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ferent compiler and/or linker. Note that in the default setup, exe
 of $\mathrm{C}++$ templates. If you are not using $\mathrm{C}++$, templates, or the.$w$ intermediate code files, you can change this to link386 instead.

## The .cmd Files

The distributed .cmd files are used to translate source files into their targets. You may need to modify or add to these files if you are using different compilers or source extensions. This process is described in detail in the registered user's manual only.

## Technical Support

Registered users can receive full technical support from the author

 the internet). You can also receive support by regular mail to the company address on the cover of this manual. Telephone support cannot be provided, but we will call you if necessary to resolve s.əəsn pə.ıəЬ! but extensive setup assistance cannot be provided until after registration.

## Registration

 or an international money order for US\$ 30 to the address shown on the cover. You will receive the complete, latest version as well as a complete, printed manual. So please be sure to include your correct mailing address. Thank you for your support.

Installation
This program is written with VxRexx 2.0 and requires a run-time library, vrobj.dll. If you don't use VxRexx yourself, and if you haven't already done so, the file can be downloaded free of charge
 The file is vrobj.zip in library 16. After unzipping, place vrobj.dll in any convenient directory in the system path (e.g. os $2 \backslash d l l$ or the directory you create for $c M e n t$ ). You must also install the Rexx feature of $\mathrm{OS} / 2$ itself, if you haven't done so already.

The easiest way to install cMent is to copy all of the distribution files to a new directory and then include this directory in the path. Alternatively, if you have established directories for this purpose, you may copy the .cmd files to a batch file directory, and the .exe and .set files to a utility program directory (both in your path).

This completes the basic installation, but you must now create a template object from which you can peel off new project folders. You must also tailor the global cMent.set and cMent.opt files. Both of these steps are described below.

## Project Folders

A project folder is basically a standard Workplace Shell folder object with cMent.exe added to its pop-up menu. It contains all of the files related to a single .exe,.$d l l$ or.$d r v$ target file. Typically, it would contain any number of.$c$ and.$h$ (or.$c p p$ and.$h p p$ ) files, together with the intermediate.$o b j$ (or.$w$ ) files and the target file itself. A complex project might also include a .csc file (which is automatically passed through the $S O M$ preprocessor) and/or a .rc file (which is automatically compiled to .res and then bound to the target .exe or .dll).
program，the same environment is passed to all of the lower level
 the start of every build and creates the overall environment．The smaller cMent．opt runs afterward，but only if you select a final or ＂optimized＂build．It is used to turn off debugging and to turn on optimization（e．g．SET ICC＝\％ICC\％／Ti－／O）．
 You will need to modify cMent．opt only if you are using another compiler，but you will almost always have to tailor cMent．set itself to suit the file structure of your system．It contains the following：
缶出出

## TOOL＝d：$\backslash$ toolkit

岀出出出出

SET PATH＝\％CMPL\％IBIN；d：Imasm；\％T00L\％IOS2BIN；\％PATH\％

## INCLUDE＝．；\％TOOL\％CPPLUS $\backslash$ OS2H ；\％CMPL\％INCLUDE ；\％CMPL\％I IBMCLASS

LIB＝．；\％TOOL\％OS2LIB；\％CMPL\％ILIB；
SOURCE＝CSC ，CCC ，CPP ，CXX，C，HPP，H，ASM，INC，MAC ，USA，RC
ASM＝MASM．EXE／c／ $\mathrm{la} / \mathrm{ml} / \mathrm{p} / \mathrm{s} / \mathrm{t} / \mathrm{z} / \mathrm{i} \% T 00 L \% / A S M \operatorname{OS2} 2 \mathrm{NC}$
ASM＝MASM．EXE
CSC．EXE

worked on．To start a new project，I simply drag off of the Project template into the Opus folder and then rename it．To start a new file，I drag from one of the source templates onto the appropriate project folder．But its your desktop we＇re talking about，and you can arrange it any way you like．

To create your template，drag a folder from the Templates folder to your chosen location and rename it to Project（or anything else you want）．Then open Project and create basic program objects for the debugger and profiler you are going to use．Add any other files and objects you think you may need in all your new projects． Now，from Project＇s pop－up menu，open the settings notebook． On the Menu page，make sure the Primary pop－up menu is high－ lighted at the top of the page and select create another in the lower part．For Menu item name please use $\sim$ Build project so that you will be compatible with all other users（the tilde allows $B$ to be used as a single key to activate a build）．For Program name you should enter the complete path and cMent．exe．Finally，on the General page，select the Template check box．Close the notebook and you＇re done！

## The $c$ Ment．set file

This global file，and its little brother cMent．opt，are the main con－ trol files for the building process．You may also include local copies of these files within a project folder，to temporarily replace the global settings．In this case，the equivalent global file is not processed at all．

Normally，these files contain standard SET statements for envi－ ronment variables used during the build process．These files are interpreted line by line within the main program and thus they may actually contain any complete，legal Rexx statement，includ－ ing a call to another ．cmd file．Because they are run from the main

