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URBANE DECB Preprocessor Development

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URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message
SFischer1 Certified CoCo Tech Joined: February 6th, 2011, 4:12 pm Posts: 191	⊡ **URBANE DECB Preprocessor Development** Hi, I wrote the URBANE Preprocessor for DECB many years ago Roger Taylor has hosted the files on his site, currently: http://www.coco3.com/community/2010/01/28758 Earl Casper has produced a much faster version using "C", currently limited to Windows. I consider the interest to near zero even with the large number of downloads over the years. However with Earl's work a much better development environment is possible using the RainbowIDE and an emulator like VCC. I am very limited with what I can do these days but should several persons show up here willing to help I will try and assist in building the demo that forced me to write URBANE. ONLY CoCo 3 DECB programming skills needed.

SHF

I am posting this here as persons with only CoCo 3 DECB programming skills are the ones that will perhaps actually help and gain by the experience.

$$

This thread has been renamed from

"URBANE DECB Preprocessor"

"URBANE DECB Preprocessor Development"

SHF 02/20/2011

Last edited by SFischer1 on February 20th, 2011, 7:40 pm, edited 2 times in total.

February 6th, 2011, 4:58 pm	PROFILE

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

Re: URBANE DECB Preprocessor

What prevents the C version from being multi-platform?

-M.

February 12th, 2011, 2:47 pm	PROFILE

SFischer1
Certified CoCo Tech

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

Re: URBANE DECB Preprocessor

> **manny wrote:**
> What prevents the C version from being multi-platform?
>
> -M.

Hi,

If you are asking about a Linux version, then that would be easy I expect as Earl is using that to run the compiler in the RainbowIDE.

I cannot find the message where he says that so I cannot be certain.

In my own attempt to compile Urbane.c using the now free Borland C++ I found that it did not like "$" in names.

The use of "$" I think can be removed so Urbane.c could be compiled using other compilers. I also have Borland C++ for Windows and Visual Studio plus Microsoft offers their compilers for FREE now. But as Earl already has produced a Version for Microsoft OS, I see no need to continue.

As for using other "C" compilers for other platforms it would be mostly a matter of making Urbane.c compatible with ANSI "C" which I have found out it is not currently.

Earl did a clever thing by automating the conversion of Urbane's source in it's own language to "C".

If you are asking about OS-9 "C", I think the current structure of the source would prevent compiling a version for OS-9. And it's resulting size. A BasicO9 version could be produced.

But please remember, the result must be run using the DECB interpreter in an emulator or a real CoCo.

A CoCo3 is needed if it's DECB features are used as in the demo program I am thinking about converting.

Urbane is just a text processing program and can be written in most languages.

It's mostly a demonstrated desire by users that other versions for other platforms that would drive any future development.

I got a little overexcited about what Earl has done with the

possibility of converting other Urbane programs to "C" in effect allowing DECB programs to be run with out the DECB interpreter.

The more persons who tell us that they are using Urbane the more I and Earl might do.

SHF

February 12th, 2011, 5:24 pm | PROFILE

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ **Re: URBANE DECB Preprocessor**
By multi-platform, I mean that it's basically ANSI compliant or at least it has options to be complied in another OS. Obviously it would take a little bit to generate MWC for OS-9.

Is the source openly available for more people to look at?

-M.

February 13th, 2011, 8:14 am | PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor**

> **manny wrote:**
> By multi-platform, I mean that it's basically ANSI compliant or at least it has options to be complied in another OS. Obviously it would take a little bit to generate MWC for OS-9.
>
> Is the source openly available for more people to look at?
>
> -M.

Hi,

I just checked and Earl did not include the source for Urbane.c in the urbaneH.zip. I do have this file and the others as disaster backup for him.

I have sent him a message telling him of my starting this Forum post and your question.

He is sometime slow to respond as I am.

I would like time for him to think about how he might do further UrbaneH (Urbane.c) development. If he is working on it then that is a very good reason the Urbane.c source is not in the archive. Too many cooks can't working the kitchen at the same time.

What are the OS(s) that you are running and what emulator are you using to run DECB programs. Testing Private Messages on this forum with your reply would be just fine if you do not wish to say in public.

I think that I have come up with a way to convert DECB programs to Urbane, at least something that will speed up the process.

Half of the job may be done if Urbane can process a normal line numbered DECB program.

XREF_ON : REM CHANGE TO COMMENT LINE IF NOT WANTED
CONSTANT XRF_FILE$ = "UBN_XRF.TXT"

I want to look at the produced "UBN_XRF.TXT" and see if it has what I remember putting in it.

First using Urbane.exe and if that has any problems, Urbane.bas. The latter will take some time as I do not have any emulator running.

