

**in**

**COLLABORATORS**

|               |                      |                 |                  |
|---------------|----------------------|-----------------|------------------|
|               | <i>TITLE :</i><br>in |                 |                  |
| <i>ACTION</i> | <i>NAME</i>          | <i>DATE</i>     | <i>SIGNATURE</i> |
| WRITTEN BY    |                      | August 23, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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# Chapter 1

## in

### 1.1 E-DEVELOPER 1.0

E-DEVELOPER Version 1.0 (pd)

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Installation

Manual...

Manual for the extern Tools

Supportadress

### 1.2 Manual for the extern Tools

E-DEVELOPER Version 1.0

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Currently with the E-DEVELOPER Package came 3 extern Tools to You :

Prokjekt2LIST - This Tool generates an PROJECTLLIST, which is  
needed by the PROJECT-QUICK-REFERENCE an by  
the List2TXT-Tool

- List2TXT - This Tool generates an ASCII-Textfile which includes all important datas from the Projects. The ASCII-Textfile is Named >E-DEV\_PROJEKTE.txt< and is in >RAM:<
- ShowProjekt - This Tool shows Informations to one Project which you can freely choose..

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### 1.3 Anleitung zum E-DEVELOPER

E-DEVELOPER Version 1.0

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The Beginning - The Manager

How to create a new Project

How to compile a Source with the E-DEVELOPER

The ARexx-Port

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### 1.4 How to compile a Source with the E-DEVELOPER

E-DEVELOPER Version 1.0

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At first You have to choose the Button >COMPILE< ( the one with the 2 Letters >EC< on it! ), and now you are in the COMPILER-Menu... Here You can choose the CompilerOptions, have a look into the E-Docs for more explanations.

Normally You don't have to change any Option, because the best is already done... If You now choose the COMPILIEREN-Button Your Source will be compiled ( if it has no bug... )  
But if You would like to use the Compiler, You must choose the DEBUG

Option at the COMPILE-Menu...

NOTE: You are not be able to Debug Programms with more than 1 Task in it!!!!!! This is not a bug from EDBG!!! All debuggers have this "Bug"...

At the last Line from the COMPILER-Menu you will find 2 more Buttons... One with the Word >FLUSHCACHE< on it ( this one will clean the Module-Cache from the Compiler ) and the Button SHOWCACHE, with which you can show into the Modulechache...

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## 1.5 How to create a new Project

E-DEVELOPER Version 1.0

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- At first you have to choose a Name for the Sourcecode, you can user a Name of an existant Source, this one will choosen as Source for the Project
- At the Label: >NAME DES AUTORS< you have to write in YOUR Name...
- By the Label >DATUM< you have to fill in the current Date (Format: TT:MM:JJJJ z.B. 16.10.1995) by the Label >um:< you should fill in the current Time...(Format: HH:MM :-))
- At last you could write an Comment which could be 200 Chars long.

At an other Time you could correct Datas from the Project ect. by Choose the Projekt-Button (the one whit the P) at the Manager

IMPORTANT!!!

By choose the Button >PROJEKT VERWERFEN< the Project will be cleared (kick out of the Memory!), if you DONT have saved the Project you connot UNDO this operation!

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## 1.6 The Tools-Menu

E-DEVELOPER Version 1.0

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This menu is like the Manager-Menu, but here you can find Tools ect..

Buttons:

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- 1.Button - SHOWMODULE ( Window with a Lense )

Here you can show INTO a Module...

2. Button - TEXTVIEWER ( With an Window on it...)

Here you can execute the Textviewer

3. Button - CREATE PROJECTLIST ( The one with the Paper on it )

Here you could create a Project-List which is needed by the  
Project-Quick-Reference...

4. Button - PRINT PROJECTLISTE ( The Printer... )

Here you can Print the Projectlist...  
IMPORTANT: E-DEV will blocked at the Print-task...

5. - 6. Button FREE...

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## 1.7 Das Projekt-Menu

E-DEVELOPER Version 1.0

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Buttons:

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1.Button - NEW PROJECT ( The one with the P )

Here you can begin a new Project ect...

NewProject

2. Button - LOAD PROJECT ( The 2 Pointers which are "looking" to ←  
the Disk )

Here you can (simply) load an Project

3. Button - SAVE PROJECT ( 2 Pointers which are "looking" not to the Disk )

Here you could SAVE an Project

4. Button - QUICK-PROJECT-REFERENCE ( The Circle with the 2 Pointers...)

Here you could quick choose a Project, but you need to have an

PROJECTLIST

.

5. Button - EXECUTE ( The Shell-Window...)

Here you could Execute an Programm...

