

**GenCodeOberon**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> GenCodeOberon		
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## Chapter 1

# GenCodeOberon

### 1.1 GenCodeOberon.guide

Documentation from GenCodeOberon Release 1.0

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This documentation describes GenCodeOberon Release 1.0, Version 37.1, last update on 18 September 1994.

Important	Copyright etc.
Usage	How to use it
Author	How to reach the Author

### 1.2 GenCodeOberon.guide/Wichtig!

Copyright and other things

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None of the programs nor the source code (nor parts of it) may be used on any machine which is used for the research, development, construction, testing or production of weapons or other military applications. This also includes any machine which is used for training persons for any of the above mentioned purposes.

### 1.3 GenCodeOberon.guide/Anwendung

How to use GenCodeOberon

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This documentation is only a better then nothing documentation. Also my english is very ugly, if there anybody which would like write i better one, please contact me.

Installation

Modulnames

Example

### 1.4 GenCodeOberon.guide/Installation

Installation von GenCodeOberon

=====

Copy GenCodeOberon in the directory Modules from the MuiBuilder directory. Set the in the Prefs the generated Code to Oberon, also set the GetString to GetString.

### 1.5 GenCodeOberon.guide/Modulnamen

Modulnames of the Sourcecodes

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The modulenames would generated from the Name you entered in Code String Gadget in the Code Options page, it's enough if you write in the gadget only the basename of the Application (like MuiDemo).

If in the Code Stringgadget stands MuiDemo, then the generated source is named MuiDemoGUI.mod, when use the localized version then the modul with

the strings must named MuiDemoStrings.mod. If you use hooks the name of the module which contains the moduls must be named MuiDemoHooks.mod.

## 1.6 GenCodeOberon.guide/Beispiel

Example

=====

Here is a standard skeleton to access the generated Sourcecode.

```
MODULE MuiDemoTest;

IMPORT  Exec,
        Mui,
        gui:= MUIDemoGUI,

        y := SYSTEM;

VAR
    running : BOOLEAN;
    signal : LONGSET;

BEGIN
    running := TRUE;
    IF gui.CreateObjects() THEN;
        gui.CreateNotifys();
        WHILE running DO
            CASE Mui.DOMethod( gui.App,Mui.mApplicationInput,y.ADR( signal ) ) OF
                | Mui.vApplicationReturnIDQuit: running := FALSE;

                ELSE END;
            IF signal # LONGSET THEN y.SETREG( 0, Exec.Wait(signal) ) END;;
        END;

        Mui.DisposeObject( gui.App );
    END;
END MuiDemoTest.
```

## 1.7 GenCodeOberon.guide/Autor

Address of the Author

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If you have problems, ideas bug reports or other things, please contact me.

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