My real CoCos are turned off and I now use John Colliers CoCo3 emulator, Jeff's CoCo2 emulator and the VCC emulator (When installed).

I do not plan to MESSaround as I expect that VCC may be more friendly to DECB persons.

I run Windows 7, Vista and XP on two laptops and two HTPCs (And Windows 2000 on my Weather Station).

MSDOS required for John Colliers CoCo3 emulator would

be supplied by Windows 98 SE, the last version that did not mess up MSDOS. That might be a third laptop.

SHF

February 13th, 2011, 5:47 pm | PROFILE

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor

I plan to release a new version of urbane.c in a few days with enhanced error checking. When I was trying it out I noticed I made serious errors which I had a hard time finding, so I wrote the code to find them for me. I use MinGW, Minimal Gnu for Windows, a Unix like environment for windows, I guess with a little massaging it could compile on any Unix like environment. I'll include the source in the next release since there is some interest. - earlcasper

February 15th, 2011, 2:29 pm | PROFILE

SFischer1
Certified CoCo Tech

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

⊞ Re: URBANE DECB Preprocessor

Hi,

As part of testing forum features I attached the Urbane "1.060202 RC0"
ZIP file.

I discovered that there is a minimum ZIP file size.

Forum Testing
viewtopic.php?f=1&t=14

The following is a direct link to the file.

download/file.php?id=8

SHF

February 16th, 2011, 8:12 pm | PROFILE

earlcasper
WhatsaCoCo

Joined: February 15th, 2011,

⊞ Re: URBANE DECB Preprocessor

My latest version of urbane is BBa. Steven suggested a few things and I included a couple. It can be found at http://www.nuts4cocos.org/urbane and

2:08 pm Posts: 18	http://www.coconutpalm.org/urbane. It's designed to run in rainbow but it has a command line option. -earlcasper
February 18th, 2011, 8:16 am	

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor

Quick reply here as I'm on my phone. Im running Linux on all of the machines I use. But, this doesn't really change my point. I really would like to see programs like this able to run any OS that supports ANSI C out of the box. 😬

Earl, thanks for releasing the source. If I find time over the weekend, I'll see about downloading this and have a go at it.

-M.

February 18th, 2011, 6:05 pm	

SFischer1
Certified CoCo Tech

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

⊞ Re: URBANE DECB Preprocessor

manny wrote:

Quick reply here as I'm on my phone. Im running Linux on all of the machines I use. But, this doesn't really change my point. I really would like to see programs like this able to run any OS that supports ANSI C out of the box. 😬

Earl, thanks for releasing the source. If I find time over the weekend, I'll see about downloading this and have a go at it.

-M.

Hi,

Keep me informed of your success. I will try and check for ANSI C compliance using Borland's compilers after you have your compiler happy.

Sorry about the suggestion about sending me a private message, the forum may not have been set up for PM when I wrote that post.

It is now. Click on Members in the top line just below the forum Logo.

SHF

February 18th, 2011, 6:33 pm   ▶ PROFILE

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URBANE DECB Preprocessor Development

URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message
manny CoCo Newb Joined: February 12th, 2011, 2:38 pm Posts: 31	⊞ **Re: URBANE DECB Preprocessor** I'll let you know privately, but unless you are, I'm not too bothered about keeping this private. -M.
February 19th, 2011, 9:30 am	▶ PROFILE
SFischer1 Certified CoCo Tech Joined: February 6th, 2011, 4:12 pm Posts: 191	⊞ **Re: URBANE DECB Preprocessor** **manny wrote:** I'll let you know privately, but unless you are, I'm not too bothered about keeping this private. -M. Hi, Either way would be fine but I think that we should keep Earl in the loop. It is perhaps a little too much for this thread which I started for Urbane usage. Perhaps we could start a new

one!

The Paradox (Database) forum I read has an "Pnews.Off-Topic" area that is quite active and interesting and covers a wide set of topics. Pehaps something like that could be created here.

I got an idea after failing to download Borland C++ 5.5 (Command Line) Free version. I do not understand yet why and have given up.

I looked and I had a Virtual Machine set up with Windows 98 SE. So I loaded my purchased Borland C++ 5.01 with the IDE.

The number of "$" problems is so bad that you might want to try and run the same compiler Earl is running.

SHF

February 19th, 2011, 3:05 pm | ▶ PROFILE |

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor

Alright. I've compiled convertBB.c with gcc using the -Wall option to give me all of it's warnings. I had only a handful of them, so I've cleaned them up, and have attached the file in a ZIP here. Please let me know if convertBB is still working as desired.

