VPM

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VPM

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            VBCC Project Manager v1.03 (27-12-1998)
Copyright (c)1998 by Bartlomiej Pater
```

```
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        ............................... just introduction

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        ............................... find you here

        Author
        ............................... contacting me
```

1.2 VPM introduction

```
        About VBCC Project manager v1.03.
```

VPM is a freeware utility for managing C projects. It is prepared for use

with VBCC. VBCC is a free portable and retargetable ANSI C compiler by Volker Barthelmann. Despite it has got very nice frontend, some people (like me) prefer graphics environment over CLI console. VBCC Project Manager (later called VPM) is for them.

The idea of making VPM has been inspired by SAS/C Project Manager by Donald Milne because I just got used to it, and I wanted to have similar program for VBCC. I also wanted to experiment with

MUI

by Stefan Stuntz. The GUI

was built with MUI Builder v2.2b by Eric Totel. The VPM was compiled with VBCC v0.6a.

1.3   Disclaimer - legal stuff

Disclaimer

There is no warranty for this program to the extent permitted by applicable law. Except where otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary service, repair, or correction.

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1.4   What you will need

Requirements

- an Amiga computer with OS2.0+,
- the

MUI

v3.0+.

The VBCC is not required but strongly sugested to use with VPM (or VPM should be used with VBCC, I don't know).

1.5   MUI - MagicUserInterface

```
MUI - MagicUserInterface
1993/97 by Stefan Stuntz
```

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US$ 20.-

to

```
Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY
```

1.6   How to use it?

```
               Usage
```

The usage is really simple: first put VPM executable in your path (i.e. in vbcc:bin) and then enter the directory where you have sources for one project and launch it. Add sources to the project, set your options (especially editor) and then save them.

I think usage of VPM should be rather selfexplaining, but I will write few words about it.

When VPM is started you should see the
```
               Main window
                 .
```

1.7   Main window

```
               Main window:
```
This window contains a listview for project files and some (nine) buttons.

The order in the list can be changed with drag&drop technique. The nice
buttons are:

- Headers - pressing this button will cause Headers window
  to open (only when some source is selected in the main window). When
  it happen you should see the list of all CUSTOM includes used with
  THAT particular source. You can now double click on them to edit them
  (see
                    Options/Project/Edit
). Pressing Edit button gives the same effect,
  pressing Done or closing window will ... close the window.

- Edit - lets you edit selected source file (see

                    Options/Project/Edit
).

- Add - adds file(s) to the project. All files which are to be used
  in the projects have to be in the same (current) directory. Entering name
  of non-existing file will invoke selected editor with this name (see

                    Options/Project/Edit
).

- Delete - removes selected file from project.

- Compile - (hopefully) compiles selected file. All the needed
  assigns for VBCC has to be done before launching VPM.

- Link - links compiled objects.

- Make - compiles and links all changed files from the project.

- Run - runs executable selected in Options/Project/Executable
filename " LINK Project}.

- Options - opens
                    Options window
                    .

1.8 Options window

                    Options window:
In this window you have magic number (nine) of registers (I will call them
bookmarks):

                    Project

                    Code

                    Compiler

```
                    Optimize

                    Ignore warnings

                    Enable warnings

                    Define

                    Include paths

                    Libraries
                There are also three buttons at the bottom: Save, Save as default  ←
                    and Cancel.
"Save" button saves (surprise, surprise!) the vc.config in the current
directory – it will be used with the current project, and vc.project file
also in the current directory – a project definition. "Save as default" saves
config file into ENVARC: as a default config for projects without one. "Cancel"
button doesn't cancel anything... it just closes the window without saving.
This behaviour will change in the near future.
```

1.9 Project options

```
Project
Here you can change the project proporties like:
machine, editor to use, output executable name, output console, stack for the
VBCC. Editor and exename are obligatory, and they do not have any defaults,
so set them immediatelly after creating new project. Stack should be set to
the value requested in the VBCC manual (default: 100000).
Here you can select what device you will use as an output – dos console or
VBrowse. You can run it by pressing on VBrowse gadget. The 'cmd' field
contains command used to run VBrowse if you use CygnusEd put following line
in it:

vbrowse editor "rx vbr.arexx %d %s"

This will run CygnusEd after clicking on error message in VBrowse window.
```

1.10 Code options

```
                Code
changing options gathered here will cause different code to be generated.
Dependant on what machine is selected in
                Options/Project/Machine
                you should see:

– CPU – the CPU selector. In m68k mode it will contain 680x0 family
  processors, in PPC/WOS mode there will be only MPC 603/604 (not really
  usable yet, but who knows what will happen in the future...).

– FPU – FPU selector only works in the m68k mode as all PPC processors
```

have got FPUs. You can choose NONE (either no fpu code will be generated
nor fpu libraries will be used), IEEE (no fpu code will be generated, math
libraries will be used instead) and FPU (code will be generated for hardware
fpu only, correct math library (for 68881, 040/060) will be linked).

– Code & data models – it is much better described in the VBCC manual .

– Debug level – set debugging level to requested value.

1.11   Compiler options

Compiler

1.12   Optimize options

Optimize

1.13   Ignore/Enable warnings options

Ignore/Enable Warnings

1.14   Define options

Define

1.15   Include paths options

Include

1.16   Libraries options

Libraries to link are more or less described in the VBCC manual .

1.17   The ultra mighty VPM history (full of glory:)

VBCC Project Manager history:

v1.03 (27-12-98)
Bugs fixed:
- updated to new vlink.

Features added:
- schedule added,
- no-alias-opt appeared again.

v1.02 (21-11-98)
Bugs fixed:
- if errors occured during making project compilation will be stopped now,
- FINALLY! stack increasing is no longer required.

Features added:
- BUILD option was changed into MAKE.

v0.98 (08-08-98)
Bugs fixed:
- adding sources from subdirectories didn't work,
- suffix from ppc linked libs ("*.a") wasn't cut.

v0.97 (14-07-98)
Bugs fixed:
- project changes weren't noticed when adding few files.

Features added:
- vbrowse can now be used as VBCC output.

v0.95 (06-07-98)
Bugs fixed:
- PPC/WarpOS config saving (hopefully) fixed.

Features added:
- optimize options reworked,
- project changes notification.

v0.91 (23-06-98)
Bugs fixed:
- fixed config writting for FPU (040 and 060).

Features added:
- adding non-existing files invokes editor,
- compiler messages option,
- WarpUP/WarpOS support,
- busing parent windows.

v0.82 (06-06-98)

```
Bugs fixed:
- stupid bug probably introduced with v0.81 - system crashed when Link/Build
  button was pressed.


v0.81 (30-05-98)
Bugs fixed:
- the RUN gadget "worked" even if there weren't executable name given.


v0.8 (13-05-98)
First non-public release.
```

1.18   Where to go tomorrow?

```
The things to be done

- write manual (Gosh, I'm so lazy...),
- bubble help? (is there need for such a thing?),
- ask and I will see what I can do for you.
```

1.19   Thanks...

```
I would like to thank few people who helped me during development of VPM
- Volker Barthelmann,
- Frank Wille,
- Sebastian Jedruszkiewicz.
```

1.20   HowTo contact me

```
Contacting the author

Sending bugs... I mean bug reports, comments, (new)icons, and PPC cards
is very welcome. Please try do it with the following address:

bartlomiej_pater@ii.tuniv.szczecin.pl
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