Integration with Easy CODE and objectiF®

Requirements:
EasyCODE V6.8 or V7.x or higher and objectiF 4.6 or higher must be installed. For booth applications the standard setup can be used.
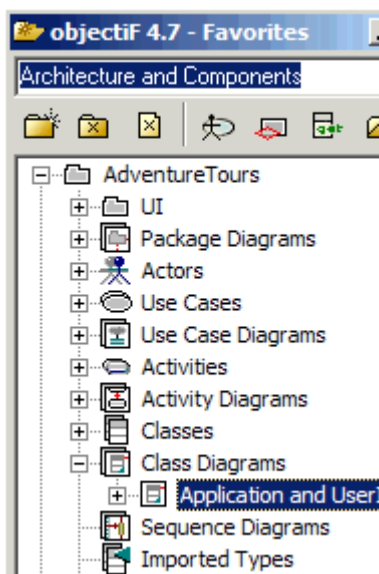
Configuration and Use:

1. Please follow the Steps below to set up the integration. The procedure is equal from V6.8 to V7. First of all the "EasyCoupling.dll" has to be registered. Copy the file into your EasyCODE installation directory if you have downloaded it. Go to "Start\Run" and enter the following line:
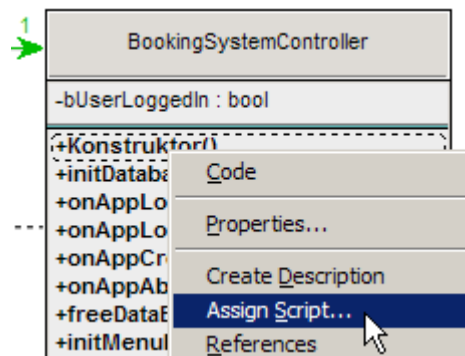
   regsvr32 "C:\Program files\EASYCODE\EasyCODE\EasyCoupling.dll"

   Please modify the path to the EasyCoupling.dll if you have selected another install directory during the setup, or have copied the dll into another directory. A message appears if the registration has been successful or failed. Please verify the path in the case of an error message.
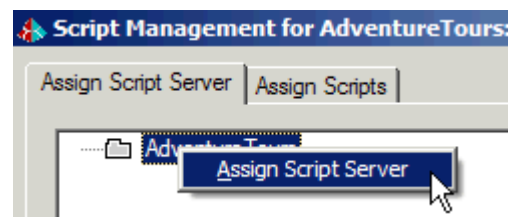
2. Run objectiF and open one of the sample projects to test the integration. Look for a class diagram and open it.
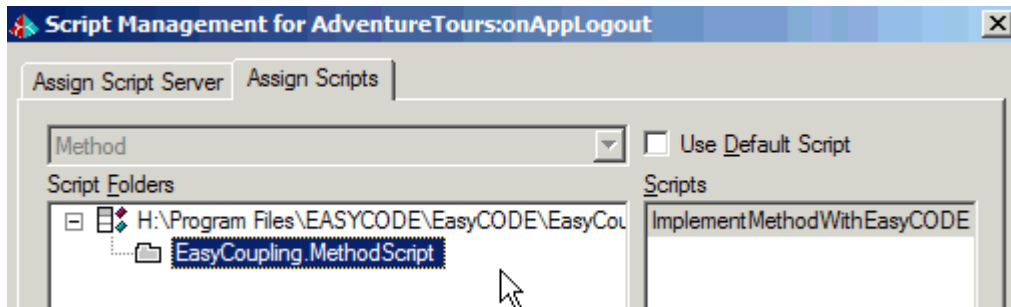

Select Assign Script from a methods Context menu to activate the script management and activate tab "Assign Script Server".
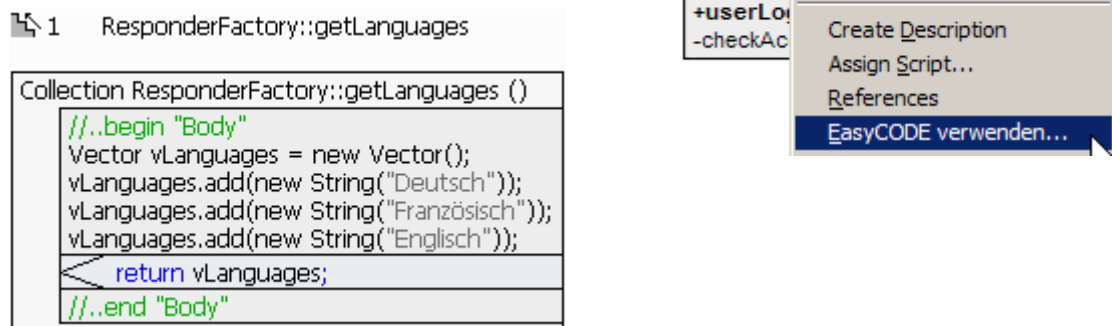

The Context Menu enables you select the script you would like to use. Select here the EasyCoupling.dll and switch to the „Assign Script" tab.

Remove the mark from „Use default Script". Click the plus sign in the left window and select the EasyCODE script. Set the mark for "Use Default Script" again. The result should look like in the screenshot below.

From now on EasyCODE is set as the standard editor for implementations and is available from a methods context menu. When EasyCODE is called the first time, a dialog box to set the path to the EasyCODE .exe appears.

3. There are two points different to other UML integrations:

   a.) Modifications made outside the comment marks //..begin „Body" and //..end „Body" will not be overtaken in the model. In the sample shown above we could not enclose the method or add a construct behind the //..end Body mark.

   b.) Against other UML Tools objectiF will not ask for action, how to handle the modifications. When you save the file in EasyCODE and close the Editor, the changes will be overtaken automatically.

Please contact our EasyCODE Supportteam for any further questions on EasyCODE or if you have problems using this integration. For any questions on objectiF please contact microTOOL.

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