

### Abstract

This is a help file for the "Code Warrior Menu" in Alpha. For Alpha to find it, you must move this file to the "Help" folder located at the same level as the Alpha application itself.

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## 1 Introduction

This menu is designed to let you interact with the Metrowerks CodeWarrior(tm) program. You can develop your C/C++ project in Alpha and control most of CodeWarrior actions from within Alpha : compile, build, run, preprocess, disassemble, export, touch, update, precompile, switch between projects or between targets in a project, get all kinds of info and much more without leaving Alpha.

### 1.1 Setting the menu

Alpha/CodeWarrior interaction does not need any setup beyond activating the menu. The CodeWarrior menu can be added or removed as a global menu via the menu item "Config -> Preferences -> Menus" but the best way to use it is to link it to C and C++ modes so that each time a file is opened in one of these modes the CodeWarrior menu is automatically installed : to do this, switch to C or C++ mode and select the menu item "Config -> Mode Prefs -> Menus" In the dialog window check the "CodeWarrior menu" checkbox. That's all there is to it.

Alpha's support is implemented entirely in Tcl, Alpha's macro language. The code can be found in two files : "codeWarriorMenu.tcl" and "codeWarrior-Completions.tcl". The CodeWarrior menu items are explained below.

## 1.2 External Editor

CodeWarrior now has support for external editors. Metrowerks CodeWarrior supports the notion of an "External Editor". To use Alpha as such:

1. Create a folder called (Helper Apps) (with the curly braces) in the same directory as the IDE if it does not already exist.
2. Place an alias to Alpha in this Helper Apps folder. Call this alias "External Editor".
3. Check the "External Editor" flag in the Metrowerks preferences dialog (IDE Extras panel). Alternatively you can set this flag from Alpha with the corresponding flag 'Use External Editor' in the Werks Flags submenu.

## 1.3 Code Warrior projects

For the interaction to work correctly between your source files and CodeWarrior, there must be a project opened in CodeWarrior and the source file must belong to the project. There is a menu item called "Add File" to add the currently opened source file to the current project. If you hold the option key down this menu item becomes "Remove File" and lets you remove the file from the project.

Several projects can be opened at a time : the interaction always takes place with the frontmost one. You can easily switch between projects with the "Select Project..." menu item. Within a project, you switch between targets with the "Select Target..." menu item.

CodeWarrior menu always checks, when necessary, that a project is opened or that your file belongs to the current target and warns you in case of problem.

## 1.4 Errors

All of the functions that cause compilation to take place return any errors in a window called "\* Compiler Errors \*". Individual errors can be selected by using the up and down arrow keys. Return/Enter is used to bring up the offending file at the correct line.

## 2 Description of the menu items



**Switch To Ide** Switch to CodeWarrior app.

**Werks Flags** Specify compiling, building or linking options. Options available are :

Build Before Running  
 Play Sound After Updt & Make  
 Save Open Files Before Build  
 Use External Editor  
 Activate Browser  
 Activate C++ Compiler  
 Enable Objective C  
 Enable C++ Exceptions  
 Enable RunTime Type Info  
 Generate Link Map  
 Generate Sym File  
 Invert Debugger  
 Switch When Compiling

Note that the flag "Invert Debugger" was previously improperly named "Enable Debugger": it acts in fact like a toggle. If you set this flag in Alpha but the debugger is already enabled in CW, then this `_disables_` the debugger when you run your built project from Alpha : this is a feature or a bug (?) resulting from the corresponding CW Apple Event (param DeBg).

The "Save Open Files Before Build" flag is available since CW 6.

**Select Project...** Brings up a dialog with a list of all the open projects. The current project is the one selected in the list: it corresponds to the front-most one in CodeWarrior. To switch to another target, select it and click OK.

**Select Target...** Brings up a dialog with a list of all the targets in the current project. The current target is the one selected in the list. To switch to another target, select it and click OK.

**Add File** Add current file to the current project.

When holding the option key down :

**Remove File** Remove current file from the current project.

**Touch** Declare frontmost window as modified in current target.

**Compile** Compile frontmost window.

When holding the option key down :

**Compile Files** Compile all windows in the same mode as the frontmost window.

**Check Syntax** Check syntax of frontmost window.

**Preprocess** Preprocess the current file : resulting window is opened in IDE.

**Disassemble** Disassemble the current file. This file must belong to a target in a project and must have been compiled already. To edit the dump file in Alpha open the CodeWarrior menu with the option key down. The "Disassemble" item becomes "Edit Dump in Alpha".

When holding the option key down :

**Edit Dump in Alpha** The dump file resulting from a Disassemble command will be saved on disk and opened in Alpha. Not available in versions of CW prior to 6.

