

Using DAC with CodeWright IDE



Software Development, Quality and Documentation Tool



Development Assistant for C V4.0 Documentation
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I Requirements

INFO:

In the **Reader Edition**, DAC has full functionality with one limitation - writing is disabled in Editor. In this way, at a lower price of DAC, you can use your usual IDE for editing, and DAC for analyzing projects, Flow charts, Graphs, Software Metrics, and so on.

- **DAC - V4.0.058 or later** - (Development Assistant for C - RistanCASE). The latest version, with Demo Mode license included, can be downloaded from the following URL:
http://www.RistanCASE.com/dac/v40/dac_download.php

If you are running DAC in Demo Mode, you can easily obtain a trial license and enjoy all the comforts of DAC for two weeks! For more details, choose **Technical Support** from the **Help** menu.

- **CodeWright V6.0 or later** - (Starbase Corporation)

In the following sections, it is assumed that your CodeWright has been installed in the "*C:\Program Files\CodeWright32*" folder. In the text that follows, this folder will be referred to as the "CodeWright folder."

You may have to adapt the paths used in the example provided to match your current installation paths. The CodeWright folder has to be in the system PATH.

It is also assumed that DAC has been installed in the "*C:\Program Files\RistanCASE\Development Assistant for C*" folder. In the text that follows this folder will be referred to as the "DAC folder."

NOTE:

This technical note only provides information on how to configure DAC to facilitate your work with CodeWright V6.0, for which the document has primarily been written. Using it as a basis, DAC can easily be configured to work with later CodeWright versions. For further information on DAC, please refer to "Development Assistant for C" documentation V4.0.

2 Installation and Setup

To make the most of your CodeWright with DAC, these are the steps to follow:

- [Installing/Uninstalling DAC Support for CodeWright](#)
- [Importing a CodeWright project](#)
- [Configuring DAC](#)

As you progress through this technical note, you will be led through the process of installation and deinstallation of the DAC support, configuring DAC, starting and using the DAC support in CodeWright and in DAC.

2.1 Installing/Uninstalling DAC Support for CodeWright

2.1.1 Installing DAC Support

Before installing DAC support, please quit CodeWright. Then browse through the "*AddIns\CodeWright*" subfolder of the DAC folder and start "*DACCWCfg.exe*". The following dialog box will appear:

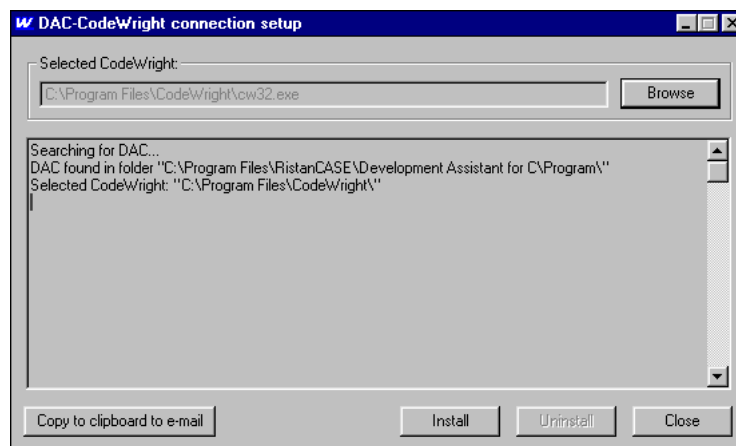


Figure 2.1 Installing DAC Support

If you have already installed/deinstalled some CodeWright, the last one you have worked with will be set by default in the appropriate textbox. By clicking the **Browse** button, you can choose the CodeWright in which you want to install DAC support (by choosing the appropriate "cw32.exe" file). Then, click the **Install** button. The setup program will add the necessary data in the appropriate CodeWright configuration files, that is:

