

GenCodeE

COLLABORATORS

	<i>TITLE :</i> GenCodeE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

GenCodeE

1.1 GenCodeE v2.4

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***** ←
                GenCodeE v2.4
    E code generation module for MUIBuilder
      © Copyright 1995, Lionel Vintenat
*****

~Introduction~

~Generated code~

~History      ~~~

~Distribution ~

~Bugs~~~~~

~Author ~~~~~
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1.2 Introduction

Starting from this release, the Amiga E versions which are older than 3.1a one are no longer supported.

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.

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 MUI_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 different 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

menus - fixed bug : GenCodeE generated stupid things for

at execution time - fixed bug : generated code could cause enforcer hits

- 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

Version 2.4 : - fixed bug : E module 'libraries/gadtools' wasn't
included
- fixed bug : Mui_MakeObjectA() was incorrectly
generated
- recompiled with Amiga E v3.2a

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, even separated from the original MUIBuilder archive, follow the same distribution conditions. In particular, you use these files at your own risk.

1.6 Bugs

GenCodeE hasn't known bugs.

1.7 Author

You can reach me by snailmail at my family address :

Lionel Vintenat
3 impasse Boileau
Lotissement Les Termes
87270 COUZEIX
FRANCE

You can also reach me on internet. My email address is vintenat@supaero.fr. I prefer by far that you use email than snailmail.