**Precompile Header...** Prompt user for destination and compile frontmost window to destination. Destination must already exist.

**Update** Update current project.

**Make** Make current project.

**Run** Run current project.

**Remove Object Code** Remove all compiled object codes from the current target.

**Reset Entry Paths** Reset the entry paths in the current project.

**Export Project** Export the project file as an XML file (not available in old versions of CodeWarrior). The output file is named after the project file plus an '.xml' extension. It is created in the same folder as the project file itself. Not available in versions of CW prior 6.

**Open Resource** Open a resource file belonging to the project with the application which created it (Constructor, ResEdit etc.) If there are several resource files, the proc displays a picklist to choose one.

**Open Include** Open the file #include'd on this line (also can be invoked by command-double-clicking).

**Header & Source** This item attempts to edit the header file corresponding to a particular source file and vice-versa. It looks only in the same folder as the current file (this should certainly be improved). It considers that a header file has an extension starting with the letter h and a source file with the letter c.

**Headers** This submenu allows you to set your own searching paths which will be used by Alpha when attempting to open an included file.

**Debugging Go to Debugger** Launch the MetroWerks debugger (makes sense only for old versions of CodeWarrior when the debugger was separate).

**Set Breakpoint** Set a breakpoint at the current line of the frontmost window.

**Clear Breakpoint** Clear a breakpoint at the current line of the frontmost window.

**Next Error** Display next error.

**Prev Error** Display previous error.

**Show in IDE** Open file in IDE and show the current line of the frontmost window in the debugger.

**Edit Link Map** Edit the .xMAP file corresponding to the current target. The proc looks for .xMAP files in the project's output folder and displays a picklist. CodeWarrior produces a link map only if the 'Generate Link Map' flag is set on. See the "Werks Flags" submenu above.

**Inspectors File Inspector** Brings info about the current source file.

**Target Inspector** Brings info about the current target.

**Project Inspector** Brings info about the current project.

**Link Order** Edit the list of all source files in the current project in the linking order.

**Non Simple Classes** Edit the list of all non simple classes in a C++ project. This supposes that your project has been built successfully otherwise CodeWarrior won't be able to return this piece of info.

**Class Info...** Brings info about a specific non simple class in a C++ project. This supposes that the info is available in CodeWarrior which is not always the case. The project must at least have been built successfully. The info returned is a list of base classes from which the specified class is derived, of all data members and all member functions with their properties.

**Class Browser...** Open in IDE a browser window about a specified class.

**Global Prefs** Each item in this submenu allows you to retrieve and edit (but not to set) the global preferences chosen in the corresponding panel in CodeWarrior. To get all the global preferences, choose the menu item "All Globals". Available panels are:

Build Settings	Layout Editor
Debugger Display	MetroNub Panel
Debugger Global	Plugin Settings
Extras	Shielded Folders
Font	Syntax Coloring
Global Source Trees	VCS Setup

**Target Prefs** Each item in this submenu allows you to retrieve and edit (but not to set) the target-specific preferences chosen in the corresponding panel in CodeWarrior. To get all the target-specific preferences, choose the menu item "All Panels". Available panels are:

Access Paths	PPC Linker
Build Extras	PPC PEF
C-C++ Compiler	PPC Project
Custom Keywords	PPCAsm Panel
File Mappings	Rez Compiler
MacOS Merge Panel	Runtime Settings
Output Flags	Target Settings
PPC Disassembler	Target Source Trees

**Create Fileset** Create a fileset containing all text files in the project currently opened in CodeWarrior. See the 'Filesets Help' file for more info about filesets in Alpha.

**Help** Edit this Help file.

### 3 Version History

- Original Author: Pete Keleher
- Improvements, updates, modifications by various authors : John Dunning (jdunning@cs.princeton.edu), Jon Guyer (jguyer@his.com), Craig Barton Upright (cupright@princeton.edu).
- 2001-10-11 - 1.3 - New features and enhancements by Bernard Desgraupes (berdesg@easynet.fr)
- 2001-10-15 - 1.3.1 - Added items to disassemble and export to xml.
- 2001-10-20 - 1.3.2 - Added item to open resource file. Modified the cw::header&Source proc to rely on file::sourceHeaderToggle and the Mode Search Path mechanism. Added version checking for items not available in older versions of CW.

### 4 Known problems

Please e-mail any problem or bug you encounter with this version 1.3 :

[berdesg@easynet.fr](mailto:berdesg@easynet.fr)

Visit my Web page for updates and other Alpha utilities :

<http://webperso.easyconnect.fr/~berdesg/alpha.html>

### 5 License and Disclaimer

Version 1.3 of CodeWarrior Menu.

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