EDIT: I've now added urbane.c as a ZIP. There is one warning left that I think I can clear up, but I'm kinda worried about doing so in case it changes behavior. In general, it's okay just to leave it, but I think there's a more idiomatic way to get rid of the warning.

Code:
```
$ gcc -Wall urbane.c -o urbane1
urbane.c: In function 'input':
urbane.c:640: warning: value computed is not used
```

I'll be working on the others as time permits. If Earl isn't here, could you pass these on to him?

> **Quote:**
> The number of "$" problems is so bad that you might want to try and run the same compiler Earl is running.

Actually, I'm not getting any errors on convertBB.c or urbane.c. I did get an error compiling EARLaf.c, though. I don't think it was about the "$" issue, though.

I'm basically using the same compiler as Earl is, I think. I saw somewhere that he was using MinGW? I'm using GCC, so it's not that far off.

-M.

Attachments:
🗋 urbane.zip [14.63 KiB]
Downloaded 113 times
🗋 convertBB.zip [6.39 KiB]
Downloaded 107 times

February 20th, 2011, 3:58 pm   ▶ PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

> **manny wrote:**
> ...
> I'm basically using the same compiler as Earl is, I think. I saw somewhere that he was using MinGW? I'm using GCC, so it's not that far off.
>
> -M.

Hi,

does that compler have an option to accept only ANSI "C"?

If it does then you could see perhaps all the "$" errors I see with Borland's compiliers.

I looked at the ANSI definition at:

http://www.acm.uiuc.edu/webmonkeys/book/c_guide/

"$" is not listed as allowable in variable names.

Bear in mind that 1997 is listed as the date.

I have done further searching and I cannot find any reference that either includes or excludes the "$" character.

Please continue to use this thread for Urbane Development as I have changed it's name to:

"URBANE DECB Preprocessor Development"

SHF

February 20th, 2011, 7:31 pm |

---

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ **Re: URBANE DECB Preprocessor Development**
Hey Manny, are you planning on using DECB on a real CoCo or VCC or MESS? Originally it was pointed at Rainbow IDE with MESS. I'm adding command line VCC support since that's what Steven uses. I hadn't thought about using -WALL to find potential problems. Thanks. -earlcasper

---

February 20th, 2011, 11:05 pm |

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ **Re: URBANE DECB Preprocessor Development**

> **SFischer1 wrote:**
> I have done further searching and I cannot find any reference that either includes or excludes the "$" character.

I think the behavior may be undefined.

EDIT: All I can find in the C89 standard from K&R2 is this:

> **K&R 2, Appendix A, Page 192 wrote:**
> A2.3 Identifiers
> An identifier is a sequence of letters and digits

> The first character must be a letter; the underscore _ counts as a letter...

Again, it doesn't say anything about the dollar sign. I think this must be left to the implementation.

> **SFischer1 wrote:**
> does that compler have an option to accept only ANSI "C"?

I can do so by:

> **Code:**
> ```
> gcc -Wall -ansi input.c -o output
> ```

If I compile the two files I've ZIPped up here, all I get are errors about the C99 / C++ style comments. (aka "//")

--

> **earlcasper wrote:**
> Hey Manny, are you planning on using DECB on a real CoCo or VCC or MESS? Originally it was pointed at Rainbow IDE with MESS. I'm adding command line VCC support since that's what Steven uses.

It would have to be via MESS or VCC (via WINE) as I don't have my CoCos over here in the UK.

> **earlcasper wrote:**
> I hadn't thought about using -WALL to find potential problems. Thanks.

Not a problem, Earl. It's what I use when I code in C. A lot of the warnings in your code should actually be ignored as they wanted extra parentheses with assignments in while statements:

> **Code:**
> ```
> while ((*toP++ = *firstP++))  i++;
> ```

as opposed to what you originally had:

> **Code:**

```
while (*toP++ = *firstP++)  i++;
```

-M.

Last edited by manny on February 21st, 2011, 4:38 pm, edited 4 times in total.

February 21st, 2011, 3:11 pm

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development

Yeah, I know I'm double posting... I figured this would be easier to see in a separate post.

I've now gone through the warnings and error that EARLaf.c were giving me. I've had to rename the function getline() as it conflicted with stdio.h's getline() to earl_getline(). I've attached a ZIP file containing EARLaf.c.

I hope this helps get it more OS independent. I may work on it more when I have a few minutes here and there. 😬

EDIT: Oh, what may be a good idea is also throwing it through valgrind to see if there are any memory leaks.

-M.

Attachments:
🗋 EARLaf.zip [1.97 KiB]
Downloaded 104 times

February 21st, 2011, 4:18 pm

rodder
Certified CoCo Tech

Joined: February 4th, 2011, 9:20 pm
Posts: 233
Location: Fort White, Florida

⊞ Re: URBANE DECB Preprocessor Development

manny wrote:
Yeah, I know I'm double posting...

