GenCodeE

COLLABORATORS

	TITLE : GenCodeE		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

GenCodeE

1.1 GenCodeE v2.3

```
************************************************************************** ←

                     GenCodeE v2.3
        E code generation module for MUIBuilder
           Archive of January 1995, the 8th
           © Copyright 1995, Lionel Vintenat
**********************************************************************
```

~Introduction~

~Generated code~

~History   ~~~

~Distribution ~

~Bugs~~~~~~~~~

~Author ~~~~~~~

1.2 Introduction

Starting from this MUIBuilder release, the Amiga E versions which
are older than 3.0b one are no longer supported : it's time to upgrade
to Amiga E v3+ !
So only GenCodeE v2.3 is included in this archive. However you
will find 2 executable files inside : GenCodeE30b+ and GenCodeE31a+.
They are basically the same except that the first one generates code
to use with Mac2E whereas the second one generates code directly
usable with the built-in preprocessor of Amiga E v3.1a+. For the
joined examples GenCodeE31a+ was used, but you will easily adapt them
with GenCodeE30b+ so tiny the differences are.

NOTE : You must have the mui23Edev.lha archive to be able to use

GenCodeE, and you are strongly advised (but it isn't an obligation) to
get too the fabulous FlexCat and AutoBuild. All these programs are
available on aminet and probably also in all the good freely
distribuable software collections.

1.3 Generated code

                    The code generated by GenCodeE is now too complex to be ←
                        explained
simply. So, I chose an example (a significant one) to expose it
rather than long (and difficult) explainations. Begin by watching in
MUIBuilder how is defined the example application DemoGenCodeE,
especially for notifications. After, look at the generated code and
above all the main source DemoGenCode.em in which I put a lot of
comments. Make after some experiments with modifications of
DemoGenCodeE definition in MUIBuilder to see how the code generator
behaves. Try too the different generation options : declarations,
code, notifications, environment and locale. I think that this will be
enough for everybody to understand how GenCodeE is behaving. If
however you meet problems, write to me (see the
                author
).

    DemoGenCodeE has only one window. Inside this one, you can see a
'Click' group and a 'Quit' button. I let you guess what is the effect
of this last one... In the 'Click' group, you can see 4 buttons and a
text gadget. When you click on one of the buttons, this changes the
text gadget contents each time in a different way :
    - the 'Put Constant String' button modifies the text gadget
contents by a notification which directly put in a constant string
    - the 'Put Variable' button modifies the text gadget contents by a
notification which directly put in a variable contents
    - the 'Return ID' button returns an ID (after a click on this
button) when the MUIM_Application_Input method is called, and in this
case, the text gadget contents is modified by a set() call
    - the 'Call Hook' button calls for each click on this button a
hook function which modifies the text gadget contents
    DemoGenCodeE also offers an ARexx command "change_text" which
modifies too the text gadget contents.
    All these cases cover all the differents codes that can be
generated by GenCodeE.

1.4 History

```
Version 1.x :  forget them !
Version 2.0 :  - completely new generated code
               - 4th distributed version
               - must be used with MUIBuilder v2.0, Amiga E v3.0b and
EPP v1.4d
Version 2.1 :  - recompiled with Amiga E v3.0e
               - fixed bug : GenCodeE generated not initialized
strings as if they were
```

```
                        - fixed bug : GenCodeE generated stupid things for
menus
                        - fixed bug : generated code could cause enforcer hits
at execution time
                        - dispose() method is more secure
                        - heading comments are better (BTW I hope :-))
                        - now the sources are provided
Version 2.2 :  - fixed bug : GenCodeE sometimes forgot to generate
"MODULE 'utility/hooks'" when it was needed
Version 2.3 :  - must be used with MUIBuilder v2.2
                        - recompiled with Amiga E v3.1a
                        - complete support of Amiga E v3.1a
                        - better writing of generated file
```

1.5 Distribution

All the files of the MUIBuilder archive linked to E language stay
under author copyright. None modifications of these files are
authorized without author permission.
In the same way, these files can't be separated from the original
MUIBuilder archive, and so their distribution conditions are the same
as for this archive. In particular, you use these files at your own
risk.

1.6 Bugs

GenCodeE hasn't known bugs.

1.7 Author

You can reach me by snailmail at my family address :

        Lionel Vintenat
        3 impasse Boileau
        Lotissement Les Termes
        87270 COUZEIX
        FRANCE

You can also reach me on internet. My email address is
vintenat@reseau.onecert.fr. This address will remain reliable
until August 1995 included. I prefer by far that you use email than
snailmail.