amide

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WRITTEN BY		August 8, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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amide

1.1 AmIDE

AmIDE v0.2ß

Amiga Integrated Development Environment

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!! This is a BETA version !!

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1.2 What is AmIDE ?

What is AmIDE ?

There is no doubt that every modern operation system needs a flexible, compiler independent

and uptodate development environment.

On other platforms there are things like KDevelop (Linux) but on the amiga platform such an application or better called "Integrated Development Environment" is missing.

Sure there are some similir applications like the GUI of STORM-C or PManager but they have some very important things missing.

This was the point where I started to think about such an environment in late 1998. After some brainstorming a project called "SASC-GUI" was born. But in December 1999 I decided to rename this project "AmIDE" not only because it looks better but I want develop this application that other developers on the amiga-platform can use more than one compiler in their projects.

So AmIDE is being developed to give either me and other developers a good looking graphical user interface for compilers and also a very flexible project management.

Features !

- multiple project handling

- graphical message browser for error/warning messages

- self-configurable edit/viewtool

- filetype handling/configuration

- highly configurable MUI-Interface

- integrated touch/make mechanisms (no makefiles needed)

- using standard debugging tools

and many other features not implemented yet....

The vision !

My vision for the future of AmIDE is to enhance that environment to handle all known amiga-compatible compilers and also integrate more tools/utilities into AmIDE so that AmIDE will be one day the ultimate development tool for the amiga platform where developers of amiga programs can profit of the features of AmIDE.

Your help !

There is also no doubt that I need help from all users of AmIDE. It will be nice to receive all your suggestions and bugreports directly because I do not want to develop AmIDE only for myself. It should be a application for many people with many ideas and needs.

So please help me developing a new and very flexible application for the amiga...

Jens Langner

© April 2000

1.3   That`s me ;)

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1.4   Distribution of AmIDE

AmIDE will be distributed and supported by

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http://www.light-speed.de/

1.5   I want to thank...

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Jens Tröger

Others

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Andrei Chereshnev

1.6   Copyright information

COPYRIGHT:

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1.7 Requirements

Requirements for running AmIDE

- any amiga compatible computer (A4000/3000/2000/1200/UAE etc.)

- Kickstart v2.0+ (v36) or better

- 68020 or better processor

- a minimum of approx. 1.0MB RAM

- installed MUI v3.8+

- popupmenu.library v9+

- BetterString.mcc v11+

- InfoText.mcc v15+

- Listtree.mcc v17+

- NList.mcc v19+

- NListview.mcc v19+

- Toolbar.mcc v15+

- a supported compiler (SAS/C etc.)

1.8 Incompatible?

Any Incompatibilities ?

At the moment, AmIDE is only compatible to the famous SAS/C compiler.

Later version will support more compilers like STORM-C, vbcc, gcc a.s.o.

1.9 How to install AmIDE

How to install AmIDE

Actually there is no install script for AmIDE, so you have to install AmIDE by hand doing the

following steps:

1. Copy all library from libs and libs/MUI to their pathes

2. Create a Directory "AmIDE" whereever you want i.e. "Work:AmIDE"

3. Copy the whole directory (without libs) to this directory.

After this 3 steps AmIDE should work correctly... isn`t it easy ? :-)

1.10 How to start AmIDE

How to start AmIDE

Like every other amiga application AmIDE can be either started by double-clicking onto

it`s icon or simply start AmIDE using a amiga shell.

After you started AmIDE a MUI window should pop up with a nice looking toolbar in it.

This is the MainBar window where you can create/load/save projects and also directly

compile your opened projects.

From here you can directly go to the How to use AmIDE part to get a

short overview on how AmIDE will work and act.

1.11   How to use AmIDE

How to use AmIDE

After you started AmIDE by double-clicking on it`s icon or just starting it within a amiga

shell a MUI windown with a toolbar should popup.

* Main window

This is the main window of AmIDE from where you can start creating/loading/saveing a project

and also can compile/run and start debugging your projects.

Most of the buttons are disabled if you started AmIDE and they will be enabled if you create

or load a project.

You will notice that this main window looks like the one used in the STORM-C development

environment.

This similar outfit was used because it`s a good idea and beginning for developing software

and also AmIDE should be easily allow people to change from STORM-C Env to AmIDE.