- In the "cwright.ini" file:
 - In [LibPreLoad] section - it will enter paths to the libraries "DACD-DEClient.dll" (necessary for communication with the DAC DDE server) and "DACCWResource.dll" (necessary for displaying the DAC toolbar in CodeWright).
 - In [Menu] section - it will add the definition of the **DAC** menu in CodeWright, before the **Tools** menu definition.
 - In [Ribbon] section - it will add the definition of the DAC toolbar in CodeWright.
- In the "cwright.mnu" file, it will add the definition of the DAC short-cut menu.
- In the "cwright.btn" file, it will add the definition of the DAC toolbar buttons in CodeWright.
- In the "cwright.mac" file, it will add the macros necessary for the connection with DAC. The names of all added macros have the prefix DAC.

The setup program will copy the original files "cwright.ini", "cwright.mnu" and "cwright.btn" to the "CW-DAC backup" folder, and will create the "runDAC.bat" file in the CodeWright folder.

2.1.2 Uninstalling DAC Support

Before uninstalling DAC support, please quit CodeWright. Then browse through the "AddIns\CodeWright" subfolder of the DAC folder and start "DACCWCfg.exe". The following dialog box will appear:

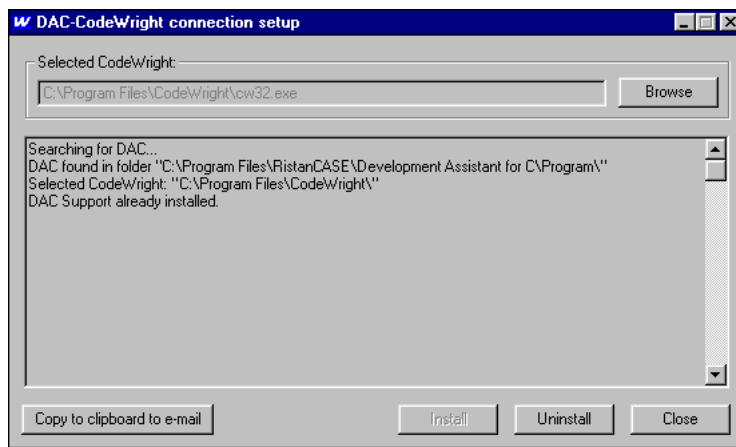


Figure 2.2 Uninstalling DAC Support

If you have already installed/deinstalled some CodeWright, the last one you have worked with will be set by default in the appropriate textbox. By clicking the **Browse** button, you can choose the CodeWright in which you want to install DAC support (by choosing the appropriate "cw32.exe" file). Then, click the **Uninstall** button. The setup program will copy the files "cwright.ini", "cwright.mnu" and "cwright.btn" from the "CW-DAC backup" folder to the CodeWright folder. It will also delete the file "run-DAC.bat", and delete all the macros necessary for the connection with DAC from the file "cwright.mac".

2.2 Importing a CodeWright project

Start DAC and, then, on the **Project** menu, click **Import Project** to open the **Project Importer** dialog box:

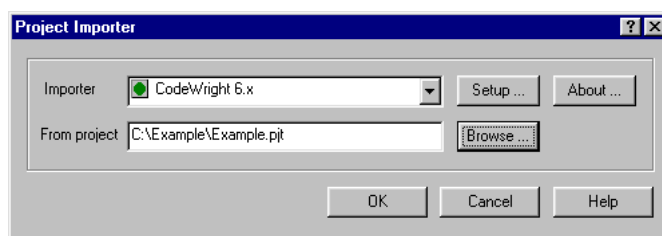


Figure 2.3 Project Importer dialog box

From the **Importer** list, choose "CodeWright 6.x". Click the **Setup** button to display the following dialog box:

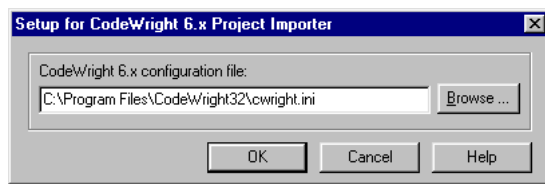


Figure 2.4 Importer setup

In the **CodeWright 6.x configuration file** box enter: "C:\Program Files\CodeWright32\cwright.ini", or use the **Browse** button to browse through the CodeWright folder and select "*cwright.ini*". Click **OK**. In the **From project** box enter the name of the CodeWright project you want to import or use the **Browse** button to select it. Then click **OK**.