I won't complain if you don't 😉

rodder

rodder

Tandy Color Computer

Certified Professional
(TM) The Color Computer Preservation Society

If it can't be done in 8 colorful bits, it's not worth doing.

46DCEAD317FE45D80923EB97E4956410D4CDB2C2

| February 21st, 2011, 4:45 pm | PROFILE   WWW |

SFischer1
Certified CoCo Tech

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

⊞ Re: URBANE DECB Preprocessor Development

Hi,

I suggest that you both (And anybody else that has something to say) keep the discussion HERE.

When all of us are gone should somebody wish to change Urbane.bas it would be very easy to change the source and produce a new Urbane "Run" version like I did last week to increase the number of line labels.

I they can program in "C" then they have the possibility of changing Urbane.c. If they are using GCC then no problem. Using the FREE Borland compilers like I tried then they have a lot of work to do. The posts here will help them perhaps.

Perhaps someone who is using Apple (MAC?) could comment.

I also ask if anyone is using Microsoft's Compilers to check if the massive number of "$" shows up.

I found the cross reference DECB program that I changed to write it's output to disk.

So there is no need for me to try and get Urbane.bas to accept DECB with line numbers that produced a useless "UBN_XRF".

SHF

February 21st, 2011, 7:23 pm | ▶ PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

Hi,

I downloaded "Microsoft® Visual C++® 2010 Express" (FREE)

http://www.microsoft.com/express/Downlo ... Visual-CPP

I do not see the mass of "$" problems so the OLD Borland free compilers may be the only ones with the "$" problem.

I am a little confused by what ".c" files I should include when trying to build "Urbane.exe".

Could one of you two help me please.

I needed to add:

> **Quote:**
> // Disable warning messages 4996.
> #pragma warning(disable : 4996)

VS 2010 is unhappy if you try and use some OLD functions.

> **Quote:**
> c:\documents and settings\nani\my documents\visual studio 2010 \urbane\urbane\urbane.c(394): warning C4996: 'fopen': This function or variable may be unsafe. Consider using fopen_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
> c:\program files\microsoft visual studio 10.0 \vc\include\stdio.h(234) : see declaration of 'fopen'

Please understand I have not done any "C" programming for decades (OS-9 "C") and never ever gotten very far with Visual Studio C++ 2010 or even the 2003 version I paid big $$$ for.

I am running the MS VS IDE under XP SP3 in a Virtual Machine (2007) version.

SHF

February 23rd, 2011, 10:39 pm | ▶ PROFILE

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URBANE DECB Preprocessor Development

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URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message
earlcasper WhatsaCoCo Joined: February 15th, 2011, 2:08 pm Posts: 18	⊞ **Re: URBANE DECB Preprocessor Development** You need to compile convertXX.c with ubn_in.txt, betweeXX.c, and last.c present in the same folder. That results in an executable that I let default to a.exe that goes out and grabs them as it needs them when you run it. The result is urbane.c When you compile it you get what I call urbane1.exe which can be used to preprocess urbane programs and output decb programs. I've attached a command line version of the next release that shows how to do it. **Attachments:** ⬘ urbaneBBc.zip [67.03 KiB] Downloaded 122 times
February 24th, 2011, 4:31 am	▶ PROFILE
SFischer1 Certified CoCo Tech 🌐 Joined: February 6th, 2011, 4:12 pm Posts: 191	⊞ **Re: URBANE DECB Preprocessor Development** **earlcasper wrote:** You need to compile convertXX.c with ubn_in.txt, betweeXX.c, and last.c present in the same folder. That results in an executable that I let default to a.exe that goes out and grabs them as it needs them when you run it. The result is urbane.c

> When you compile it you get what I call urbane1.exe which can be used to preprocess urbane programs and output decb programs. I've attached a command line version of the next release that shows how to do it.

Hi,

I am not sure I understand completely.

It sounds like what I need to do right now is compile "Urbane.c" and nothing else is needed.

As I got rid of all the compiler warnings about "Urbane.c" then I am done and MS VS C++ Express 2010 will produce a good EXE. 😳

That's all I am interested in right now. I just wanted to put the "$" problem on Borlands old compilers.

SHF

| February 24th, 2011, 10:24 pm | PROFILE |

---

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development

You have it right. The rest of the files are for creating the urbane.c file. 😄

| February 25th, 2011, 6:59 am | PROFILE |

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development

The fopen() function is a standard C function. I don't know about Earl, but I get no warning saying that fopen() is unsafe.