6. Button - BACKUP (HardDisk with a Pointer to a Disk)

Here you can make a backup from the Project / Sources / Projectlist

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## 1.8 The Manager

E-DEVELOPER Version 1.0

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This is the "HEAD" from the E-DEVELOPER... from here you could make ALL Activities

First Col. :

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1. Button -

PROJECT MENU  
(The Button with the P)

With this Button the PROJECTMENU opens and you could LOAD / SAVE ect. Projects...

2. Button - ICONOFY ( The one with the Chars EDEV and iconofy on it )

Here the E-DEV goes into the ICONOFY-Mode...

3. Button - PREFERENCES ( The one with the 2 Questionmaks )

With this Button you can change the Preferences...

You had already done this by the

INSTALLATION

4. Button - NEWSHELL ( The one with the Shell-Window )

This one opens a new Shell on the E-DEVELOPER-Screen...

IMPORTANT!!!

ALL SHELLWINDOWS MUST Closed if you would leave  
the E-DEVELOPER because otherwise the E-DEV-Screen  
couldn't be closed!!!

5. Button - COMPILE ( With the letters EC on it )

Here you could

Compilie

a Source, at the

end you could run it with the EXECUTE-Button on

the PROJECTSMENU



6. Button - GUICREATOR ( Sorry, i dont the english Word for >PUZZLE<)

Here you could run the GUI-Creator (like MUI-Builder or GadToolsBox)

Second Col:

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1. Button - TOOLSMENU ( The Button with many things on it!)

Here you opens the  
Toolsmenu

2. Button - FREE

Unused Button...

3. Button - ONLINEHELP ( The Button with the HELP-Key...)

Here you aktiviate the Online-Help...

(Sorry that this help only is in German... this will  
change at the END-Version of the E-DEVELOPER!)

4. Button - EDITOR ( The Button with the Window...)

Here you call the Editor...

5. Button - DEBUGGER ( The Chip with 2 Pointers... )

And here you call the Debugger... you MUST compile the  
Source with the Options: DEBUG (and/or with  
LINEDEBUG !!!)

6. Button - BUILDER ( The Wrench with a hammer )

Here you are activating the E-Builder...

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## 1.9 Installation

E-DEVELOPER Version 1.0

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1. The Installation is relativ simply... you only have to double-click the INSTALLER-Icon and follow the Instructions which the Installer is given to you.

2. Now you have to "correct" the Preferences at the E-DEVELOPER...

- Start E-DEV with an Double-Click
- Choose the Prefs-Button ( the one with the 2 questionmarks )
- Activate the CHECK-Gadget with the Label:  
>EXTERNEN EDITOR BENUTZEN<

- Now you have to complete the Name from your Editor in the String-Gadget at the right from the Check-Mark...  
( E-DEV was testet with the following Editors:
  - Standart WB-Editor
  - GoldEd 3.x
  - CygnusED 3.5
  - FrexxEd & MegaED
- And now you could type in the Name of your favorite Textviewer at the right from the Check-Mark which is labled ( and which should Checked! ) >EXTERNER TEXTVIEWER<.
- At the Lable >Pfad/Name des Guicreators< you have to give the name of your favorite Gui-Creator ( Tested:
  - GadToolsBox 2.0b
  - MUI-Builder
- The lable ARGS iss FREE!

Now, The Main-Preferences are done, but if you are need the Online-Help (the big Onlinehelp) you have to check the CHECK-Mark which is labled >AUSFÜHRLICHE HILFE<

There are 2 buttons (ZEICHENSATZ EINSTELLEN, FARBEN ÄNDERN) which are not 100% done in this Version...

Between the 2 Buttons you find a Integer... (like: 39-68020/68851)  
This are YOUR Configuration (format):

xx-yyyyy/zzzzz

xx is the Kickstart (36=1.3 / 37=2.04 / 38=2.1 / 39=3.0 / 40=3.1)  
yyyyy is the Main-CPU (from 68000 to 68040,the 68060 is NOT testet!)  
zzzzz is the CoProcessor ( 0= No CoProcessor available!,  
68881, 68882, 68851 and 68040 for the 68040-CoCPU )

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## 1.10 Fehlerprotokoll...

E-DEVELOPER Bug-Report

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E-DEV Version : \_\_\_\_ BETA :  no  
 Yes, Beta-Version \_\_\_\_\_

Bug:

GURU : Number: \_\_\_\_\_  
 System-Failure without an GURU  
 Function does not work 100%...  
 Misc...

Bugreport:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



ICONOFY

Iconofys the E-DEV

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