After that you will be offered to save and open a new DAC project with the same name and in the same folder as the CodeWright project:

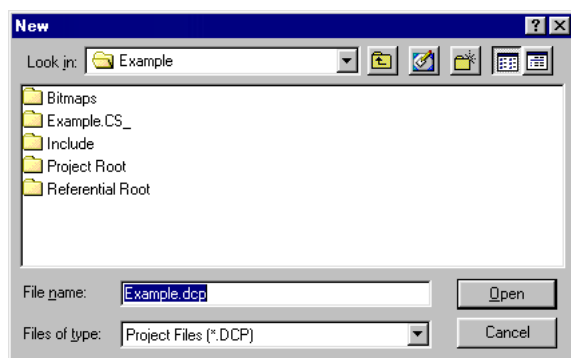


Figure 2.5 New DAC project with the same name as the CodeWright project

Click **Open** to open a new DAC project file in DAC.

If DAC and CodeWright's project files (with the ".dcp" and ".pjt" extensions, respectively) are in the same folder and have the same name, you will be able to automatically start DAC from CodeWright.

Using the CodeWright project file and the "*cwright.ini*" file, the converter will convert:

- The list of files used in the project.
- Editor options: font and font size, tab character usage, tab character length, word wrap option, insert mode, active keyboard layout, EOL mark, using persistent blocks, syntax highlighting adjustments, bracket format and other.
- Compiler options and VCS options.

After the conversion has been completed, the DAC **Messages** window opens to inform you of the successfully completed conversion and/or pos-

sible problems, that is, unconverted files. All project parameters can be additionally changed and adapted through the **Options** menu to suit your specific needs. For more information, please see DAC documentation.

2.3 Configuring DAC

2.3.1 User-Defined Actions (UDA) Setup

From the **Project** menu, choose **Open Project**, and in the **Open** dialog box select and open your DAC project.

Then choose **User-Defined Actions** from the **Options** menu, to open the **User-Defined Actions** dialog box and click the **Start Menu Actions** tab:

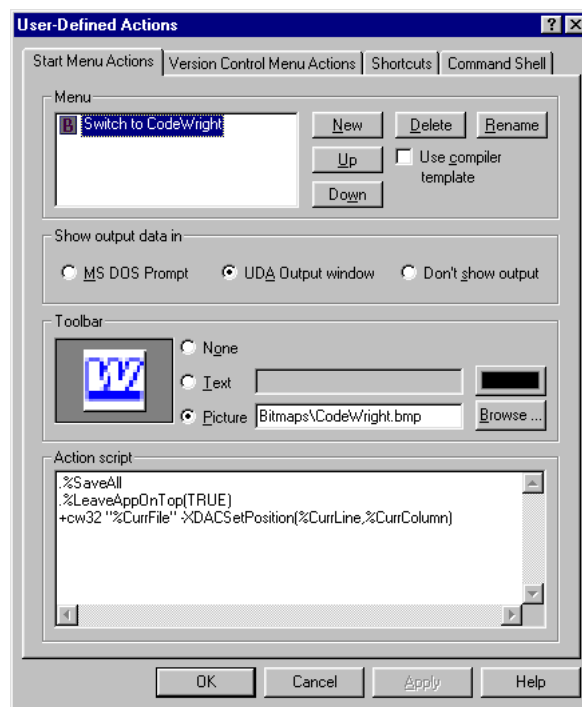


Figure 2.6 User-Defined Actions - Start Menu Actions

Click **New** to add new UDA and type in the name of the new action "Switch to CodeWright".