-M.

| February 25th, 2011, 1:34 pm | PROFILE |

SFischer1
Certified CoCo Tech

⊞ Re: URBANE DECB Preprocessor Development

> **manny wrote:**

The fopen() function is a standard C function. I don't know about Earl, but I get no warning saying that fopen() is unsafe.

-M.

Hi,

That's because your compiler has not been built by Microsoft.

I think that many of the "Security Updates" that are applied to Windows trace back to "unsafe" library calls. Microsoft is trying to stop new ones before they get out in the world.

Use Search.com for "warning C4996". You will see that it is not just fopen() that is unsafe.

SHF

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

February 25th, 2011, 3:27 pm   PROFILE

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development
Microsoft has deprecated standard C functions? Seriously? What a load of crap. The ISO / ANSI standards committee hasn't done so, so I'm not too sure where Microsoft is coming from here. I can understand putting a warning on something proven to be unsafe (thinking the gets() function here,) but not deprecating it.

-M.

February 25th, 2011, 4:26 pm   PROFILE

---

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development
I've gotten all of my c programs in this group to compile with no warning using the using MinGW's GCC with the -Wall option. -earlcasper

February 26th, 2011, 3:31 pm   PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

> **earlcasper wrote:**
> I've gotten all of my c programs in this group to compile with no warning using the using MinGW's GCC with the -Wall option. -earlcasper

Hi,

I am waiting for Manny to produce a Linux version to update the CoCo3.com Urbane page. That has been found by the search engines so it is important.

If he does or says he is not going to, should I just point people to this forum for the latest version information?

Attaching the files to a post here will allow easy download.

SHF

February 26th, 2011, 4:31 pm | ▶ PROFILE

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ **Re: URBANE DECB Preprocessor Development**

I didn't realize that I was supposed to do so. Releasing the source and the compile instructions is probably enough for most Linux users, anyway. But, having said that, I'll see what I can do when I have an opportunity to research the best way to release this for x86.

-M.

February 26th, 2011, 4:55 pm | ▶ PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

> **manny wrote:**
> I didn't realize that I was supposed to do so. Releasing the source and the compile instructions is probably enough for most Linux users, anyway. But, having said that, I'll see what I can do when I have an opportunity to research the best way to release this for x86.

-M.

Hi,

Just attaching it to a post here eliminates storage difficulties.

Yes Linux users need less hand holding but the easier it is for someone new to try Urbane the more likely they might.

I am many weeks away from converting "Sticks" to Urbane and more to produce what I wrote Urbane for.

If anyone has Urbane programs finished or working on them it would be helpful to show their work in the Projects section.

Having just the preprocessor is way too thin with examples.

SHF

February 26th, 2011, 5:13 pm   ▶ PROFILE

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URBANE DECB Preprocessor Development

Post Reply   Page **4** of **6** [57 posts]

URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message

manny
CoCo Newb
 	
Joined: February 12th, 2011, 2:38 pm
Posts: 31
	⊞ **Re: URBANE DECB Preprocessor Development**
	Earl, in your 'readme.txt' in the 'SOURCE' directory, you explain that the instructions to compile are:
	
	Code:
	<pre>$ gcc -Wall convertXX.c
	$ ./a.out
	$ gcc -Wall urbane.c -o urbane1
	$ gcc -Wall EARLxx.c -o EARL3</pre>
	
	1. So, this means compiling 'convertXX.c' to 'a.out' which requires 'ubn_in.txt', 'betweeXX.c' and 'last.c' to compile?
	2. Then running the 'a.out' that was made from step 1.
	3. Compiling 'urbane.c' to 'urbane1'.
	4. Finally compiling 'EARLxx.c' to 'EARL3'.
	
	Correct?
	
	What, then, are 'defile.c', 'outfile.c', 'spaces.txt' and 'ubn_out.txt'?
	
	Oh, and before anyone asks, no, I'm not studying the source. 🙂
	
	-M.

February 28th, 2011, 3:41 pm | PROFILE |

SFischer1
Certified CoCo Tech

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

Re: URBANE DECB Preprocessor Development

Hi,

With "Microsoft® Visual C++® 2010 Express" (FREE)

I have been able to build an Urbane.exe and test it with the Urbane source.

It worked!

I have completed my activities compiling Urbane.c for now. No need to duplicate what Earl has done.

Note to Earl: This appears to have lots of source level debugging capabilities, just like Borland's products.

There are lots of issues should you wish to try it.

I can tell you most of them via PM as it would OT here.

