

**guimake.hyper**

**COLLABORATORS**

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## Chapter 1

# guimake.hyper

### 1.1 main

GoldED Project Manager \$VER 1.2  
©Rico Krasowski

#### C O N T E N T S

About GUIMake  
Installation of GUIMake  
GUIMake's ARexx port  
GUIMake configuration

### 1.2 About GUIMake

About GUIMake

PRJ-Manager by Rico Krasowski

The GUIMake package (found within the tools directory) is freeware. It may be distributed together with GoldED. The user interface has been designed using GadToolsBox 2.0b by Jan van den Bard. The ARexx interface has been created using Michael Balzer's ARexxBox v1.12. Thanx a lot for these great programming tools ! Additional credits go to Olaf Bartel for his giant 'TERM' and to Commodore for OS2.x/OS3.x !!

About GUIMake ...

The TDS Twilight Development System (released as Amiga M&T disk) has impressed me a lot. Unfortunately the TDS editor didn't support user configuration, so I started development of a similar project management system for another editor (GED). After some struggle the first version was done - leaving me surprised about what is possible after having switched to 'C' just two months before.

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About GUIMake's author ...

I was born in 1975. My first computer was an ATARI 800 XL (shame on you - translator's note :-)] which I used for nothing but programming. The Atari was - of course - followed by a C64. This machine helped me to gain first experiences with assembler programming. My current machine is an Amiga 500, equipped with a '030 board/4 MB RAM, a HD (60 MB) and a 1496 TKR modem. I switched to 'C' programming in April '93. Besides beeing a programmer, I'm a Trekkie :-)

My address:

Rico Krasowski  
Brückenhofstraße 62  
34132 Kassel (Germany)  
Phone: 0561-408737

e-mail (german z-net):  
RICO@HEAVEN.ZER

## 1.3 Installation of GUIMake

### Installation of GUIMake

GUIMake installation is performed by the GoldED install utility - there is no need for additional setup procedures. The editor is made to launch the project manager in the background if required (running GUIMKE:GUIMake). GUIMake is controlled via its ARexx port - once launched it will stay in the background, waiting for one of the commands listed in the next section (see GUIMake's ARexx port ). Ususally these commands are recieved from GoldED, so you probably won't ever have to deal with GUIMake's ARexx port on your own. Possible actions (besides many else) include opening a configuration window, compile a project or make the editor jump to an erroneous line after compilation.

## 1.4 GUIMake's ARexx port

GUIMake's ARexx port

PortName: GUIMAKE[.x]

main functions	compiler
FILE	BUILD
SAVE	COMPILE
CONFIG	RUN
MODULES	
QUIT	

## OPTIONS

error handling

misc

NEW  
FIRST  
LAST  
NEXT  
PREV  
NEXTE  
PREVESET  
QUERY  
SWITCH  
TOGGLE

## 1.5 BUILD

BUILD

Description of ARexx commands  
Command name: BUILD

option                    description

---

(no option)	compile & link files; consider wether files have been changed at all since last call
ALL/S	compile & link files

## 1.6 COMPILE

COMPILE

Description of ARexx commands  
Command name: COMPILE

option                    description

---

(no option)	compile all files
-------------	-------------------

## 1.7 CONFIG

CONFIG

Description of ARexx commands  
Command name: CONFIG

option                    description

---

(no option)	open config window (see GUIMake configuration )
-------------	---

---

## 1.8 FILE

FILE

Description of ARexx commands

Command name: FILE

option	description
--------	-------------

NAME/K	load named project definition file (STRING)
--------	---

## 1.9 FIRST

FIRST

Description of ARexx commands

Command name: FIRST

option	description
--------	-------------

(no option)	jump to first erroneous line
-------------	------------------------------

## 1.10 LAST

LAST

Description of ARexx commands

Command name: LAST

option	description
--------	-------------

(no option)	jump to last erroneous line
-------------	-----------------------------

## 1.11 MODULES

MODULES

Description of GUIMake's ARexx commands

Command name: MODULES

option	description
--------	-------------

(no option)	open [modules window]
-------------	-----------------------

Comment: The modules window is used for setting up a project

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-i.e. to add or remove source/object/header files related to your current project. Doubleclick at a file of the modules list to edit it. Quite simillilar to GoldED's source files requester (see switch ).