Under **Show output data in** select the **UDA Output window** option.

In the **Toolbar** area click **Picture**, and then click the **Browse** button to browse through the "AddIns\CodeWright" subfolder of the DAC folder and select the picture file "CodeWright.bmp" for the toolbar button. The preview of the chosen picture is displayed in the left pane of the **Toolbar** area.

INFO:

For more information about **Action script** and **User-Defined Actions Macros** see the **User-Defined Actions Macros** in Reference Manual of the DAC Documentation.

In the **Action script** box, enter the following script:

```
.%SaveAll
.%LeaveAppOnTop(TRUE)
+cw32 "%CurrFile" -XDACsetPosition(%CurrLine,%CurrColumn)
```

Click **OK**.

2.4 Editor Setup

Choose **Editor** from the **Options** menu, and then click the **General** tab:

NOTE:

The CodeWright project and DAC project are autonomous. Adding or removing files from a CodeWright project will *not* result in automatic adding or removal of corresponding files from a DAC project. It is necessary to add or remove files from a DAC project manually, and vice versa.

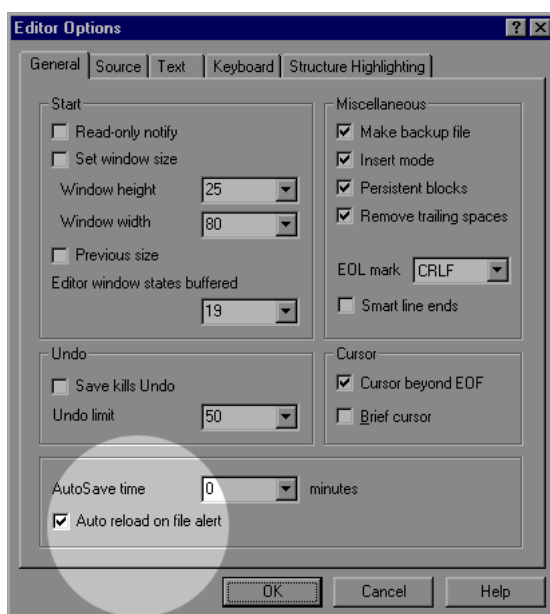


Figure 2.7 Editor Options

The option **Auto reload on file alert** at the bottom of the dialog box must be selected to automatically reflect the changes made in files in CodeWright. This does not apply to adding or removing files from the project.

3 Using DAC support

You can use DAC support from CodeWright in one of these ways:

- Via the [DAC menu](#).
- Via the [DAC toolbar](#).
- Via the [DAC shortcut menu](#).

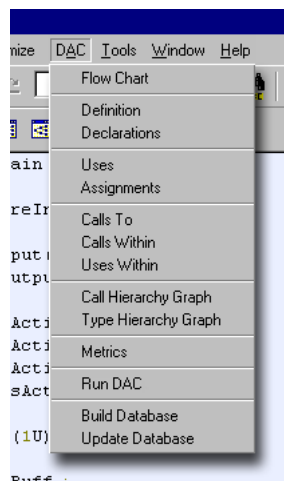


Figure 3.1 DAC menu

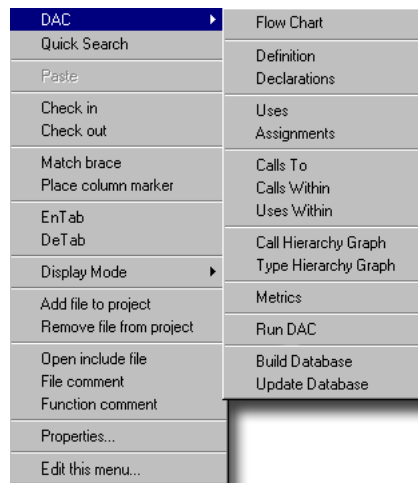


Figure 3.2 DAC shortcut menu



Figure 3.3 DAC toolbar

By choosing the **Run DAC** command from the **DAC** menu or clicking the **DAC** button on the DAC toolbar in CodeWright, you will start DAC and open DAC project that corresponds to the actual CodeWright project.

