

**SASC\_GOLDED**

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	<i>TITLE :</i> SASC_GOLDED		
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## Chapter 1

# SASC\_GOLDED

### 1.1 SASC\_GOLDED

SAS/C++ <=> GoldED V1.1

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Two AREXX scripts for embedding GoldED into SAS/C++ Environment.

by

Roland Schwingel

Introduction

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### 1.2 Introduction

Introduction

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When developing a program one of the most annoying things is to get errors while compiling the program. And when you got no integrated environment it is also annoying to page through the file where the error occurred manually in order to track the bugs down.

GoldED is one of the best Editors around on the Amiga and SAS/C is also one of the best Compilers around. SAS/C offers an own integrated environment for his own Editor se (which isn't bad too, but awfully slow) and GoldEd normaly prefers DICE as compiler.

Fortunately both packages are offering an AREXX port. So it is not very hard to connect both. Now it is possible to invoke SAS/C from within GoldED and control occuring errors in an easy way.

## 1.3 Disclaimer

Disclaimer

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These AREXX scripts are Freeware, but commercial use requires agreement by the author!

YOU ARE USING THESE SCRIPTS ENTIRELY AT YOUR OWN RISK ! THE AUTHOR CAN NOT BE MADE LIABLE FOR ANY HARM THIS SOFTWARE IS MAKING TO YOUR SOFT- OR HARDWARE !

## 1.4 Requirements

Requirements

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You will need the following things to run these scripts:

- GoldED 0.98 or better (propably it will also work with an older version)
- SAS/C++ V6.51 or better (should work with any SAS/C V6.x)
- installed AREXX
- an Amiga (of course)

## 1.5 Installation

Installation

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1. Copy the two AREXX scripts ('smake.ged' and 'scmsg\_loadfile.ged') to GOLDED:AREXX.
  2. Configure GoldED for invoking SAS/C from the editor:  
Generate a keystroke and/or a menuitem which will call the 'smake.ged' script with the following options.
    - set the commandtype (MX-Gadget) to ARexx and add the following line to the listview: 'GOLDED:ARexx/smake.ged'. You can also add a smake parameter (like -u) after the name of the scriptfile it will be passed to SMAKE. So you can control the execution behaviour of SMAKE. I got two entries in my personal settings on two separate keys and menus. 'GOLDED:ARexx/smake.ged' invokes SMAKE in the normal way and 'GOLDED:ARexx/smake.ged -u' which will rebuild the whole project.
    - Set the output to: '"con:" \CON "/SMake/AUTO/SCREEN" \SCREEN' (This field is the second stringgadget below the stringgadget of the listview)  
This will open a window in which you can watch the progress
-

of the compiler while compilation.

3. Open the 'Message Options' Menu of the SOptions Tool which is part of the SAS/C-Package and set the 'ErrorRexx' Option. Save this as default.
4. At last configure the SCMSG utility which is also part of your SAS/C Package. call SCMSG from the shell and select 'Set Options' from the 'Project' menu. In the now appearing window set the following flags: 'NoHidden', 'NoRexxOnly' and 'NoAutoEdit' Set the stringgadgets to these values:

```
- PortName:      GOLDED.1
- EditCommand:  ged %f
                  (ged is the name of your GoldED Quickstarter)
- GotoFile:     rx CMD="GOLDED:Arexx/scmsg_loadfile %f %l"
- GoToLine:     <Leave this line empty; delete ALL letters in
                  this stringgadget with your keyboard !!>
- PubScreen:    GOLDED.1
```

Now select 'USE' and save these settings using the project menu.

This archive contains my SCMSG config in the directory ENV. You can copy it to ENVARC:sc (and ENV:sc).

## 1.6 How it works

How it works

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When you select your GoldED 'smake' menuitem or keystroke the 'smake.ged' AREXX script is executed and a window is opened. This script scans the directory of the active filewindow for a MAKEFILE. When it finds one than 'SMAKE' is called with the parameters you have specified in your GoldED settings. When no makefile is found the script calls 'SC' with the filename of the active GoldEd window.

Now you can watch the progress of compilation in the new opened window. When an error occurs the SCMSG utility is automatically called and collects the errors. When compilation finishes you must hit return in the progress window.

If there were compile errors you can see them in the SCMSG window. Now you can select them with the mouse. In this moment the other AREXX script 'scmsg\_loadfile.ged' is called. This script scans all GoldED windows for the file in which the error has occurred and sets the cursor on the line with the error. If the file with the error is not in GoldED the file is loaded into GoldED first.

Unfortunately GoldED offers no access to its frozen windows via AREXX. When an error in a frozen window occurs the scriptfile tries to load it again in a new window.

Because of window interlocking do not doubleclick on an entry in the SCMSG window before compiling has finished and the smake window has

been closed by you by hitting the return key. If you do so you will get an error due to the locked window.

## 1.7 Contacting the Author

Contacting the Author

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## 1.8 History

History

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|--------------|------|---|
| 22. Aug 1994 | V1.0 | Initial release. (But I am using these scripts for about 3 months now.)   |
| 30. Aug 1994 | V1.1 | The V1.0 archive contained a wrong version of 'smake.ged'. It didn't set the path correct before compiling. The script that was included was a copy of my original script with which I made some experiments. Now the correct script is in the archive. Sorry for this. Archives shouldn't be made on midnight. |