## 1.12 NEW

NEW

Description of GUIMake's ARexx commands

Command name: NEW

option	description
-----	
(no option)	load error file generated by compiler

## 1.13 NEXT

NEXT

Description of GUIMake's ARexx commands

Command name: NEXT

Option	Beschreibung
-----	
(no option)	jump to next erroneous line (either error or warning)

## 1.14 NEXTE

NEXTE

Description of GUIMake's ARexx commands

Command name: NEXTE

option	description
-----	
(no option)	jump to next erroneous line (don't consider warnings)

## 1.15 OPTIONS

OPTIONS

Description of GUIMake's ARexx commands

---

Command name: OPTIONS

Option	Beschreibung
(no option)	open compiler options requester (DICE supported)

## 1.16 PREV

PREV

Description of GUIMake's ARexx commands

Command name: PREV

option	description
(no option)	jump to previous erroneous line (either error or warning)

## 1.17 PREVE

PREVE

Description of GUIMake's ARexx commands

Command name: PREVE

option	description
(no option)	jump to previous erroneous line (don't consider warnings)

## 1.18 QUERY

QUERY

Description of GUIMake's ARexx commands

Command name: QUERY

Used to query state of one of GUIMake's internal variables:

option	description
EXENAME/S	name of executable
EXEARG/S	arguments for running the executable
OUTPUT/S	output path for compiler (e.g. CON:)
OBJECTDIR/S	object directory
COMPILEROPT/S	compiler options
LINKEROPT/S	linker options
ERRORTYPE/S	format (type) of error file
WARNINGS/S	ignore warnings ?

SOURCES/S	list of source files (struct List *)
TRUEEXE/S	program to run if compilation successful
FAILEXE/S	program to run if compilation not successful
PRJNAME/S	path (name) of project file
COMPILER/K	compiler name
AUTOJUMP/S	AutoJump mode
PASS_0/S	pass <0> enabled/disabled ?

## 1.19 QUIT

QUIT

Description of GUIMake's ARexx commands

Command name: QUIT

option	description
(no option)	exit from GUIMake

## 1.20 RUN

RUN

Description of GUIMake's ARexx commands

Command name: RUN

option	description
(no option)	run executable

## 1.21 SAVE

SAVE

Description of GUIMake's ARexx commands

Command name: SAVE

option	description
NAME/K	save project using provided name (STRING)

## 1.22 SET

---

SET

Description of GUIMake's ARexx commands

Command name: SET

Used to set GUIMake's internal variables:

option	description
EXENAME/S	name of executable
EXEARG/S	arguments for running the executable
OUTPUT/S	output path for compiler (e.g. CON:)
OBJECTDIR/S	object directory
COMPILEROPT/S	compiler options
LINKEROPT/S	linker options
ERRORTYPE/S	format (type) of error file
WARNINGS/S	ignore warnings ?
SOURCES/S	list of source files (struct List *)
TRUEEXE/S	program to run if compilation successful
FAILEXE/S	program to run if compilation not successful
PRJNAME/S	path (name) of project file
COMPILER/K	compiler name
AUTOJUMP/S	set AutoJump mode (ON/OFF)
PASS_0/S	enable/disable pass <0> (ON/OFF)

Example: SET OBJECTDIR "T:"

## 1.23 SWITCH

SWITCH

Description of GUIMake's ARexx commands

Command name: SWITCH

option	description
(no option)	refresh GoldED's source files requester (i.e. set it according to the contents of GUIMake's modules requester)

## 1.24 TOGGLE

TOGGLE

Description of GUIMake's ARexx commands

Command name: BUILD

option	description
SWITCHING/S	enable/disable automatic refresh of GoldED's source

```

files requester (see switch )
ERRORS/S toggle ignore-warnings-mode

```

## 1.25 GUIMake configuration

### GUIMake configuration

The GUIMake configuration window will open after the CONFIG command has been sent to the GUIMAKE server port (host).

```

+---- MISC -----+
1 |Fail Executable|
2 |True Executable|
3 |Pass <0>      |
4 | Create Icon  |
+-----+

+-----+
| +-----++ | < 14      Executable  >| | | |
| |          || | < 15      Arguments  >|
| |          || | < 16      Output      >|
| |          || | < 17 >< 18  ObjectDir   >|
| |          || | < 19 >< 20  Compiler   >|
| +-----++ | < 19 >< 21  Linker      >|
| < 5 >< 6 >< 7 >< 8 > +-----+
| < 9 >< 10 >< 11 > | <22 AUTOJUMP> <23 Mode > < 24 Pass0 > |
| < 12 >< 13 > | |
+-----+

01 Fail executable  09 Load          17 F
02 TRUE executable 10 PSave         18 ObjectDir
03 Pass <0>        11 New           19 ?
04 Create icon     12 Ok            20 Compiler
05 Add             13 Cancel        21 Linker
06 Del             14 Executable    22 AutoJump
07 Up              15 Arguments     23 Mode
08 Down           16 Output        24 Pass_0

```

## 1.26 Create Icon

Create Icon

Description of GUIMake's gadgets

Gadget: <create icon gadget>

Toggles icon creation (affects saving of config file; see save )

## 1.27 PASS\_0

PASS\_0

Description of GUIMake's gadgets

Gadget: <pass 0 gadget>

Toggle this gadgets to ON if you want to have an external command performed before compilation. Example usage: automatic prototype generation. Set the command using the pass <0> menu.