SHF

February 28th, 2011, 9:01 pm | PROFILE |

rodder
Certified CoCo Tech

Joined: February 4th, 2011,
9:20 pm
Posts: 233
Location: Fort White, Florida

Re: URBANE DECB Preprocessor Development

> **SFischer1 wrote:**
> Hi,
>
> I can tell you most of them via PM as it would OT here.
>
> SHF

Stephen, if you wish to post here or create another topic, I'm all for it. This may prove useful to others at some point.

rodder

_____

rodder

Tandy Color Computer
Certified Professional
(TM) The Color Computer Preservation Society

If it can't be done in 8 colorful bits, it's not worth doing.

46DCEAD317FE45D80923EB97E4956410D4CDB2C2

| February 28th, 2011, 9:02 pm | PROFILE WWW |

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

Hi,

OK, lets delete these two posts.

"Anything Goes" is most correct to me.

SHF

EDIT: Did I see a way to delete my own posts before?

I can not find it now. But I did just delete one post, perhaps you can only delete the last post in a thread.

Last edited by SFischer1 on March 1st, 2011, 8:53 am, edited 2 times in total.

| February 28th, 2011, 9:07 pm | PROFILE |

rodder
Certified CoCo Tech

Joined: February 4th, 2011, 9:20 pm
Posts: 233
Location: Fort White, Florida

⊞ **Re: URBANE DECB Preprocessor Development**

I'm wondering if there's going to be enough activity with Urbane to warrant it's own sub-forum...

_____

rodder

If it can't be done in 8 colorful bits, it's not worth doing.

46DCEAD317FE45D80923EB97E4956410D4CDB2C2

February 28th, 2011, 9:24 pm	PROFILE WWW

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development

Manny, you have it essentially correct. convert.c produces convert.exe which I let default to a.e because I hate typing. It takes ubn_in.txt and converts it into urbane.c inserting between.c and last.c along the way. spaces.c defile.c and outfile.c are temp files created along the way. I included ubn_out.txt so I could diff it with the output from urbane.exe ubn_in.txt -o=out.txt at each step of the way to make sure I wasn't straying from the mark. I'm sort of relieved that no one is reading the code because it is a mass of generated debug lines, comments and goto's. Not your classic c by a long shot. -earlcasper

March 1st, 2011, 11:09 am	PROFILE

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development

> **SFischer1 wrote:**
> Hi,
>
> OK, lets delete these two posts.
>
> "Anything Goes" is most correct to me.
>
> SHF
>
> EDIT: Did I see a way to delete my own posts before?
>
> I can not find it now. But I did just delete one post, perhaps you can only delete the last post in a thread.

Once someone replies, you cannot delete your posts.

-M.

March 1st, 2011, 2:43 pm	PROFILE

manny
CoCo Newb

Joined: February 12th, 2011,
2:38 pm
Posts: 31

⊞ **Re: URBANE DECB Preprocessor Development**

earlcasper wrote:

Manny, you have it essentially correct. convert.c produces convert.exe which I let default to a.e because I hate typing. It takes ubn_in.txt and converts it into urbane.c inserting between.c and last.c along the way. spaces.c defile.c and outfile.c are temp files created along the way. I included ubn_out.txt so I could diff it with the output from urbane.exe ubn_in.txt -o=out.txt at each step of the way to make sure I wasn't straying from the mark. I'm sort of relieved that no one is reading the code because it is a mass of generated debug lines, comments and goto's. Not your classic c by a long shot. -earlcasper

Earl, I got interested in this project because I wanted to see how you did things... Anyway, I can at least try and sort out some system whereby Linux users can easily compile Urbane. Possibly a simple makefile will do, but the problem may be having to run 'convert' / 'a.out'. Maybe a simple script of some type... Hmm... Gonna have to look around a bit on this one.

-M.

March 1st, 2011, 2:51 pm	PROFILE

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**

manny wrote:

Anyway, I can at least try and sort out some system whereby Linux users can easily compile Urbane. ...

-M.

Hi,

I know that Linux users are into rebuilding everything.

But all that I was suggesting was to create a Linux version similar to Earl's Urbane1.exe for Windows. Or does each Linux system require you to rebuild just for it? 😳

I would suggest that we can do better for others by creating Urbane sample programs like I am doing with "Sticks".

That's how any flaws in my original code might be found requiring a rebuild.

SHF

March 1st, 2011, 8:19 pm   ▶ PROFILE

---

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ **Re: URBANE DECB Preprocessor Development**

No, Linux systems do not require a new compile for each system. This would make distribution a horrible process.

For something like this, though, I'm reluctant to hand over an executable simply because I don't have the experience with that form of distribution. It's easier for me to understand handing over an archive with the source in it and have the user type 'make' (or something else) at a prompt.

Having said that, though, I can give an executable in the archive.

