



SmallIDE 2.5

SmallIDE is a easy development environment which supports:

- Borlands free C++ Compiler BC 5.5.
- Microsofts Visual Toolkit

Especially for beginners SmallIDE makes the usage more easy and comfortable.

For questions and infos:

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SmallIDE Overview

Open a Project

Create a folder in which the SmallIDE-Projects should be.

After starting SmallIDE a dialog is shown in which you can navigate through the directory.

Change into your projects-folder.

If there are already projects, you can select one from the list.

If you want to create a new project, type the name in the row **Create new Project**.

SmallIDE now creates and opens this.

Global Settings

At first start there should be adjusted some settings:

You can do this by choosing **Settings-Global**.

Here you can choose between the *Borland* or the *VisualToolkit* profile.

Pressing the **Profile** Button you can adjust the pathes of your compiler installation.

Optional you can have a folder with help-files e.g. the *Windows API reference*. The SmallIDE-editor can search there for keywords.

Project

In the project window you can drag from the explorer C-, H-, RC-, RES-, LIB-, DEF- files. With the **Add File** button you can also add files. **New File** creates new files and adds them to the project.

Add Folder creates "Folder" in the project window (not on harddisk) where files can be sorted in. Also you can use so called "Separators".

With **Settings-Target** you adjust the Settings for the current project.

With **Settings-Directories** you can tell the compiler additional directories for include-files, libraries and the target path.

With **Settings-Advanced Configuration** you make the usage of configuration files and additional parameter for compiler and linker possible. Read the Borland Helpfile *bc5tool.hlp* for detailed description of the command-line options.

Editor

The editor is simple and has the standard functions like clipboard and find/replace, multi step undo and syntax-highlighting but no support for hidden text or so.

The Editor supports Block-Indent function for selected lines via Ctrl+Tab (+Shift undent).

With **Settings-Edit** you can adjust Font, Tabswidth, and Colors.

From the cursor position you can search in the project files for function definitions, you can call the help-browser and open include-files. Also you can set a marker to the message window.

Resource Editor

The Resource Editor is also simple but it handles Resource Skripts (RC-files) more comfortable than a text editor.

But there are some restrictions in working with it:

Compiling

You can compile from the editor or from the project window for all selected files. The compiler warnings and errors are redirected to the message window. With mouseclick you can jump to the sourcecode.

SmallIDE can create a simple *makefile*. It is not a really makefile but a *batchfile* with all compiler and linker calls for making the target.

Have fun
Jörg Hauschild



Using Resource Script Editor

first pay attention to the following restrictions:

The resource script editor does not know all resource types, but it leaves them untouched.

It does not use BEGIN / END statements, it read them but changes them into { } brackets.

The dialog editor understands only the following control macros

```
LTEXT
CTEXT
RTEXT
ICON
PUSHBUTTON
DEFPUSHBUTTON
CHECKBOX
RADIOBUTTON
AUTOCHECKBOX
AUTORADIOBUTTON
EDITTEXT
LISTBOX
COMBOBOX
GROUPBOX
SCROLLBAR
```

But it writes only `CONTROL` statements.

The Resource Editor does not include bitmap editing tools but it supports copy/paste commands to work with a paint application. Only for ICONS and CURSORS you can draw the mask.

Lets work...

If you doubleclick in the project window a RC-file or if you type in the File New dialog a filename with "rc" extention the Resource Editor opens and you can work with it

In the left list you see the included resources.

Create a new resource with the button **New Res** or the **BALL** menu.

BITMAP-,ICON-, and CURSOR-resources are created as "hexdump" like this:

```
Picture BITMAP
{
  '42 4D B6 20 00 00 00 00 00 00 36 04 00 00 28 00'
  '00 00 4C 00 00 00 60 00 00 00 01 00 08 00 00 00'
  '00 00 80 1C 00 00 12 0B 00 00 12 0B 00 00 00 01'
  '00 00 00 01 00 00 1E 1E 1E 00 1E 1E 9E 00 1E 9E'
  ....
}
```

You can add other rc-files, bmp-, ico-, and cur-files to your resource script with the **Add Res** button, the **BALL** menu or with dragging the files from the explorer in the list.

The Editor creates identifiers from the filenames and includes the files like:

```
Icon_1 ICON "iconfile.ico"
```

except rc-files, they are simply added to the existing script, check for double identifier!

With the **BALL** menu you can save every resource as a single rc-file and BITMAP-,ICON-, and CURSOR-resources also in there native file format.

Delete resources with the **BALL** menu or the **Delete Key**.

Editing

With selecting one resource in the list, it appears in the right area to edit it.

Sorry, the Editor has no Undo steps. Only the **Cancel** Button makes all changes of editing one resource undone.

DIALOG

The dialog editor is useful only for adjusting the position of the controls. Select one or more with mouseclick (+CTRL) and move them with the mouse or the cursor keys.

For setting the properties doubleclick an item. Now you have to use the keyboard and you must know the control classes and styles... But you can modify the **Add Item** menu. Look at the *smallide.ini* file. In the section [DLGEDIT-ITEMS] you can add your favourite controls like this:

```
1=SimpleText:STATIC, WS_CHILD | WS_VISIBLE | SS_LEFT,100,18
2=...
```

that means: Menuentrie: CLASS, Style, With, Height

The editor tries for some control classes to imitate the visual style. But it is not very clever. Because it is not a compiler, it does not checks the numeric value for the window styles but the written terms. For example, if the editor found SS_RIGHT in a STATIC text control it can adjust the text right but not if the style = 0x00000002.

Use the right mouse button for setting the Z-Position of the controls.
The **Delete Key** removes a item.

Often it is useful to edit the dialog template as text. Pressing the **Shift key** when selecting a dialog resource in the list opens it in textmodus.

BITMAP

Bitmaps are only displayed. But with the **Copy-** and **Paste** buttons you can exchange pictures with painting applications.

ICON / CURSORS

2-, 16-, 256 and true color icons are supported.

The images of icons and cursors also can not be edited. But the clipboard is available to use a painting application.

The Editor expects exactly the image format, so the color space conversion has to be done in the painting application. Be sure that the palette has a black colour (RGB(0,0,0)) entrie in it, to keep the transparence. For 16-, 256- and true color the **Paste** command decides between image and mask depending on the colordepth of the image in clipboard. For 2 color icons the **Paste** command pastes the mask if the **Shift key** is pressed.

The **Copy** command works with **Shift key** for the mask else for the image.

What you can simply draw is the mask: Left mouse button makes the image visible, right button transparent.

With **Ctrl key** and left Mousebutton the HotSpot for cursors can be set.

MENU, STRINGTABLE,...

All other resource types are editable in textmode.

