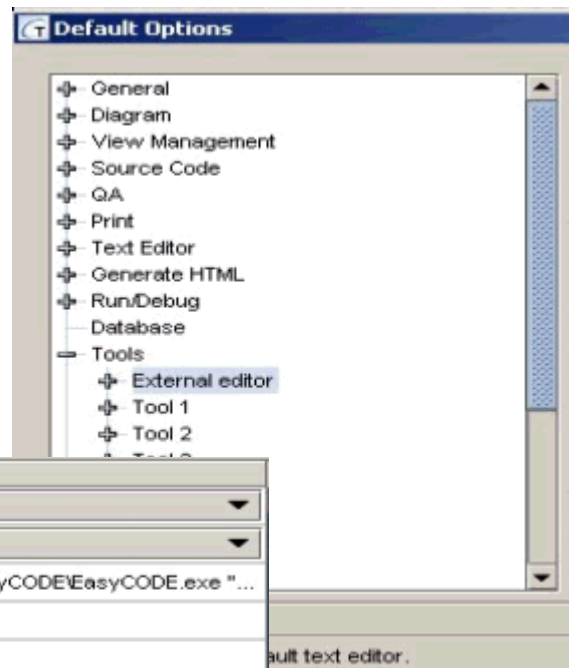




How to integrate EasyCODE in Borland Together

Together offers a common interface to set up external tools. We will use this interface to integrate EasyCODE for method implementation. Please follow the steps below:

1. Install Together Control Center or Together Solo
2. Install EasyCODE V7 for C/C++
3. Make sure that EasyCODE is assigned to C,C++ and h files on your system
4. Run Together and go to "Tools\Options\Default Level"
5. Select Tools -> External Editor in the dialog box's left window
6. Set the language to C or C++ on the "Language" tab in the right window
7. Enter the command line for the EasyCODE Editor at the "Default" tab. Common
C:\Program Files\EASYCODE\EasyCODE\EasyCODE.exe
insert a blank and write the argument "\$FILE_SPEC\$" behind it
8. We recommend to create a shortcut, for example "ctrl-e" to run EasyCODE
9. EasyCODE is set up and ready to use from a classes context menu or the internal editor.



Name	Value
Language	C++
External editor	Default
Default	C:\Program Files\EASYCODE\EasyCODE\EasyCODE.exe "...
Notepad	notepad "\$FILE_SPEC\$"
Vi	xterm -exec vi "\$FILE_SPEC\$"
Emacs	emacs +\$LINENUMBER\$ "\$FILE_SPEC\$"
MultiEdit	mew32 "\$FILE_SPEC\$" /L\$LINENUMBER\$
WinVi	\$TGH\$\bundled\winvi\winvi32.exe "\$FILE_SPEC\$"
Command	%;external.editor%
Parameters	
Shortcut	Strg+E
Update diagrams	<input checked="" type="checkbox"/>

10. Modifications made and saved in EasyCODE, will be recognized and overtaken into the model with closing the Editor.

Please contact the EasyCODE Supportteam for any further questions or suggestions on EasyCODE, or if you have problems using this integration. Borland for any questions on Together.

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