-M.

March 2nd, 2011, 2:58 pm   ▶ PROFILE

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URBANE DECB Preprocessor Development

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URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message
SFischer1 Certified CoCo Tech Joined: February 6th, 2011, 4:12 pm Posts: 191	⊞ **Re: URBANE DECB Preprocessor Development** **manny wrote:** No, Linux systems do not require a new compile for each system. This would make distribution a horrible process. ... -M. Hi, Windows has it's own problems. If I would release the Urbane.exe that I built then NET 4 would need to be installed. I have NET 1.1, 3.5 and 4 on my laptop. NET 2 on my HTPC. MS C++ three (3) listings. Java is listed five (5) times. I think that Earl's Urbane1.EXE might be stand alone, not prone to .dll hell.

Remember, DECB has a large ROM to allow it to operate.

SHF

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development
I think that you are right Steve. MinGW advertises that it's executable results don't use dll's. - earlcasper

manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development
Here's the entire 'SOURCE' directory with a very simple compile script (compile.sh) and executables.

-M.

Attachments:
🗎 SOURCE.zip [92.77 KiB]
Downloaded 138 times

SFischer1
Certified CoCo Tech

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

⊞ Re: URBANE DECB Preprocessor Development

> **manny wrote:**
> Here's the entire 'SOURCE' directory with a very simple compile script (compile.sh) and executables.
>
> -M.

Thanks Manny. 😄

Earl, When You are ready, please attach a ZIP like Manny did.

Then I will edit the second post in:

"URBANE DECB Preprocessor Language Usage Discussion"

Directing users to the posts on this thread.

I am unsure how I want to edit the page on CoCo3.com, or if I can.

Thanks to both of you for the good work. 🐢

SHF

| March 6th, 2011, 7:26 pm | ▶ PROFILE |

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earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ **Re: URBANE DECB Preprocessor Development**
- comment deleted -

Attachments:
🗋 SOURCE-BC.zip [20.92 KiB]
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Last edited by earlcasper on March 9th, 2011, 10:36 pm, edited 2 times in total.

| March 9th, 2011, 2:05 pm | ▶ PROFILE |

SFischer1
Certified CoCo Tech

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

⊞ **Re: URBANE DECB Preprocessor Development**
Hi,

Post updated in the "URBANE DECB Preprocessor Language Usage Discussion" thread. Thanks to both of you. 🐢

I will be looking into changing the CoCo3.com Urbane page after Taxes are done.

I am unsure if Roger will wish to continue his support and we may need to create a new front page somewhere else. The bad thing about moving is that CoCo3.com has been found by the search engines, a great plus.

I am thinking about a very different front page!

The "Sticks" Urbane demo program is very slow in coming.

If anyone has a short Urbane program that runs I would like to add it to the first post of the "URBANE DECB Preprocessor Language Usage Discussion" thread. (Inline and in Color)

SHF

March 9th, 2011, 4:36 pm | PROFILE

earlcasper
WhatsaCoCo

Joined: February 15th,
2011, 2:08 pm
Posts: 18

Re: URBANE DECB Preprocessor Development

- comment deleted -

Attachments:
SOURCE-BC.zip [25.31 KiB]
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Last edited by earlcasper on March 9th, 2011, 10:37 pm, edited 2
times in total.

March 9th, 2011, 6:41 pm | PROFILE

SFischer1
Certified CoCo Tech

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

Re: URBANE DECB Preprocessor Development

> **earlcasper wrote:**
> There is a serious flaw in my attachment and I don't
> see how to delete it or this message, so I guess I'll
> just add another message. - earlcasper

Hi,

Try looking at editing your initial post again.

I have deleted and then uploaded a new attachment several
times.

You can only delete a post if no one has replied. 😳

Just delete all the text and replace it with "Comment
Deleted".

That's what I plan to do when needed. Yes, I do miss the
feature of AVS where you can delete any post. I even
deleted an entire thread that I decided to remove.

With this post I have blocked you from deleting your last
post! I will adjust the link to your correct post tomorrow to
give you time to try again.

Note: It is no problem to leave old versions after new ones have been uploaded if you wish.

In this case I think you want to really replace the original post one and delete the second one and "Comment Deleted".

We have to learn the best way so don't be bothered about missteps.

BTW, We need to come up with better names. "Urbane Windows v1.110309.ZIP" and "Urbane Linux v1.110309.ZIP" come to mind.

Putting dates on versions has helped me a lot looking at old files!