## 1.28 AUTOJUMP

AUTOJUMP

Description of GUIMake's gadgets

Gadget: <AutoJump gadget>

GUIMake will make the editor jump to the first erroneous line after compilation if AutoJump is enabled. The affected file is loaded if necessary.

## 1.29 F

F

Description of GUIMake's gadgets

Gadget: <file requester gadget>

Open directory requester. Used to select a directory for object files created during compilation.

## 1.30 ?

?

Description of GUIMake's gadgets

Gadget: <help gadget>

Open help window for easy selection of one of GUIMake's magic codes.

Magic codes

Magic codes are replaced by actual values if a string is referenced for the first time. For example #e within the compiler options string would be replaced by the name of the error file during compilation. The following magic codes are supported:

```
#s ..... source file(s)
#e ..... error file
#x ..... executable to generate
#o ..... object file(s)
```

Behaviour of some of these options depends on current operation. For example #s ist replaced by a single source file during compilation but by a list of all source files if found within the pass\_0 command string.

### 1.31 OK

OK

Description of GUIMake's gadgets

Gadget: <ok gadget>

Close window (remember current settings)

### 1.32 CANCEL

CANCEL

Description of GUIMake's gadgets

Gadget: <cancel gadget>

Close window (restore old configuration)

### 1.33 ADD

ADD

Description of GUIMake's gadgets

Gadget: <add gadget>

Open file requester to add new file(s) to the list of modules. Multiselect is supported (press shift button during selection).

### 1.34 DEL

DEL

Description of GUIMake's gadgets

Gadget: <del gadget>

Remove selected module (source file, object file oder header file) from list of modules.

---

### 1.35 UP

UP

Description of GUIMake's gadgets

Gadget: <up gadget>

Move selected entry one line up within modules list

### 1.36 DOWN

DOWN

Description of GUIMake's gadgets

Gadget: <down gadget>

Move selected entry one line down within modules list

### 1.37 LOAD

LOAD

Description of GUIMake's gadgets

Gadget: <load gadget>

Asks you for a project file to load (see save )

### 1.38 PSAVE

PSAVE

Description of GUIMake's gadgets

Gadget: <save gadget>

Save current settings to a 'project file'. Standard suffix is "\*.prj". Use [create icon] of the misc menu to toggle icon creation for project files on/off.

### 1.39 NEW

NEW

Description of GUIMake's gadgets

Gadget: <new gadget>

Reset/clear settings:

single mouse click: list, name of executable and arguments for executable are cleared. Double mouse click: `_everthing_` is reset to the defaults (e.g. the output file is reset to the output file suggested by GoldED).

## 1.40 MODE

MODE

Description of GUIMake's gadgets

Gadget: <mode gadget>

The current version of GUIMake does support three modes of operation:

DICE .... to be used with unregistered Dice

DICE2 ... to be used with registered Dice

NONE .... to be used with other compilers

## 1.41 EXECUTABLE

EXECUTABLE

Description of GUIMake's gadgets

Gadget: <executable gadget>

Used to set the executable to create (e.g. T:TEST)

## 1.42 ARGUMENTS

ARGUMENTS

Description of GUIMake's gadgets

Gadget: <arguments gadget>

Use this gadgets to set arguments to be passed to the executable if running it (see RUN command of GUIMake's ARexx port).

## 1.43 OUTPUT

---

## OUTPUT

Description of GUIMake's gadgets

Gadget: <output gadget>

Set output device/file for GUIMake (e.g. con:). GoldED's defaults are used if this gadget is left empty.

## 1.44 OBJECTDIR

### OBJECTDIR

Description of GUIMake's gadgets

Gadget: <ObjectDir gadget>

Used to select a directory for storage of object files created by compiler.

## 1.45 COMPILER

### COMPILER

Description of GUIMake's gadgets

Gadget: <compiler gadget>

Compiler call to be used for compilation of object files/ assembler sources into object files. See magic codes .

Behaviour of Dice depends on compiler options set by this string gadget (made part of the DCC call) as well as on the contents of DCCOPTS (environment variable). Use the options window of GUIMake (see options command) to set DCCOPTS. Use the `-no-env` keyword among other compiler options to override the contents of DCCOPTS respectively GUIMake's options window.

## 1.46 LINKER

### LINKER

Description of GUIMake's gadgets

Gadget: <linker gadget>

Linker call to be used for linking object files together in order to create an executable. See magic codes for information on 'magic codes' within this string.

---

## 1.47 TRUE EXECUTABLE

TRUE EXECUTABLE

Description of GUIMake's menu  
Gadget: <true executable menu>

Command to be executed if compiler/linker has completed successfully (return code <= 5)

## 1.48 FAIL EXECUTABLE

FAIL EXECUTABLE

Description of GUIMake's menu  
Gadget: <fail executable menu>

Command to be executed if compiler/linker has failed (return code > 5)

## 1.49 PASS <0>

PASS <0>

Description of GUIMake's menu  
Gadget: <pass 0 menu>

Command to be executed before compiler pass (see pass\_0 )

---