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## URBANE DECB Preprocessor Development Environment Discussion


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Page **1** of **1** [ 5 posts ]

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### URBANE DECB PREPROCESSOR DEVELOPMENT ENVIRONMENT DISCUSSION

| Author  | Message  |
|---|--|
| <b>SFischer1</b><br>Certified CoCo Tech<br><br>Joined: February 6th, 2011, 4:12 pm<br>Posts: 191 | <p><b>URBANE DECB Preprocessor Development Environment Discussion</b></p> <p>Hi,</p> <p>We have a mix of editors, file viewers, disk utilities, emulators and IDEs to choose from.</p> <p>This would be the place for Urbane programmers to exchange notes on how they work.</p> <p>I have had so many problems with file management that I need to step back and find a better way. I think that some of the tool developers may need to adjust to help us.</p> <p>SHF</p> <p>Last edited by <a href="#">SFischer1</a> on March 30th, 2011, 12:46 pm, edited 1 time in total.</p> |
| March 30th, 2011, 12:44 pm <a href="#">PROFILE</a>  |  |
| <b>SFischer1</b><br>Certified CoCo Tech   | <p><b>Re: URBANE DECB Preprocessor Development Environment Discuss</b></p>   |



Joined: February 6th, 2011,  
4:12 pm  
Posts: 191

Hi,

Placeholder one.

SHF

March 30th, 2011, 12:45 pm

[PROFILE](#)

**SFischer1**

Certified CoCo Tech



Joined: February 6th, 2011,  
4:12 pm  
Posts: 191

**Re: URBANE DECB Preprocessor Development Environment Discuss**

Hi,

Placeholder two.

SHF

March 30th, 2011, 12:46 pm

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**SFischer1**

Certified CoCo Tech



Joined: February 6th, 2011,  
4:12 pm  
Posts: 191

**Re: URBANE DECB Preprocessor Development Environment Discuss**

**beretta wrote:**

So if Urbane is written by Urbane, I'm curious as to the "chicken or the egg" problem here. What language did you write the original Urbane with? 😊

Urbane looks very cool!

Now, are there any decent, modern, text editors for the CoCo?

Hi,

The Original Urbane was written in Urbane. The FLEX Basic Preprocessor was where the initial code was written. When the code had progressed to the point that it could be transferred to DECB FLEX was left behind. So I had a working version of Urbane before I wrote the first line of code.

Before you ask, TSC's FLEX Basic Preprocessor was written in assembly and produced a module that was ready to run without the Line Numbered Basic Version program.

I would not have attempted it without the FLEX Basic Preprocessor which was written ~ 1979 and I had it running long before I got my first CoCo but just toyed with it. Urbane was written in 2006.

-----

If you are talking about a full screen editor for the CoCo started by DECB, then there is only one, Telewriter 128. For programming you MUST turn Word Wrap OFF each time when starting Telewriter 128. Not really recommended but you can do Urbane development entirely on a CoCo if you wish.

For OS-9 there are several editors, but then if you are running OS-9 Basic09 is the way to go instead of Urbane.

-----

Until you are ready to run your program on a real CoCo I suggest that you use Windows, Linux or ... and one of the emulators.

A old laptop running Windows 98 SE, an earlier version of Windows or just MSDOS can be used with the very first CoCo Emulators.

6809 TRS-80 CoCo 3 Emulator (C) 1993-1998 Jeff Vavasour  
6309 Microprocessor Enhancements (C) 2002-2004 John Collyer

I recommend John's emulator, he fixed several bugs Jeff missed.

I recommend the "ConTEXT" editor for Windows but there are countless others.

[viewtopic.php?p=241#p241](http://www.tandycoco.com/forum/viewtopic.php?p=241#p241)

SHF

April 1st, 2011, 11:47 am



**SFischer1**  
Certified CoCo Tech

**Re: URBANE DECB Preprocessor Development Environment Discuss**



Joined: February 6th, 2011,  
4:12 pm  
Posts: 191

**johnsmith12 wrote:**

I am here to learn some basic things about programming language but you guys are super genius and talking about something which is not understandable for me 🤔

Hi,

Your starting point should be the Tandy Supplied CoCo manuals. They have lots of basic programs which are of course, line numbered with two (2) character variables.

Urbane was written to overcome these two severally constraining characteristics.

Should you not have copies of these manuals, the CoCo 3 manual is at:

ColorComputer3ExendedBasic(Tandy)1986.pdf (Tandy CoCo 3 Extended BASIC manual )

[https://sites.google.com/a/aaronwolfe.c ... /home/docs](https://sites.google.com/a/aaronwolfe.c.../home/docs)

Should you not have working CoCo, VCC is a good starting emulator to use on Windows.

Vcc, Color Computer 3 Emulator  
<http://www.coco4.com/vcc/index.shtml>

SHF

July 6th, 2012, 4:33 pm



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Page **1** of **1** [ 5 posts ]

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