

Release Notes
Paws Developer's Studio
Version 1.31.1
20 May 2005

1.1 Critical Items
None

1.2 Known Limitations
None

1.3 Enhancements

1.3.1 Start a Studio Debug Session without checking dependencies

Traditionally, PAWS Studio goes in debug mode only after it checks that the binary files are newer than the source files. By doing this, the Studio debugger forces the user to compile any new changes he did to his source files before he goes in debug mode. Problems can rise though, if the source files and binary files are located on different computers that have different clocks. To avoid these situations, and allow the user to start a debugger session even if the binary files are not in sync with the source files, we made PAWS Studio give up the dependency check if the debug session is started from the Debug\StartDebug\AttachLocal pull-down menu. If the dependency check is skipped this way, the user has the responsibility of having all the binary files present and as consistent as possible with the project sources.

1.3.2 New Tab Look-n-feel

PAWS Studio IDE provides a new Tab look-n-feel for the information section.

Features

- Improved user awareness as all information is visible to the user simultaneously.
- Information categorized into separate sections.
- Ease of operation via the right click menu available on each tab.
- User configurable.

- Regular mode tabs (see Figure 1)

- Output Tab.
- Find Results Tab.
- Breakpoints Tab.
- Repeatblocks Tab.

- Debug mode tabs (see Figure 2) [tabs shown in addition to the “Regular mode tabs” in debug mode]

- Stack and Debug Variables Tab.
- Watch Variables Tab.

