Release Notes
Paws Developer's Studio
Version 1.31.2
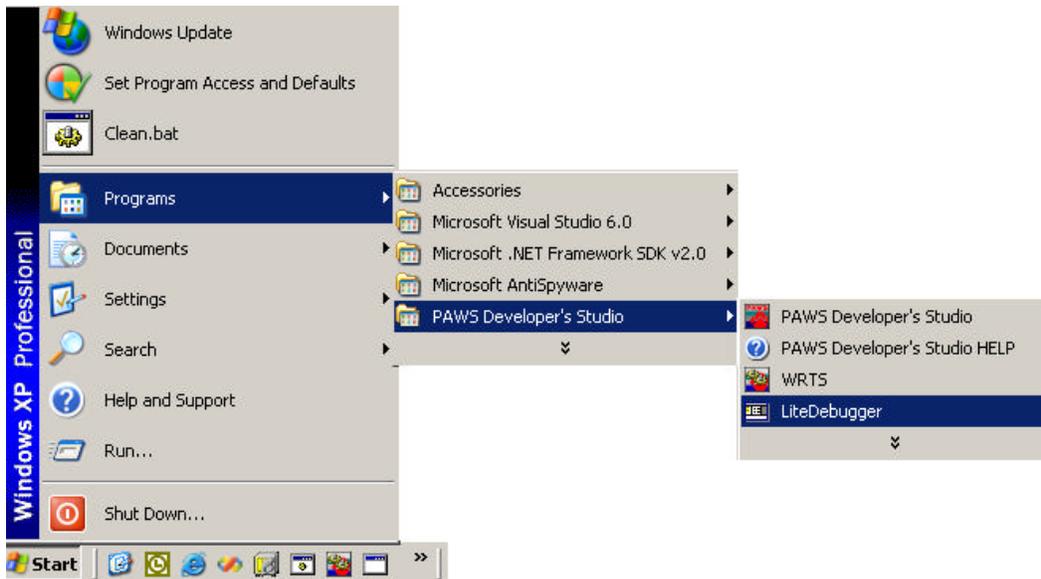**10 June 2005**

1.1 Critical Items
None

1.2 Known Limitations
None

1.3 Enhancements

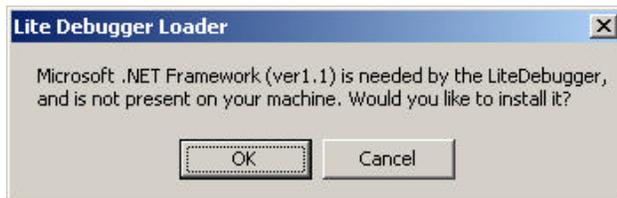1.3.1 LiteDebuggerLoader.exe application supplied with PAWS Studio
The program will enhance the use of the "LiteDebugger.exe" application for a novice user. The following instructions are to be followed by a user to work with the "LiteDebugger.exe" application.

Step 1:

Choose "Programs" => "PAWS Developer Studio" => "LiteDebugger" from the Windows "Start" menu. When the "LiteDebugger" is started this way it will check if the Microsoft .NET Framework (version 1.1) is installed on the computer. If it does not find the correct Microsoft .NET Framework version it will prompt the user to install it from the redistributable package ("dotnetfx.exe") supplied with PAWS.

You will see the following

Click "OK" to install. This will begin installation of the Microsoft .NET Framework (version 1.1) on the computer [choose "I Agree" to Microsoft's .NET Framework installation license, terms and conditions]. When the installation is completed the "LiteDebugger.exe" application will be launched.

Note:

If the Microsoft .NET Framework (version 1.1) is already installed on your computer then the LiteDebugger.exe" application is directly launched.
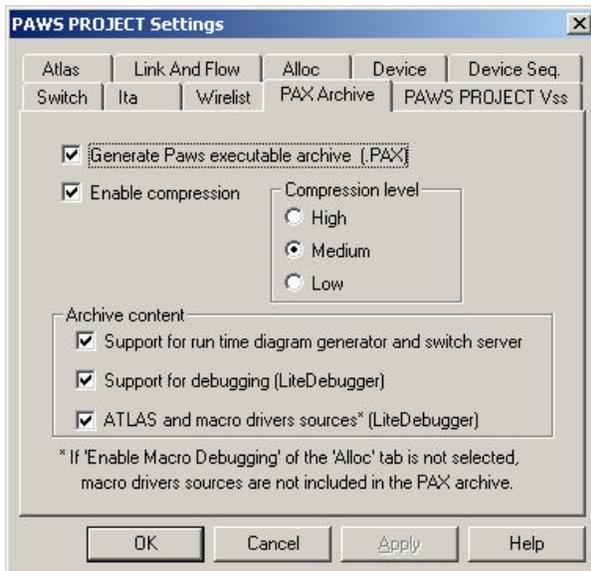
OR

If you are sure you have the Microsoft .NET Framework (version 1.1) already installed, you can double click the "LiteDebugger.exe" application to launch it]

Step 2:

You will be prompted to choose a "Pax" file of the project you would like to load and debug.

Note: Generating a "Pax" File for an ATLAS project:

In PAWS Studio Choose "Options" => "Build" and switch to the "PAX Archive" Tab. Select "Generate Paws executable archive (.PAX)" as shown below, and click "OK".

When you "Rebuild" the project a "PAX archive" (.PAX file) will be generated for the project. This "Pax" file can be loaded by the "LiteDebugger.exe" application for debugging.

Note: For more information about using the "LiteDebugger.exe" application please refer to "<usr>\tyx\dotnet\LiteDebuggerReadme.doc"

1.4 Problem Reports
None