E-GUI

E-GUI ii

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Chapter 1

E-GUI

1.1 E Graphic User Interface

E-GUI Graphic User Interface for 'E'

Version 1.0 Unregistered Demo

Written by Celso Martinho & Miguel Angel Using Lattice SAS_C 6.2 and ReqTools from Nico Francois.

Note

Requirements

Detailed Description

Bugs & Addresses

Shareware

The One and Only!

1.2 note

NOTE

Please excuse my uneven english, because it's my foreign language. But writing this documentation in portuguese would decrease the number of people who can understand the function of E-GUI and I hate portuguese descriptions of international spreaded material because of the non-technical character of my native language. Thanks in advance!

1.3 requirements

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REQUIREMENTS

E-GUI was developed under OS3.0 with 2.x includes. It was tested both in Kickstart/WB 2.x and 3.0 with no problems nor enforcer hits. There is no reason why it shouldn't work under Kick1.3 but you will need the asl.library for your ROM version. I know that there is version for the Wb1.3 but as I didn't found it, I couldn't include it with this distribution archive.

Also, E-GUI requires reqtools.library in your LIBS: directory. You can find this library in this pack. In the future, we can re-write E-GUI to use ONLY reqtools.library and therefore eliminate the need of asl.library. That would make a lot of 1.3 users happy. Anyway, if you dont have a 2.x> ROM yet, buy one! Its worth the money!

1.4 detailed

DETAILED DESCRIPTION

There isn't much to say about E-GUI, running it is the best way to see what it does. With E-GUI you no longer need to use the 'E' in a Shell or CLI window. You can fully take benefits of the Workbench environment without loosing any 'E' features.

Running E-GUI for the first time shows you a small window that opens itself at the bottom of your workbench screen. You can see six big Gadgets that represent the actions you can perform with the program. Some of those gadgets have also a buttom with a '*' inside (precognition rules) that will call a ASL filerequester to easy select your favorite tool. In most cases, you can also hand-edit the string gadgets your self.

In all the situations, you can replace the sourcename by the %s variable that is auto-defined in the 'Pick' string gadget. Also, the .e extention is removed if you use %s in the 'Compile' or 'Debug' string gadgets. (i.e. CygnusEd %s -KeepIo).

'Edit', 'Compile', 'Debug' and 'Execute' open an Output window just in case you need any "stdio".

When you exit E-GUI, a configuration file will be saved in your current directory containing your favorite settings. This way, you can have different configurations for different situations. A personal opinion is to create a different drawer for each project and have E-GUI in it. If you dont want to spend too much disk space with a E-GUI for each source, write a Script that calls E-GUI from some directory and associate an Icon to it.

Below the 'Execute' buttom, there is a small string gadget where you can write the program arguments that will be passed to the executable.

Pressing 'Pick' will open a filerequester where you can select a new source to work with.

Remember: Allways use .e extension in your sources.

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1.5 bugs

BUGS & ADDRESSES

Nothing that we know of. If you find any, write to:

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 or Fido: Miguel_Angel@2:361/12.1

1.6 shareware

SHAREWARE

You like this program and use it a lot. Please send a (US) \$15 or (POR) 1500\$00 contribution to the Postal address above given. If we feel that there is enough people to justify further developing of E-GUI, we will continue the work with new ideias and sugestions from you. Please send us an Empty formated disk if you wish to receive your registered copy of E-GUI with possible new features added.

1.7 amiga

Thanks for the