

**stormc.hyper**

**COLLABORATORS**

	<i>TITLE :</i> stormc.hyper		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## stormc.hyper

### 1.1 main

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### 1.2 toolbar

TOOLBAR

The StormC menu appears if you load a source code or if you configure the editor manually using the command `SET MODE=STORMC` (`TYPE RESET` resets the file type). The editor is automatically switched to StormC mode by StormC, too. The StormC toolbar offers the following gadgets (from left to right):

Description	Function
Breakpoints	Shows/hides breakpoints
Make project	Makes current project
Previous error	Shows previous error
Next error	Shows next error
Debug project	Starts debugger
Go	Debugger: Go to next active breakpoint
Step	Debugger: Step
Step over	Debugger: Step over function
Go to RTS	Debugger: Go to end of function
Show PC	Debugger: Show PC
Window: modules	Shows: modules of current object
Window: variables	Shows: variables
Window: errors	Shows: errors
Help	Displays this help file

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Note: Some commands listed above expect that you have started StormC++ and that you did open or create a project.

## 1.3 menu

### MENU

The StormC menu appears if you load a source code or if you configure the editor manually using the command SET MODE=STORMC (TYPE RESET resets the file type). The editor is automatically switched to StormC mode by StormC, too. The StormC menu offers the following commands:

Description	Function
About StormC	Shows StormC "About" requester
Project: New	Create new project
Project: Open...	Open project
Project: Save	Save project
Project: Add file	Adds text to current project
Show window...	Activates StormC window
Compile	Compiles file
Compile all (again)	Compiles all files of current project
Hierarchy	Compiles hierarchy
Project: compile	Compiles files of current project (if modified)
Project: run	Runs the executable
Project: debug	Starts debugger
Debugger...	Debugger control
Error: previous	Shows prev error
Error: next	Shows next error
Quit StormC	Quits StormC

Note: Some commands listed above expect that you have started StormC++ and that you did open or create a project.

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