By choosing any of the commands from the DAC toolbar, DAC menu or DAC shortcut menu in CodeWright, you will switch to DAC where you will get the results of the chosen command.

For example, you can open the "*Example.pjt*" project in CodeWright and start DAC from CodeWright.

Then, start the **Build Database** command from CodeWright, open the "*mainmod.c*" file in CodeWright, and right-click the **main()** function. If you [choose](#) the **Call Hierarchy Graph** command from the shortcut menu (Figure 3.4), you will switch to DAC where you will [see](#) the Call Hierarchy Graph for the **main()** function (Figure 3.5).

In another example, if you open the "*HrdwInit.c*" file and [choose](#) the command **Flow Chart** (Figure 3.6), you will [see](#) in DAC the Flow Chart for the **FlowChartDemo** function (Figure 3.7).

You may also experiment with other DAC commands in CodeWright and see their results. For more information about DAC commands, please see DAC Documentation.

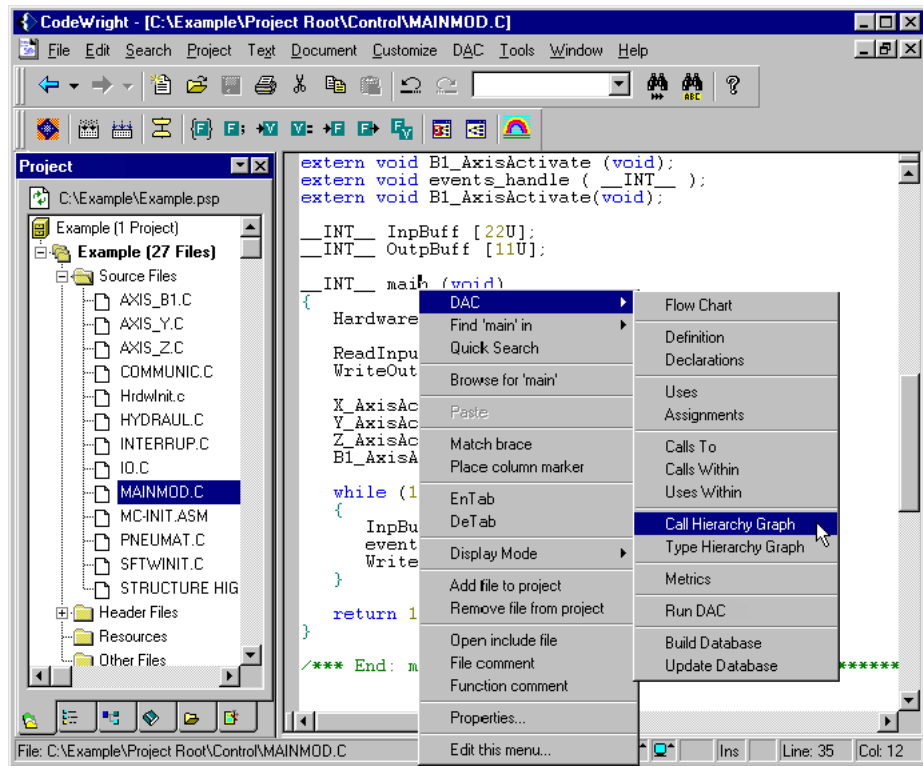


Figure 3.4 Using the Call Hierarchy Graph command on the main() function from the DAC shortcut menu in CodeWright