SHF

| March 9th, 2011, 7:09 pm | PROFILE |

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earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development
Third time is the charm. 😄

> **Attachments:**
> ▯ Urbane Windows v1.110309.zip [25.31 KiB]
> Downloaded 131 times

| March 9th, 2011, 11:28 pm | PROFILE |

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manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development
If you rename 'convertBB.c' and / or 'EARLaf.c,' please let me know. I need to update 'compile.sh.'

-M.

| March 10th, 2011, 3:04 pm | PROFILE |

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URBANE DECB Preprocessor Development

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URBANE DECB PREPROCESSOR DEVELOPMENT

Author	Message
SFischer1 Certified CoCo Tech Joined: February 6th, 2011, 4:12 pm Posts: 191	⊞ **Re: URBANE DECB Preprocessor Development** **manny wrote:** If you rename 'convertBB.c' and / or 'EARLaf.c,' please let me know. I need to update 'compile.sh.' -M. Hi, It's the external file name that I am most concerned about. But, I have found over the years that including a date in every source file which I changed every time a made a major edit has saved me a lot of work trying to figure out which version it is. Some times I even include the time of day. When I looked at some old folders I could spot that the version of Urbane was not the latest very quickly looking at the date. That's why the date is displayed every time Urbane runs

and is in the output file.

The method Earl is using is not good in my option. He will be changing the file names I expect.

But then I do expect that his and your work is done or will soon be.

Only if I find flaws on the original program as I develop "Sticks" or someone reports incorrect code generated will the BAS version of Urbane be changed. That would require a rebuild of the Windows and Linux versions. And a new version number!

SHF

March 10th, 2011, 6:29 pm | PROFILE

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earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development
The BB in convertBB is the version. The latest version is BC. The af in EARLaf is the version. The latest version is ai. I have several more files which compile for the earl system. Maybe I should consider putting the version just on the folder then compile.sh wouldn't need to change so much. I think that I am done changing things, but I always seem to come up with errors when I use my programs.

March 11th, 2011, 2:16 am | PROFILE

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manny
CoCo Newb

Joined: February 12th, 2011, 2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development
Earl, I can generalize 'compile.sh' so that it would work as long as the 'convert' and 'EARL' stay the same. Meaning that the 'BB' in 'convertBB' can change but nor the 'convert', etc.

-M.

March 11th, 2011, 1:57 pm | PROFILE

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earlcasper
WhatsaCoCo

Joined: February 15th, 2011,

⊞ Re: URBANE DECB Preprocessor Development
Manny, Great. That's the way I do it. - earlcasper

2:08 pm
Posts: 18

March 12th, 2011, 1:54 pm

manny
CoCo Newb

Joined: February 12th, 2011,
2:38 pm
Posts: 31

⊞ Re: URBANE DECB Preprocessor Development

Here's the newest (that I have) SOURCE directory that contains the more generic 'compile.sh' script. It should be able to compile any 'convertXX.c' and 'EARLxx.c.'

-M.

Attachments:
▯ SOURCE.zip [92.77 KiB]
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March 16th, 2011, 3:21 pm

earlcasper
WhatsaCoCo

Joined: February 15th, 2011,
2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development

I had this post in the Urbane Usage area. Then I remembered this area where it really belongs. So here it is. I'm writing an editor in machinge language for Urbane in machine language. I wanted to use urbane for the decb portion of the program to work with the disk portion of the program. My copy of urbane wouldn't work so I figured that it just got corrupted. So I went back to the forum to get the original version, and discovered much to my dismay that the distribution didn't include an executable. Not to be daunted I downloaded MinGW and the source and compiled it again. Bonkers. It still didn't work. With a little work i managed to figure out that the problem was carriage return line separators instead of line feeds. So I rewrote urbane to handle carriage returns, line feeds, and even carriage return line feed pairs for good measure. While I was about it I cleaned up the code. Got rid of most of the extra files, and made it ansi compliant. I even cleaned up the parameters. urbane infile -o=outfle -v -l -l=listfile -e=errorfile -x=xref. No parameters lists the parameters. I also included an executable.

Attachments:
▯ urbaneBD.zip [88.46 KiB]
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February 20th, 2012, 5:48 pm

earlcasper
WhatsaCoCo

Joined: February 15th, 2011, 2:08 pm
Posts: 18

⊞ Re: URBANE DECB Preprocessor Development

I was using urbane for the disk io in my machine language editor, and I decided that it was overkill, so i wrote light (light urbane). Labels are all lower case, have to end lines, and variable names stay the same. That way you can have meaningful variable names that don't change. Usage is light file. You can add lines drop lines and move lines, run it through light and the line numbers are all fixed. You can also use light filein fileout, but I found that I never used it that way.

Attachments:
🗋 Light.zip [55.91 KiB]
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February 29th, 2012, 8:52 pm | ▶ PROFILE |

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