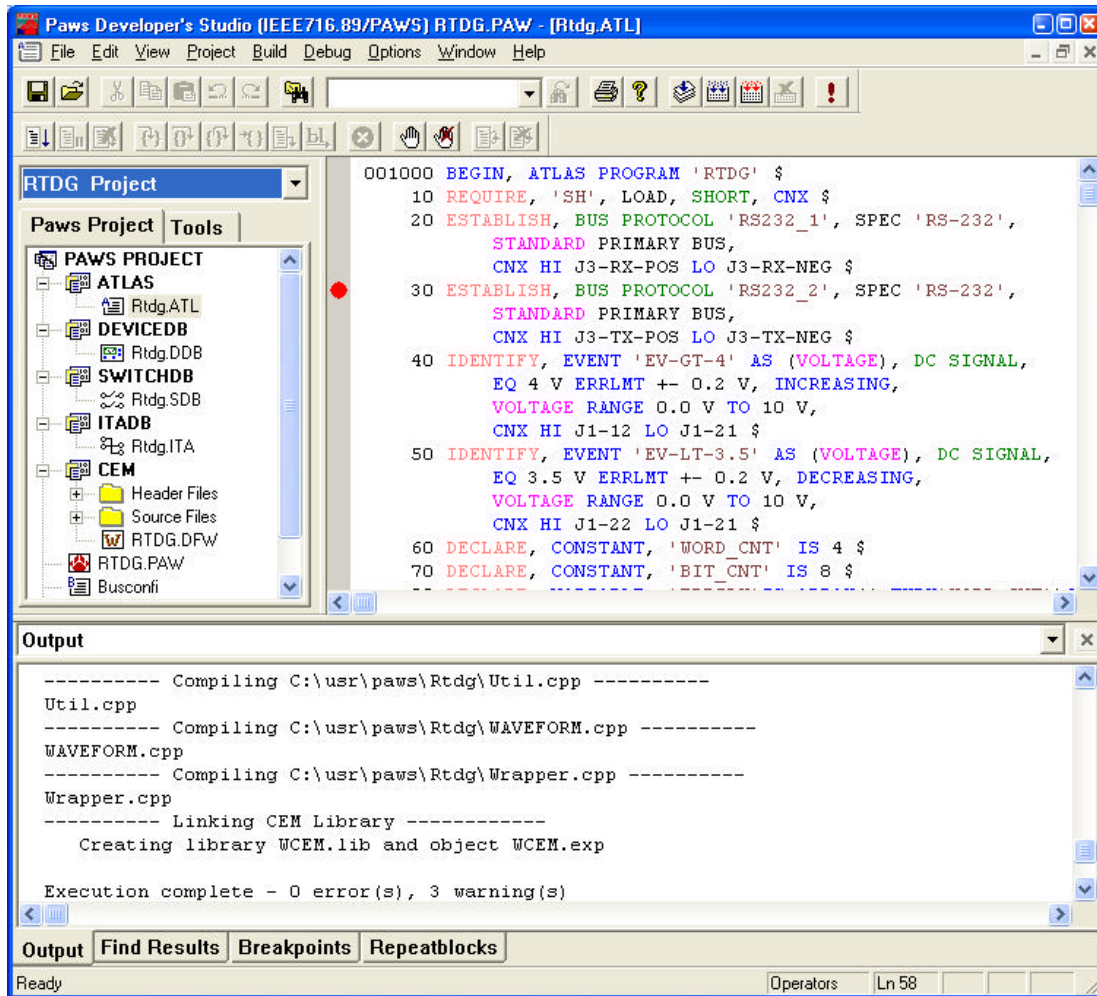


Figure 1 Regular Mode

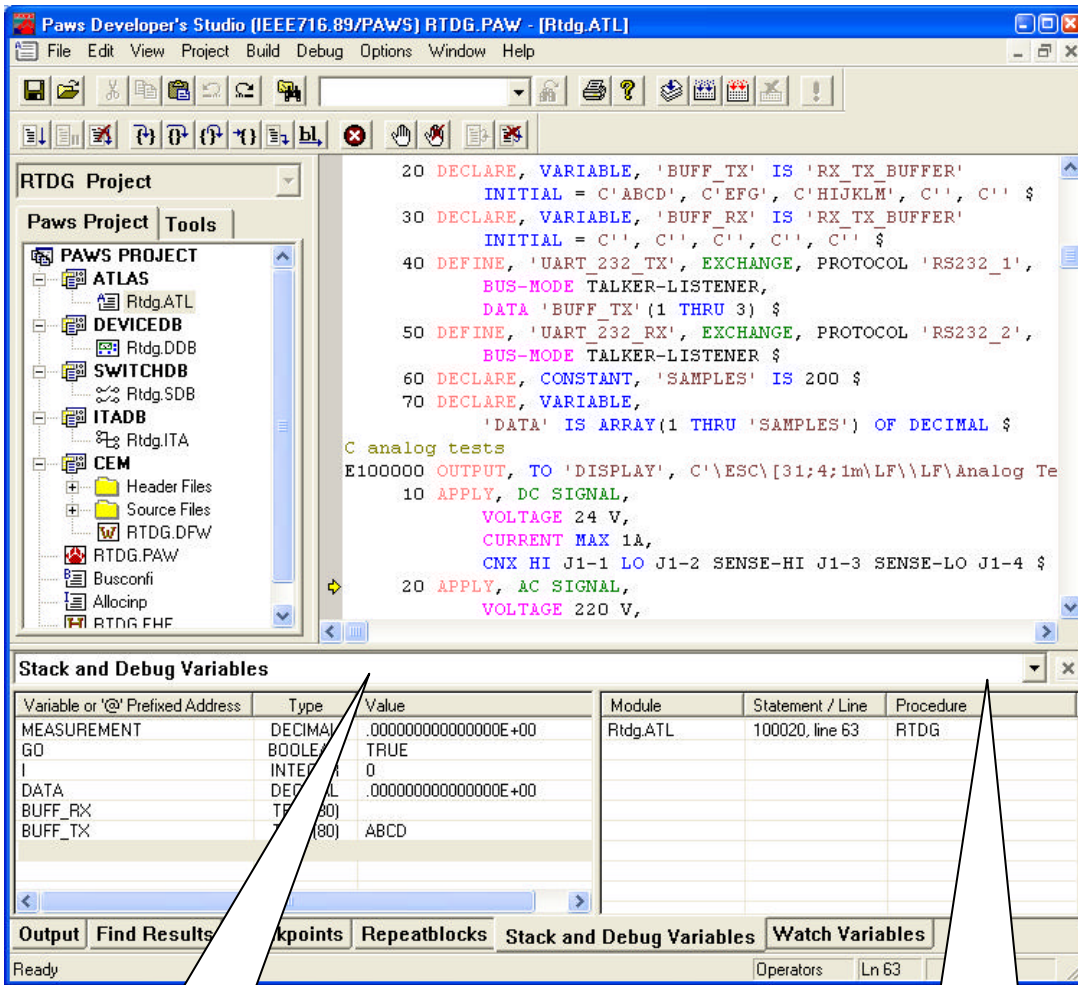


Figure 2 Debug Mode

Alternate way to switch between tabs via the drop down combo box

Alternate way to close a tab

Configuring Tabs (see Figure 3)

