extension of .MAK, The native make file is written to a file named "basename.PMK".

To include files in the current project select the "Add Modules" item from the Edit menu. You can add source code modules, header files and libraries using these menu options. The

standard "File Open" dialog will be displayed after selecting the type of file you wish to add, select files until all are included and then press the [OK] button to return to the main window. You may select multiple files by shift-clicking and ctrl-clicking in the Open File dialog.

Double-Clicking on a source code module or header file in the list will open that file in your editor. You must "Associate" the .H, .INC, .C and .ASM files with your text editor. Use the File Manager's Associate function to create these links between your text editor and the source code modules and header files. You may also want to "Associate" the .PRO file extension with the Project Manager itself to easily launch the Project Manager when a project file is selected in the File Manager.

Project Manager also has a toolbar to speed the editing, compiling and running of the project. These same items are also available from the Edit and Project menus.

You can force a complete re-compile of the project by selecting the "Remake Project" item from the Project menu.

The Project Manager builds three (3) text files that it uses as modules are added to and removed from the current project. These files are as follows:

basename.PRO	The project file itself. This is the file you created with the "New Project" dialog.
basename.PMK	The makefile needed to build the project if you're not using an external make file.
basename.PDF	The Linker Definition file required for MS Windows projects.

These files are stored in the directory you selected when the project was first created. You can view the files mentioned above by selecting the "View Project Files" option on the Project menu.

MS Windows projects can only have a single resource script named "basename.RC", this file will be automatically compiled and linked into MS Windows projects. Select the "Edit Resource" item on the Edit menu to modify this file. You may "Associate" this file with either your ASCII text editor or Resource Editor/Browser.

If you've created projects using an earlier version select the "Regenerate Project Files" option after loading a project created with an older version.

If you have comments, questions or find any bugs in this utility feel free to contact me on CompuServe or America On-line.

If you would like to be notified of upgrades to Project Manager

please send me a message containing your e-mail address.
When new versions of the program are released I will send you
an e-mail message.

While Project Manager is offered as FreeWare, if you feel that
you want to pay something for it you are welcome to send any
amount you wish.

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PMAN.ZIP File Descriptions:

PROJECT.EXE	- The application program.
PROJECT.WRI	- The documentation file.
ML.PIF	- Assembler PIF startup file.
CL.PIF	- C Compiler PIF startup file.
CV.PIF	- Code View PIF startup file.
RC.PIF	- Resource Compiler PIF file.
NMAKE.PIF	- Make PIF startup file.
HELP.PIF	- DOS Help Viewer PIF file.

Release History:

- v1.0 In-house development and testing.
- v1.1 Added splash box for release.
- v1.2 Added MS Windows project type and multiple file selections when adding modules to the project. Fixed a bug so that object files are always written to the proper directory. Added RC.PIF to Zip file.
- v1.3 Added file information displays. Simplified the "Tool Definition" dialog. Fixed several minor interface bugs.
- v1.4 Added facility to specify tool help files. Added HELP.PIF to the Zip file. Fixed several reported bugs.
- v1.5 Added debugging support for projects and the CV.PIF startup file. Removed CTL3DV2.DLL from the zip file. This DLL is no longer required.

- v1.6 Fixed a bug that occurred if Options was selected from the File menu when a project file wasn't open. This bug incorrectly enabled/disabled menu items after dismissing the dialog box. Sorry!!!
- v1.7 Fixed several minor bugs. Add working directory browser and Windows 95 buttons.

Other Freeware from the Author

NoteBook for Windows	(NBOOK.ZIP)
Reminders for Windows	(REMIND.ZIP)
ToolBar for Windows	(TBAR.ZIP)
Screen Loupe for Windows	(LOUPE.ZIP)
File Editor for Windows	(FXEDIT.ZIP)
Icon Extractor for Windows	(ICONEX.ZIP)
RGB Editor for Windows	(RGB.ZIP)
Programmer's IDE	(PMAN.ZIP)
Touch for Windows	(WTOUCH.ZIP)
BattleStar for Windows	(BSTAR.ZIP)

All of these applications and utilities can be easily found on CompuServe, Ziff and America Online.

I upload the latest versions to the WINSHARE, WINUTIL, PCUTIL and WINAV forums on CompuServe, AOL's Software Center and Ziff's Hot off the Presses sections.

Ordering Information

You may purchase disks containing the latest versions of all my applications, utilities and games for \$35.00 US. Please send your orders to:

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BBS and Internet Operators

Please upload the original ZIP file intact and title the submission "Programmer's IDE for Windows v1.7"

--Author Gregory Braun