

**GenCodeE**

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	<i>TITLE :</i> GenCodeE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## 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.

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### 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) explanations. 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

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