* Project window

After you have created or loaded a project you will find yourself in a project window with

another toolbar to allow you to add/remove/touch and compile files in your project.

What you have not noticed yet is that beside your creation/loading of the project AmIDE has

also loaded the predefined filetypes. You can easily modify this filetype to your needs by

opening the Filetype window using the menu (Settings->Project Filetypes).

Now you are able to add more files to your project by either using the menuitem or just clicking

on the file toolbar image in the window. After you have added a file it will be checked with

your fileytypes settings and perhaps the dependencies will be checked.

You are also able to view detailed information about a file in your project tree. Just click on the

file and use the third toolbar image to open a file information window where all necessary

information will be showed and where you also can change the edit/viewtool or modify the flags

for compilation a.s.o.

But you can also right click on this file and a popupmenu will come up with all the options you also

have on the toolbar.

if you double-click on one of your files in the project tree AmIDE will try to find the tool

it should open by a double-click.

First AmIDE will look into the file`s own prefs (FileInfo window) and then it will fall-back to

the projects preferences (Settings->Project Environment)

* Message browser window

If you are compiling or makeing a project/file a window called "message browser" will pop up

and will show you detailed information about the progress of the compilation

After the compilation is finished you are able to try to start the projects executable by

clicking on "Run".

.... more documentation will follow ... THIS IS BETA !!!!

1.12   Important BETA notice

THIS IS BETA SOFTWARE

The version of AmIDE where you actually reading this .guide file is in BETA stage. This means that

many parts of AmIDE are incomplete or not acting like they should (bugs).

The following list should give you an advice on how to use AmIDE in that beta stage:

* Using AmIDE

- if you remove a file from your project tree the file will NOT be deleted. It still remains on

it`s place.

So if you try to make a project after removing a object-file you will notice that the project

will be linked and the linker will put out an error-message because a object-file is missing

-> so just touch the source-file and AmIDE will compile this object-file again after you try

to make this project again

- the error/warning messages in the message-browser aren`t clickable within this betaversion.

* Using SAS/C with AmIDE

- it`s important that an assign "sc:" is set to the SAS/C directory tree where you have installed

SAS/C

- if you want to make your project you have to add the "c.o" startup-code directly to the project

tree. It`s important that this c.o is stated on the first place in the list of object-files in

your project.

- you need to add the "sc.lib" an "amiga.lib" by hand to your projects.

- please take a look at the example in the example directory. There you will get an overview on

how to make a project with AmIDE

Many of those incomplete things are under construction and will be implemented within one of the

next upcoming releases.

1.13   What ist left to do

Personal aims

- add support for all known amiga compilers

- add Rexx-Port

- get some nice graphics into AmIDE (logo etc....)

- include a own revision-bumper into AmIDE

Suggestions by others

- none yet.

Does this make sense ?

- define a API for external modules so that programmers can write their own compiler

definitions

If you have any suggestions or bugreports please contact me immediatly so that I can put this

on my TODO list.

1.14 The History of AmIDE

History:

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0.2ß (April 13, 2000)

April 12, 2000

- now the edittool/viewtool will be started by SystemTags and asynchron

- the "Run" button in the MessageBrowser works now.

- if a file is getting compiled and a object-file is be created it will be automatically

added to the projecttree now.

April 10, 2000

- all entries in a project will be checked if a project is loaded and an error-requester

will be displayed if a file doesn`t exists anymore.

April 09, 2000

- the listtree topology will be saved correctly now.

- activating the contextmenu also sets the Listtree_Activ to the entry under the mouse-pos.

