

# ccz80 IDE

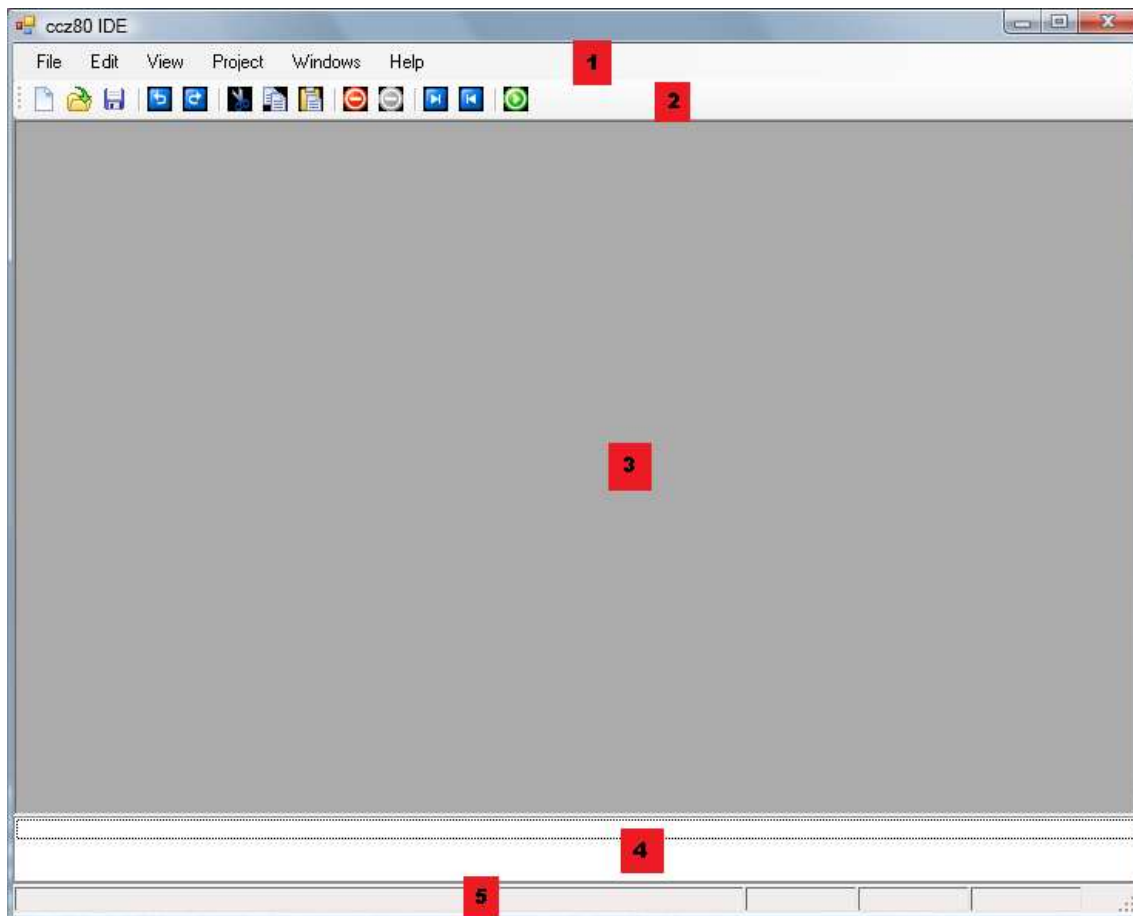
version 1.0.3

This application allows you to develop with the compiler ccz80, automating the process of edit, compile, assemble, convert and run the final code in an emulator.

The IDE ccz80 is developed in Visual Basic. NET, so it is necessary to install the Microsoft library. NET.

## **Main window**

The main window of the IDE ccz80 has the following appearance:



1. The bar menu with items to make all possible operations.
2. The toolbar to perform certain operations faster.
3. Work area for the windows source code.
4. Area results to display the result of the compilation, assembly, conversion. When there is any information in this area, when pressed on a line that specifies the filename, the window for that file is activated or a new window will open with the contents of the file if it was not previously open.
5. Status bar for information about the source of the active window (filename, line, position and status).

## **Operations**

**File / New:** Opens a new empty window for source code.

**File / Open:** Allows you to select a source file and opens a new window for editing. Each tab character is automatically converted into two spaces.