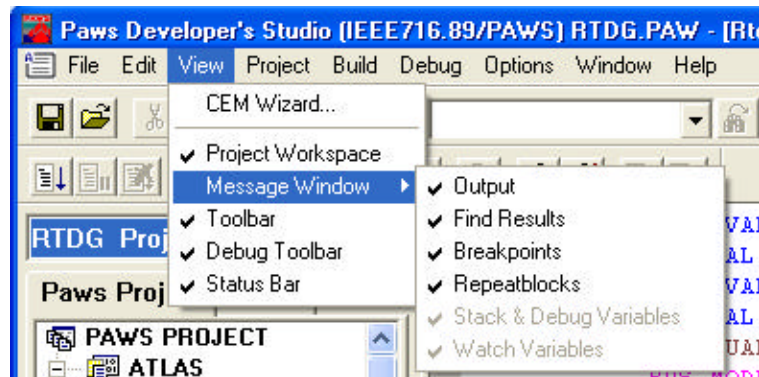


Figure 3 **Configuring Tabs**

- The “View” => “Message Window” menu option allows users to configure various tabs. All tabs are shown/hidden by selecting/deselecting the menu option for each tab.
- The “Stack and Debug Variables” tab is always shown when the user switches to Debug mode.
- Users may click on the tab to switch between them. Alternately, (as shown by the blowouts in Figure 2) the user could also switch between various shown tabs using the drop down combo, or hide the current selected tab by clicking the “Close” button.
- The information section automatically disappears when all tabs are closed and reappears when you select at least one tab to be displayed.
- PAWS Studio IDE maintains the tabs status (shown/hidden) between various sessions (by storing the configuration in the Paws.ini file).
- For Compile, Build, Rebuild All operations, if the “Output” Tab is not visible, it will be forced to be shown.
- For a Find in Files operation, if the “Find Results” Tab is not visible, it will be forced to be shown. Output Tab (see Figure 4)

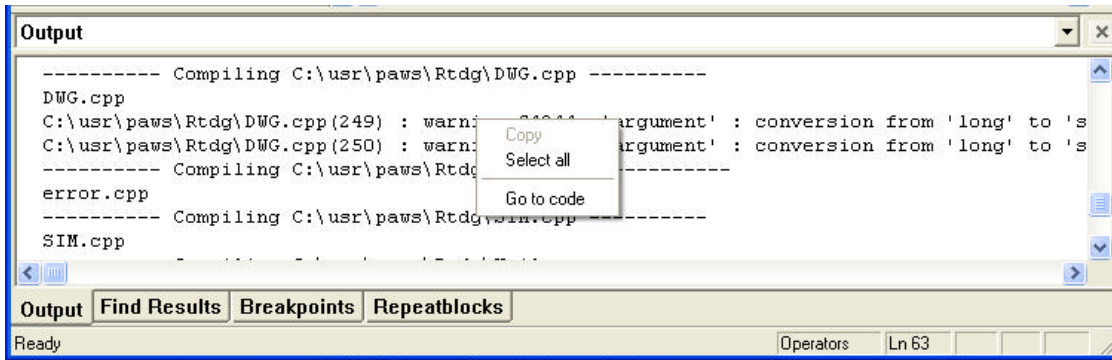


Figure 4 Output Tab

This tab shows Compile and Build progress and results.

The Right-click option “Go to code” can be used to show the location of an error/warning in a code file.