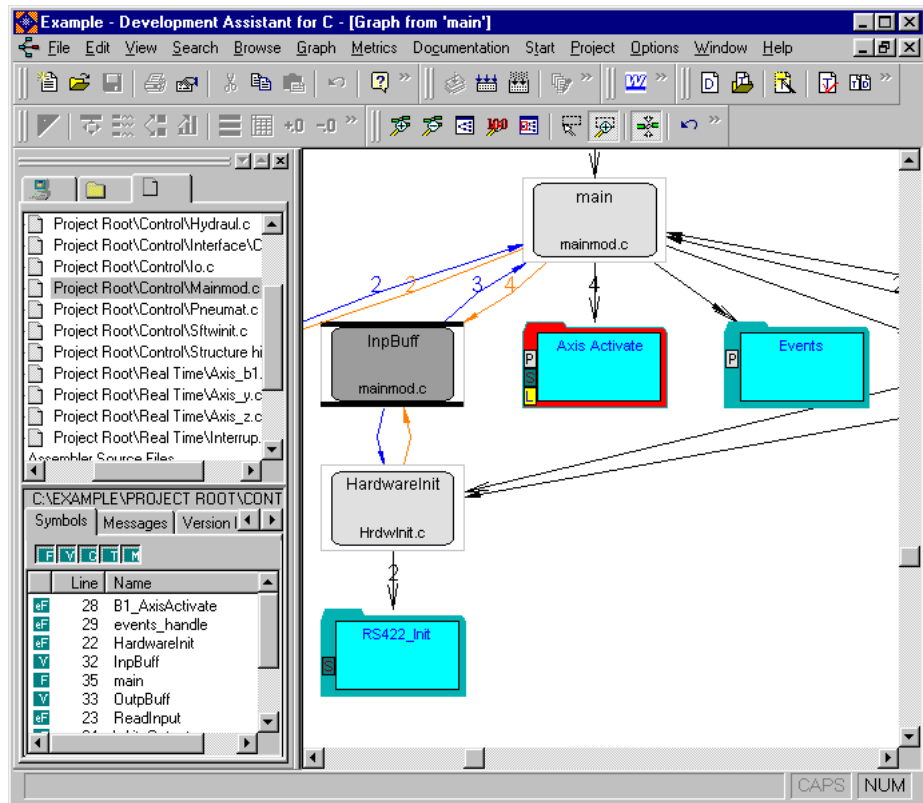


Figure 3.5 Call Hierarchy Graph of the main() function, in DAC

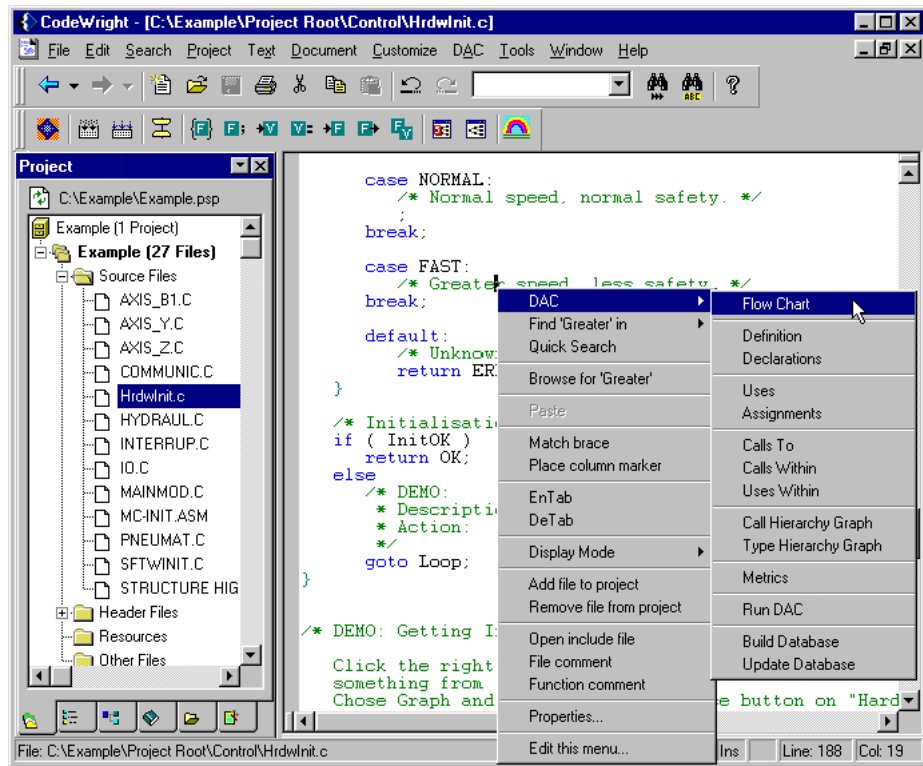


Figure 3.6 Calling the Flow Chart command from CodeWright

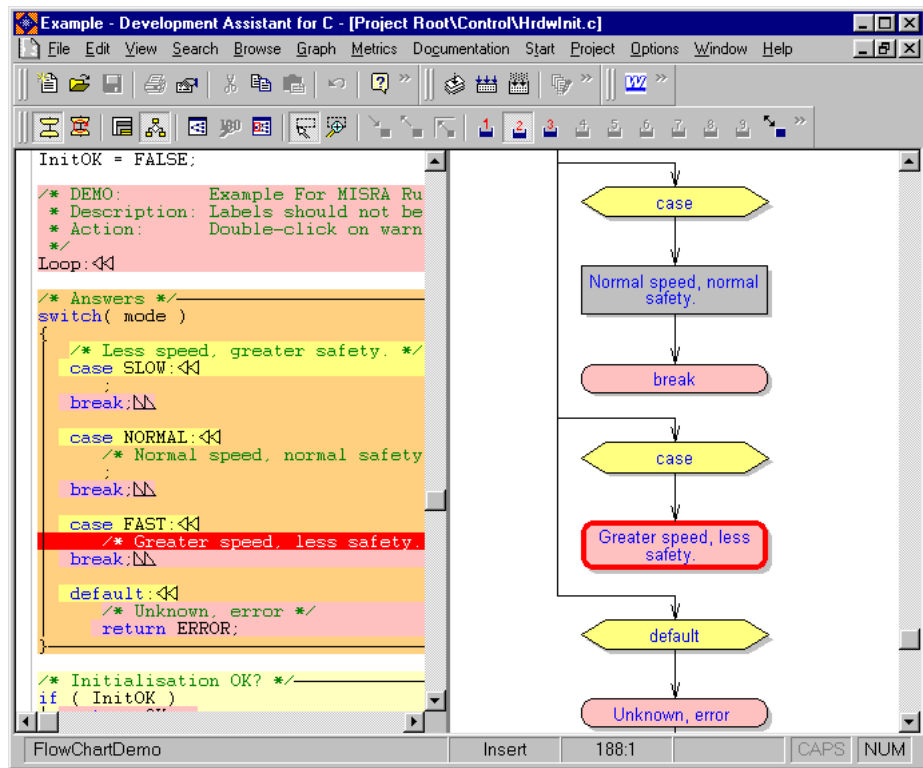


Figure 3.7 Flow Chart of the chosen function in DAC

4 Troubleshooting

Possible problems and ways to overcome them:

Problem	Answer
You cannot start DAC by using the Open Project command from the DAC menu, or by clicking the DAC button on the toolbar in CodeWright.	The DAC and CodeWright's projects are not in the same folder. Reimport the CodeWright project into DAC. After reimporting, the imported project should be saved using the default path and file name.
DAC has been started, but the commands do not respond.	If a command does not respond in CodeWright, there are two possible reasons for this: <ol style="list-style-type: none">1. The command started in CodeWright cannot be carried out in DAC (it is unavailable)2. The DDE connection breakup occurred. The established DDE connection can break if at least one of the programs (DAC or CodeWright) is quit. You have to restart CodeWright (DDE client).

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