- added all needed stuff to the new context-menu

April 04, 2000

- the ContextMenu works mouse-relative now

- replaced the ugly MUI-ContextMenu in the Listtree with a nice lookin PopupMenu

April 03, 2000

- load/save methods also handle the edit/view tool stuff now

April 02, 2000

- added Edit/View Tool handling to FileInfo window

April 01, 2000

- added Project environment window to modify all project related settings

- added Edit-Tool and mouse-button selection to the filetypes

March 28, 2000

- fixed a small bug in the make & link methods in the project

March 19, 2000

- the open/close status of each folder will be saved/loaded now

- added "Select executeable" to project. This is a must if you want to link a project

- added link methods to msgbrowser - all objectfiles and libs will be linked together correctly

March 18, 2000

- added linkable flag

March 17, 2000

- make&makeall should work correctly and faster now

- optimized the scanning of dependencies

- added make/make all to project

March 16, 2000

- added compile to project

- MsgBrowser will now be updated correctly while compile a file

March 15, 2000

- added busy and status objects to MsgBrowser

- reworked the Warning-Text scanning/parsing

- added Error-Nr & Line-Nr Column to MsgBrowser Listview

March 13, 2000

- all depencies will be scanned depending on the depcheck flag of each file

so all depencies will be loaded correctly of each project-file.

- the (touch all) method now takes care of the touchable flag of each file

- compiling is now done by the project class and not by the msgbrowser class

- now the D&D in the ProjectTree also take care of the binding flag of each file

March 12, 2000

- reworked the file information gui to show up all important information

- now unrecognized files will be added into a "Others" drawer.

- completly reworked the depency checking - should be saver now.

- removed old filetype recogniction

- added the load/save methods of the filetype class directly into the project

March 11, 2000

- added load/save methods to filetype class

- modified filetype class to better handle D&D

March 10, 2000

- added filetype class to give the user the ability to control the filetypes by hand.

This will also include a complete filetype recogniction. Also each project can

have his own filetypes.

March 09, 2000

- added support for cursorkeys in the listtree

- added (touch) & (touch all) methods to project and enabled the popupmenu

March 08, 2000

- sorted/commented the source-code. Now everything should be clearer now :)

March 06, 2000

- added save/load methods to project

- optimized the listtree output so that the filesizes will not be recalculated each time

the listtree is going to be drawn. So I gained more speed :)

- reworked the filetype recogniction (need a complete rewrite!)

March 05, 2000

- fixed some minor bugs in the depency-scanning methods

- reimplemented the project assistent for creating new projects

March 04, 2000

- added other popup menus to the mainbar toolbars

March 02, 2000

- added more popup menus for compile/make etc.

- removed lots of enforcer hits within the listtree methods/hooks.

March 01, 2000

- added about window for showing program information

- fixed fileinfo window to show correct entry if another entry gets active in the

listtree

February 29, 2000

- added file information window which shows all information about a specific file

- added depency information into fileinfo

February 28, 2000

- added new little toolbar to project object

- added support for popupmenu.library (Add/Remove/Touch file(s))

February 27, 2000

- the same file can`t be added two times anymore

- added depency check with scanning of each header and sourcefile

- depencies will be saved into a seperated list

February 25, 2000

- finished the whole rewrite of AmIDE with BOOPSI. Now it`s time to get new features

and bugfixes into AmIDE

February 24, 2000

- added MessageBrowser Class

February 23, 2000

- 90% of all old parts are now completly rewritten in BOOPSI

also the multiple project windows are working now -> OO rulez ! :)

December 1999-February 2000

- ... puh was on holiday in Australia ... back in cold Germany :((

August 1999

- started to rewrite the whole source in BOOPSI language

July 1999

- the project was nearly dead because the sourcecode was getting to complicated,

also I wanted to add multiple project windows what is nearly impossible within an

non-object oriented environment. -> BOOPSI is the solution :)

0.1ß (January-July 1999)

- drag&drop in listtree works now and also with respect to filetypes.

- modified the construction hook for better string allocation

- now the listtree displays the correct text and codesize for folders and with

a different color.

- the listtree now also shows the current filesize and codesize of a module.

- finished the first working betaversion with NList and Listtree class.

- added some nice NList images to show differences between Warnings and
Errors.

- optimized the pipe mechanism to gain more speed and to suppress the CON:
output.

- The pipe mechanism now works correctly (thanks to Olaf Barthel and Andrei
Chereshnev)

0.01ß (August-December 1998)

- started to think about the layout of the GUI and the PIPE mechanism to
get the output of SAS/C

1.15   Known Bugs!

Any known Bugs ?

- After compiling/makeing a project a enforcerhit occurs.

I know where this happens but couldn`t removed it yet.

If you find a bug or have a solution please send the author a E-Mail

with a complete description about the problem and a complete list

about your system configuration. Thanks !