Find Results Tab (see Figure 5)

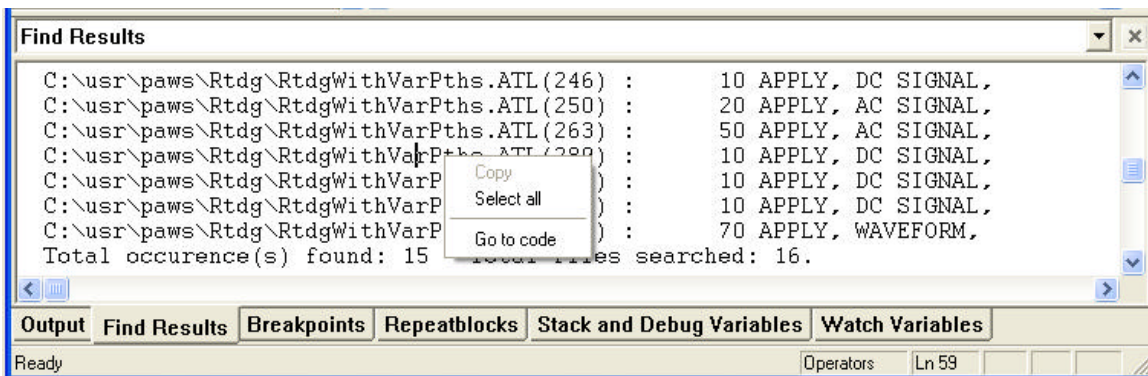


Figure 5 Find Results

This tab shows the progress and results of a Find in Files operation.

The Right-click option “Go to code” can be used to show the location in a file where a value was found.

Breakpoints Tab (see Figure 6)

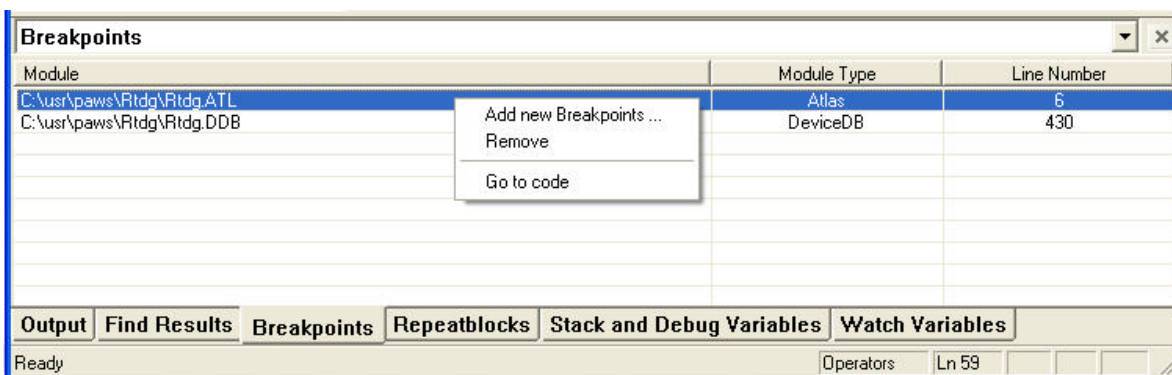


Figure 6 Breakpoints Tab

This tab shows the Breakpoints that have been added in various project files.

The Right-click option provides

- Add new Breakpoints... : This brings up the Breakpoints dialog and allows the user to configure new breakpoints
- Remove : This removes the breakpoint from a file
- Go to code : This can be used to show the location in a file where the breakpoint is set.

Repeatblocks Tab (see Figure 7)

