

Integrating EasyCODE into pls Universal Debug Engine

With Version 1.9.12 pls GmbH has renewed its support for EasyCODE and realized the integration using EasyCODEs new IEc-Debug interface. The new integration replaces the support for the old „Add-In-Interface“. The consequence is that the tools can communicate using the modern, open COM-Interface, instead old fashioned DDE-Commands, what effects in more comfort and faster communication.

Requirements:

EasyCODE V7.1.0.8 and the „Universal Debug Engine“ Desktop Version 1.9.12 or higher.

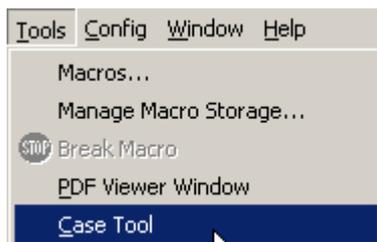
Customers running UDE higher then 1.9.12 can step over replacing the dll-files from the archive. The updated are already installed.

Customers having a version 1.9.12 installed must replace the dll-files. Please extract the archive into your UDE-installation directory. On common installations C:\Program files\pls\ude.

Configuration:

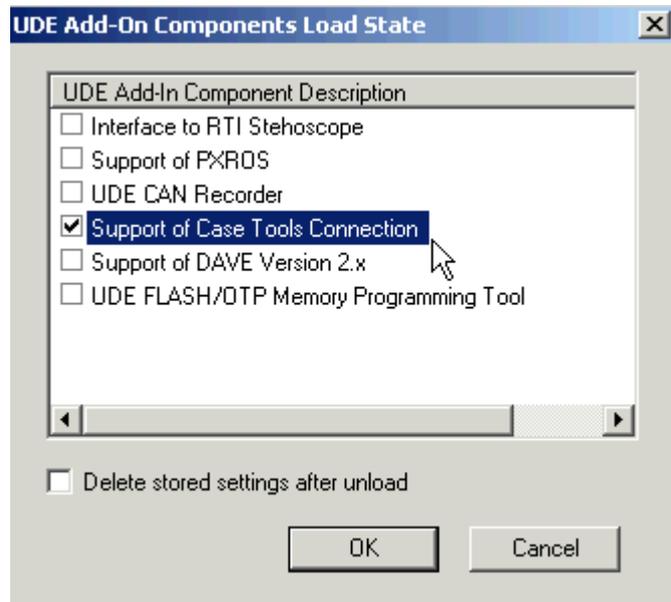
1. Run the UDE and open an existing Workspace or create an new one, if you are new with UDE. Select your hardware in the next dialog and add a program to your Workspace. For example from the folder „ude\Samples\...**.out“ to activate the menus.
2. Go to „Config\Add-In Components“ and check „Support of Case Tools Connection“. Confirm the dialog box.

Go to the „Config“ menu and select „Configure Case“ and check „EasyCODE“ in the dialog box.

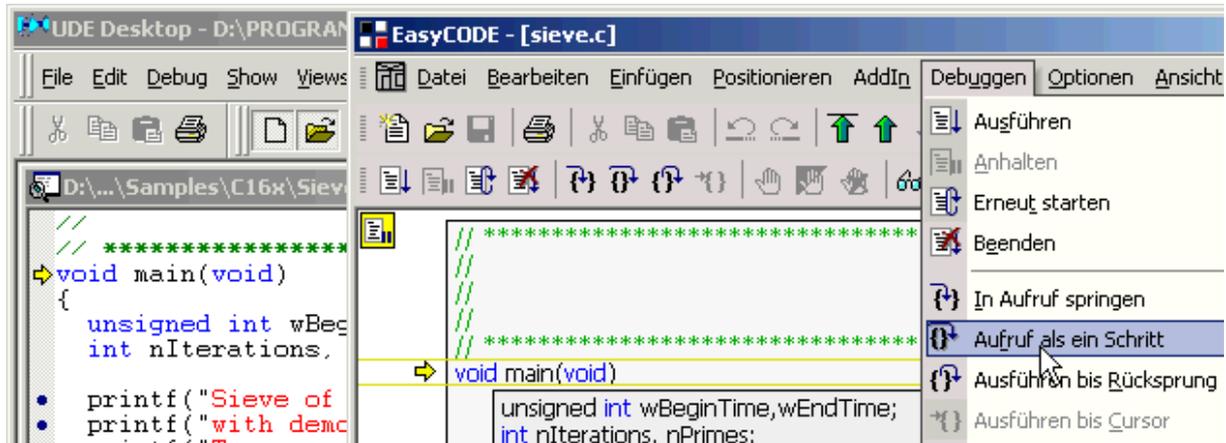


3. From the menu „Tools\Case Tool“ you can run EasyCODE. EasyCODE will start up, open the file and go to the current line. This enables you doing any further developments in EasyCODE, run and control the debug session and doing any file operations while the debugger is in progress. It becomes very comfortable for you to modify a file and taking these changes out from the current run using the „comment out“ command from EasyCODEs context menu.

Please note that you have to set up this integration for every single project. It is not generally stored in the UDE settings.



- The screenshot below shows how the integration will work. EasyCODE has got the file and positioned on the current line. The debug menu is activated and you can control and run the debugger directly on the structured chart. Every command will run synchronous in both applications. This enables you to switch between EasyCODE and UDE if required without losing control.



Enjoy this advanced tool integration made by pls GmbH and EASYCODE.

Please contact EASYCODEs support team if you have any questions or problems using this integration or the Editor. For questions about the Universal Desktop Engine you are welcome at pls.

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