**File / Reopen:** Re-opening the file from the disk of the active window, losing the changes made since the last time I was saved.

**File / Close:** To close the active window. If the file that contains has been modified and is not saved ask if it wants to do.

**File / Save:** Save the file in the active window to disk. The extra space at the end of each line are deleted.

**File / Save as:** Ask for a new name and location of a file and save the file in the active window in disk with that name.

**File / Save all:** Save the files of all open windows whose content is not saved.

**File / Exit:** Exit the IDE ccz80, asking if want to save each opened file that I still have not saved.

**Edit / Undo:** Undo the last operation in the active window, if possible.

**Edit / Redo:** Returns the last operation has broken with the *Undo* option.

**Edit / Cut:** Send the selected text in the active window to the clipboard and clear it.

**Edit / Copy:** Sends the selected text in the active window to the clipboard.

**Edit / Paste:** Insert the text in the clipboard at the cursor position in the active window.

**Edit / Uppercase:** Convert to uppercase the selected text.

**Edit / Lowercase:** Convert to lowercase the selected text.

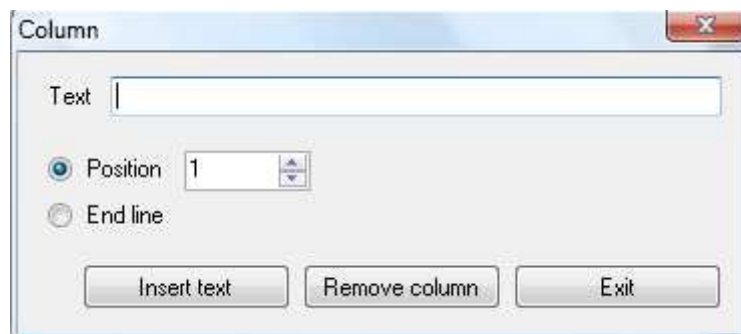
**Edit / Comment:** Make a comment on the selected lines.

**Edit / Uncomment:** Eliminates the commentary of the selected lines, if it exists.

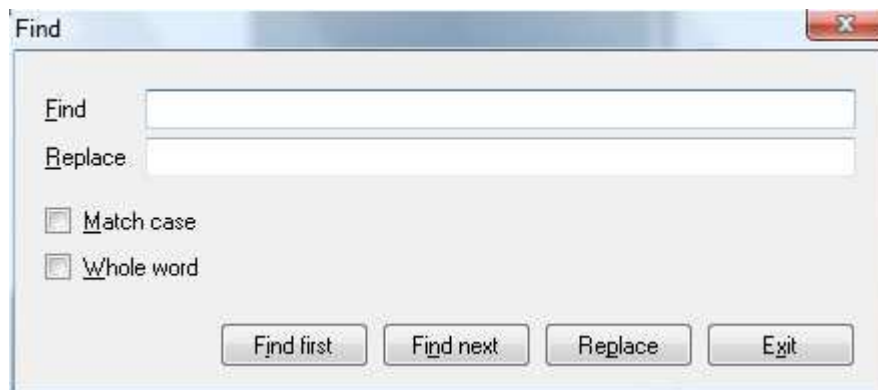
**Edit / Indent:** Move the selected lines two positions to the right.

**Edit / Unindent:** Move the selected lines two positions to the left, if possible.

**Edit / Column:** With the button *Insert text* inserts the text shown in each selected line before the specified position in *Position*, or at the end of each line if you select *End line*. *Remove column* removes the character shown in *Position*, or last if you select *End line*, of each selected line.



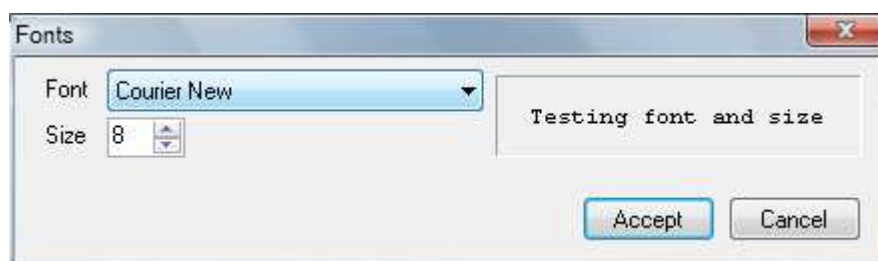
**Edit / Find:** It allows users to search and optionally replace text in the active window.