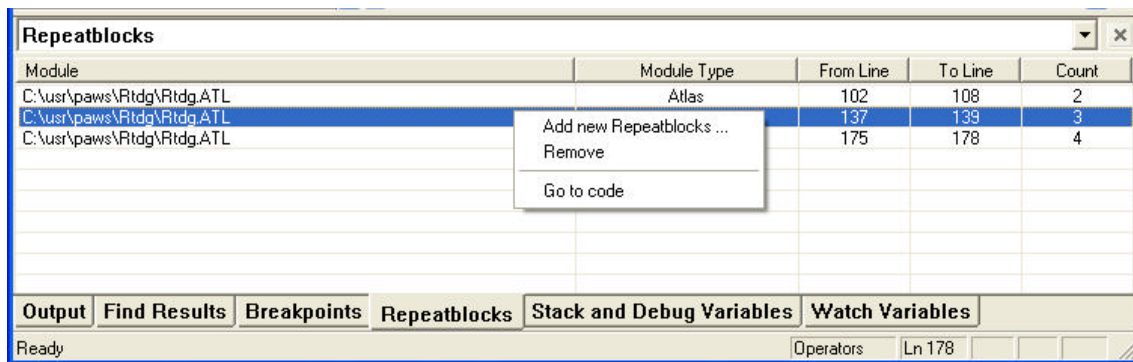


Figure 7 Repeatblocks Tab

This tab shows the Repeatblocks that have been added in various project files.

The Right-click option provides

- Add new Repeatblocks... : This brings up the Repeatblocks dialog and allows the user to configure new repeatblocks
- Remove : This removes the repeatblock from a file
- Go to code : This can be used to show the location in a file where the repeatblock is set.

Stack and Debug Variables Tab (see Figure 8)

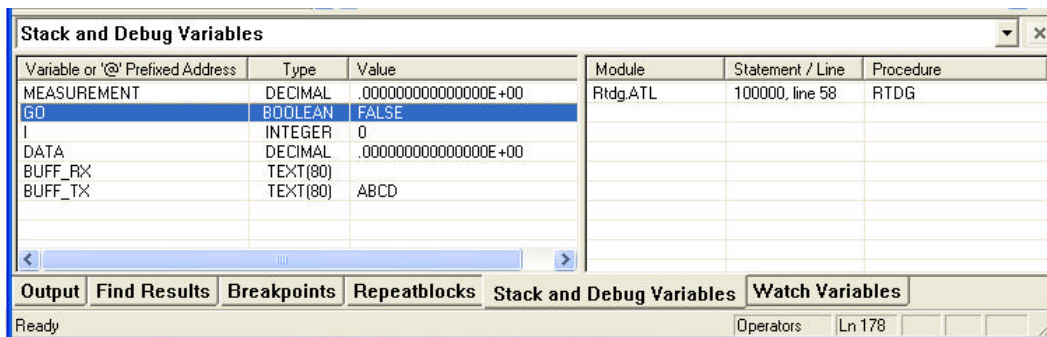


Figure 8 Stack and Debug Variables Tab

This tab provides a view to the current Stack and values of Debug variables. The tab is always made visible when entering Debug mode (it may be disabled thereafter, per user convenience).

Watch Variables Tab (see Figure 9)

