

GenCodeC_english

COLLABORATORS

	<i>TITLE :</i> GenCodeC_english		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 8, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	GenCodeC_english	1
1.1	GenCodeC_english.guide	1
1.2	GenCodeC_english.guide/Introduction	1
1.3	GenCodeC_english.guide/How	1
1.4	GenCodeC_english.guide/Use	2
1.5	GenCodeC_english.guide/GenCodeC-Use	2
1.6	GenCodeC_english.guide/Code-Use	2
1.7	GenCodeC_english.guide/Example	3
1.8	GenCodeC_english.guide/Others	4
1.9	GenCodeC_english.guide/Code	5

Chapter 1

GenCodeC_english

1.1 GenCodeC_english.guide

GenCodeC written by Eric Totel

Introduction
GenCodeC
Use
Code

What the hell is GenCodeC ?
How to write an external generator ?
How to use GenCodeC
What does create GenCodeC ?

1.2 GenCodeC_english.guide/Introduction

Introduction

MUIBuilder does not produce directly usable code, but a description of the final code which can be adapt to the destination language (not so easy, but possible !!) ... at least those supported by MUI !!

To make this code compilable, it must be parsed with an external code generator. GenCodeC is the C language external generator.

GenCodeC is FREeware. BUT it is copyrighted by me (Eric Totel). You can distribute it, modify its sources, modify it as long as my name remain in the code and as long as this documentation is distributed with the new GenCodeC you created. Moreover, if you created such a new generator, you MUST send it to me (Eric Totel) BEFORE you release it !!!

See more about the author in the MUIBuilder documentation.

1.3 GenCodeC_english.guide/How

How to write GenCodeC ?

In this archive you could find the sources of GenCodeC : feel free to modify it, to write enhance it ... or what you want !

The goal of this program is to produce some C code with the temporary files produced by MUIBuilder in T:. It uses the functions available in the muibuilder.library : each function is described in the autodocs.

1.4 GenCodeC_english.guide/Use

Use

You must know tow different things : how to use GenCodeC itself and how to use the source generated by GenCodeC. I will try to explain both here :

Use of GenCodeC
Generated Source Code
How to use the generated code
Insert Objects in GUI

1.5 GenCodeC_english.guide/GenCodeC-Use

Use of GenCodeC

GenCodeC is a CLI only program. It is launched by MUIBuilder (using a SystemTags call) when you request some C source code from MUIBuilder [just select the corresponding language in the preferences pannel].

If you run it from a shell when MUIBuilder is not active, it will probably create no file, because there is probably no temporary files generated by MUIBuilder in T:. GenCodeC needs no parameters : all of them are included in the temporary files.

1.6 GenCodeC_english.guide/Code-Use

Generated Code

GenCodeC generates (for a given foo object of an App application) :

- * a header file in which you'll find the foo object definition
- * a .c file (whose name is defined in MUIBuilder) (1) in which you can find a Createfoo function which returns the object foo.
- * a file fooExtern.h : it contains all external references to some variable or functions of your own.

Two configurations files called H-Header and C-Header allow to customize the generated code : GenCodeC copies them at the head of the generated code.

The creation procedure creates both the objects and the notifications. It adds the windows opening too. The example which you can find in this documentation is really usable in most of the cases.

----- Footnotes -----

(1) if you don't give the '.c' extension it will be automatically added by GenCodeC

1.7 GenCodeC_english.guide/Example

Source Example

```
-----
#include <libraries/mui.h>

/* protos */
#include <clib/muimaster_protos.h>
#include <clib/alib_protos.h>
#include <clib/dos_protos.h>
#include <clib/exec_protos.h>

/* Pragas */
#include <pragas/muimaster_pragas.h>
#include <pragas/exec_pragas.h>

/* Ansi */
#include <stdlib.h>
#include <stdio.h>

/* MUIBuilder */
#include "NONE.h"

struct Library * MUIMasterBase;

/* Init function */
static void init( void )
{
    if (!(MUIMasterBase = OpenLibrary(MUIMASTER_NAME, MUIMASTER_VMIN)))
    {
        printf("Can't Open MUIMaster Library");
    }
}
```

```

        exit(20);
    }
}

/* main function */
main()
{
    struct ObjApp * App = NULL; /* Application object */
    BOOL  running = TRUE;
    ULONG signal;

    /* Program initialisation ( you need to write it yourself) */
    init();

    /* Create Application : generated by MUIBuilder */
    App = CreateApp();

    while (running)
    {
        switch (DoMethod(App->App,MUIM_Application_Input,&signal))
        {
            case MUIV_Application_ReturnID_Quit:
                running = FALSE;
                break;
        }
        if (running && signal) Wait(signal);
    }
    DisposeApp(App);
    CloseLibrary(MUIMasterBase);
    exit(0);
}

```

1.8 GenCodeC_english.guide/Others

How to insert objects.

I'm sure some people will miss some objects in MUIBuilder !! So i must say it's not a problem :-)))

MUI provides the ability to dynamically add objects in a GUI : so you have to create your own function to build your object, and use it as follow :

```

extern APTR CreateMyObject();

/* MUIBuilder source code */
App = CreateApp();

/* Dynamically add your own object */
DoMethod(App->EmptyGroup, OM_ADDMEMBER, CreateMyObject());

```

The group EmptyGroup must be built with MUIBuilder and IS one of the objects of the GUI.

1.9 GenCodeC_english.guide/Code

Tips and Hints !

You must know some features of the generated code before using it :

1. The structure defined in the header file contains only the labels of the objects that you specified as generated in MUIBuilder. (you can see the 'G' letter at the right of their name in the main creation window).
2. The file fooExtern.h contains external references to variables or functions of your own : these definitions are standard, so you must modify them to your needs. Once they are in this file : GenCodeC won't change them, so you will modify their definition ONLY once !!! GenCodeC will NOT erase these modifications the next time you will generate the same object !!!
3. The header file used to provide locale support (this file should be generated either by CatComp or Flexcat) MUST be called foo_cat.h.
4. Modify immediatly C-Header and H-Header to fit your needs : they are really important !!! They are the only way you have to customize the source code generated by GenCodeC !