

# Builder

version 3.0

The Application Builder  
by Jeff Watkins

## What Builder Does:

Builder is a convenient method of launching applications from a button that resides at the bottom of the screen. At launch time, Builder reads its command line to determine the launch specs or launch file. The application then waits merrily at the bottom of your screen until you double click with the right mouse button on it.

## How To Use Builder:

The important thing about Builder is the command line format. A new format for the command line has been added.

The standard (old) command line format:

**Builder.exe [-l] <Title> <Path> <App> <Parameters>**

**-l (lowercase L)** instructs Builder to "launch only". This flag eliminates the initial launch of the specified application that occurred in version 2.1.

**Title** is the title that Builder will assume. This permits you to distinguish between different instances of Builder.

**Path** is the start up path that the application should use. Builder changes directories to this path before executing the application. Paths may be specified using slash or backslash (slash is preferred). Paths may not end with a slash!

**App** is the name of the application to execute. This may include a path if the application can not be found in the PATH environment variable.

**Parameters** is a list of parameters to be passed on to the application.

Spaces are used as delimiters, so **Title**, **Path**, and **App** must not contain any spaces.

And the new improved format:

### **Builder -f [-l] <Load File>**

**-l (lowercase L)** instructs Builder to "launch only". This flag eliminates the initial launch of the specified application that occurred in version 2.1.

**-f** instructs Builder to use the following file path specified by **Load File** to launch applications from.

The format for the load file is as follows:

**<command> <parameters>**

Currently the following commands are implemented:

<b>cd or cwd &lt;directory&gt;</b>	change directories
<b>run &lt;file name&gt;</b>	run a file in an open window
<b>load &lt;file name&gt;</b>	load a file as an icon
<b>max &lt;file name&gt;</b>	run a file as a maximized window
<b>x:</b>	change to drive <b>x</b>

### What is new to version 2?

Builder changes drives as well as paths. For example, if an application requires that it be run in the /src/builder directory of drive D, the Builder command line would look as follows:

**builder MakeBuilder D:/src/builder make.exe -fbuilder**

Builder parses the start up directory. When it changes to the start up path, it also changes the current disk to the start up disk. After launching the application, the drive and path are changed back to their original values.

Builder now requires a double click of the right mouse button. I kept launching two instances of make while compiling my applications and getting sharing violations, so I fixed it.

While launching an application, Builder now displays the hourglass to let you know that it is really doing something.

### What is new to version 3?

Bug fixed that caused Builder not to change drives if you used lowercase drive letters.

Multiple applications may be launched with one double click by using the launch file option (-l).

Builder now sports a system menu entry to launch its applications. Keyboard users are not out in the cold anymore.

New icon simulates an actual button.

Applications can be launched in multiple viewing modes.

### What to look for in future versions...

Build files: approaching the power of makefiles. Perhaps, even the ability to read in a standard makefile (Borland, MS, etc) and use it.

Interactive functions: user queries via dialog boxes. Also implementing primitive if-then-else structure.

A new Icon? Versions 2 & 3 got new ones, so perhaps the next one will too???

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### Future products from CMS:

wterm: a tty application for MS Windows. Got a nice little dos app? wterm provides an easy method of porting existing C code to MS Windows without bothering with the GUI.

wsh: an application that makes use of wterm to provide a user customizable command

line shell. wsh will come in dos and unix flavors.

wclass: a class library for Zortech C++ for use with MS Windows 3.0. Includes 3D pop up edit controls, Bitmap buttons, a standardized file selector, and more. wclass is what wterm and wsh are being built with.