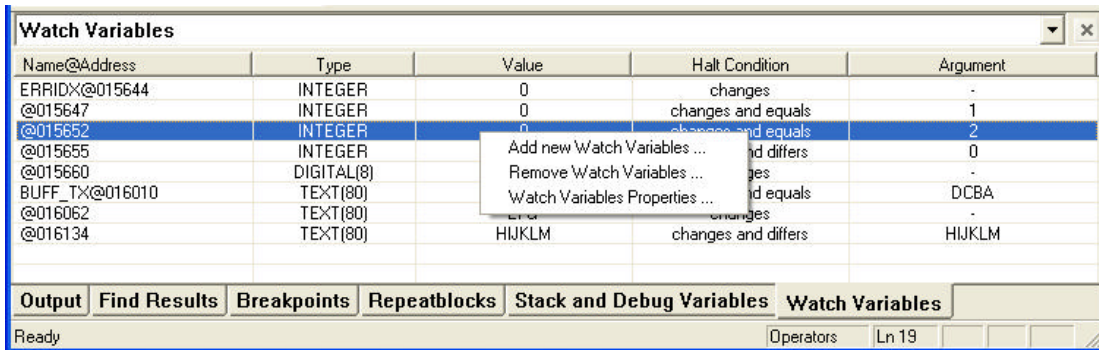


Figure 9 Watch Variables Tab

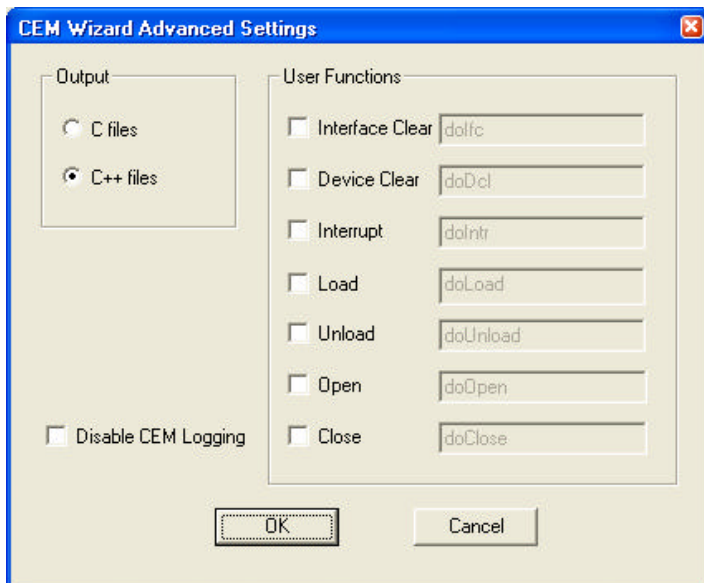
This tab provides a view to the Watch variables set up in the Debug session. The tab is available only in Debug mode.

The Right-click option

- Add new Watch Variable...
- Remove Watch Variable...
- Watch Variables Properties...

Invoke the Watch Variables dialog.

1.3.3 CEM Advanced settings



A new check box “Disable CEM Logging” has been added to the “CEM Wizard Advanced settings” dialog. Selecting the check box will disable generation of logging functions related code (the userStub code) that is inserted by the CEM Wizard in the newly generated function body.

1.4 Problem Reports

PR 05-012 Enhancement requests: Cem Wizard - Fetch

Enhancement 1:

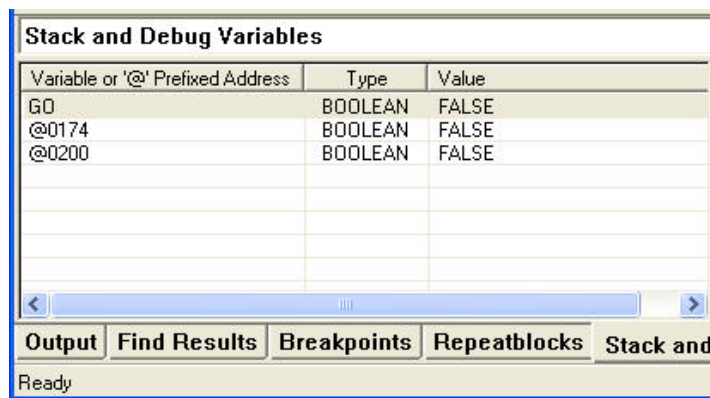
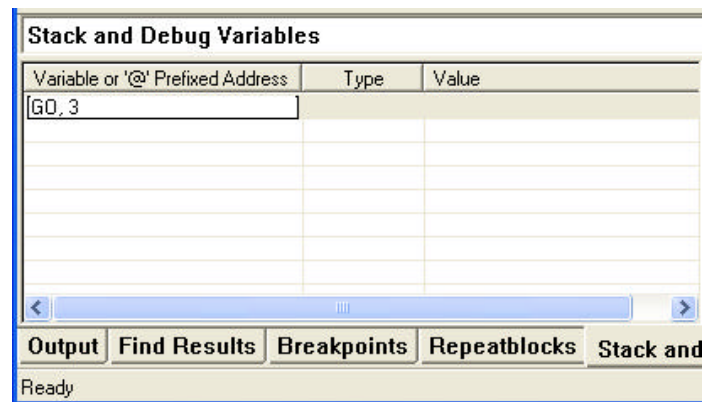
"Reading returned by Ref" becomes always visible when the argument is a reading argument.

Enhancement 2:

The CEM Wizard now generates comments within newly generated function bodies. These comments explain the use of the function parameters and return types to a novice user.

PR 05-015 Enhancement request - Arrays as debugger variables

The user now has a capability to enter a range of elements to watch using the [Variable Name, number] notation. This will add (number-of-elements - 1) lines of new debug elements to the Debug Variables Window.



Figures above show the notation for the insertion.