**Edit / Select all:** Select all the text in the active window.

**Edit / External editor:** Runs the editor defined in the *Project / Options* for modifying the file in an external editor. If the file is modified and saved in the external editor is necessary to use the option *File / reopen* to update the corresponding window of the ccz80 IDE.

**View / Fonts:** Select the font and size to be displayed with the text of the windows of the editor.



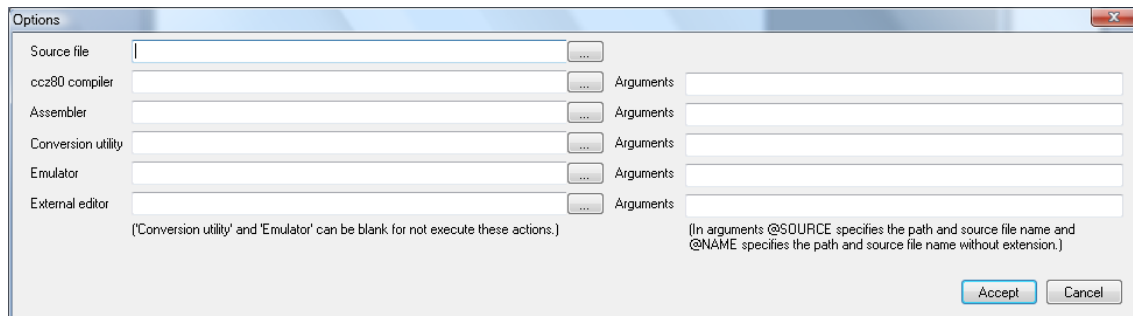
**View / Tool bar:** Enables or disables the display of the toolbar.

**View / Status bar:** Turns display of the status bar.

**Project / Compile:** Save all your files in the windows open and starts compilation of the file specified in *Options / Source* file using the compiler also indicated in *Options / ccz80 compiler*. If the compilation is successful launches the assembler, if specified.

**Project / Run:** Same function as Project / Compile, but after the assembly also launches the utility conversion and the emulator, if you have been identified in *Project / Options*.

**Project / Options:** Define the utilities and their arguments for the compilation process.



- **Source file** is the full path for the project's main source file that is working. The other files on the project since it was included with the command *include*.
- **ccz80 compiler** is the full path of the file ccz80.exe. The arguments are specified, according to the syntax specified in the manual of the compiler and can use macros @SOURCE and @NAME. For example, to compile and generate the binary file for the file specified as the main source (in *Source file*) and generate the binary code from the address 25000 would indicate as arguments @SOURCE /org=25000.
- **Assembler** (optional) is the full path to the assembler program used to convert the assembly code generated by the compiler in binary code. If you have not specified the option /asm in the arguments of the compiler is not necessary to have an assembler. For example, if used *pasmo* as assembler, the arguments for it could @NAME.asm @NAME.bin most other parameters to specify the output format.
- **Conversion utility** (optional) specifies the full path to a program used to convert the binary file into a file useful to be able to load it in an emulator. For example, it is possible to convert the binary file created in a disk file for an emulator Amstrad CPC with the ManageDsk utility, or to an sna image file with InsSNA or other similar utility. According to the utility that specifies the arguments can be changed, for example for ManageDsk can write -C @NAME.bin -S @NAME.dsk to create a disk file with the same file name as the main source.
- **Emulator** (optional) specifies the full path of the emulator needed to execute the binary code obtained after the processes. The control does not return to the IDE ccz80 until the emulator program closes. The arguments depend on the emulator that supports, and files can be disk, sna, tap, and so on. Some emulators do not support certain parameters and is necessary to load the file with the binary code using the emulator directly.

**Window / Cascade:** Distributes open windows in cascade.

**Window / Tile vertical:** Distributes open windows cascading vertically.

**Window / Tile horizontal:** Distributes open windows in horizontal waterfall.

**Window / Close all:** Close all open windows, asking each if they want to save changes to the text they contain.

**Window / Arrange icons:** Distributes at the bottom icons representing each window opened.

**Window / (list of opened windows):** This is the list of all open windows so that you can select one of them from this option.

**Help / About:** Information about the application ccz80 IDE.

