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How to build and run WorkspaceManager

The WorkspaceManager application is designed to organize a working environment that includes many projects and companion files of various types.

The application is written in the language of Visual Prolog v.8. A commercial version of this system is required to compile and build the project.

The application is distributed under the GNU GPL v.3 license, that is without restrictions on the application.

The application source code is an integral part of the SpbRolutions v.1.0 source code array.

To build executable applications, you need classes from the SpbVipTools toolkit of the same version.

Location of executable applications

The output codes allow you to build two types of applications running on MS Windows (the operation is tested in Windows 10 environment):

- Mono-application: **WorkspaceManager.exe**
- An application consisting of two executable parts - http-client and http-server:
 - **WSM_http_backend.exe**
 - **WSM_http_frontend.exe**

All these applications are included in SpbRolutions and allow you to use them without compiling projects.

The mono **WorkspaceManager.exe** is located in the

SpbRolutions\SpbVipTools\Bin directory

Http-Server **WSMbackend.exe** is located in the directory

SpbRolutions\SpbProjects\WS_Manager\WSM_http_CS\WSM_http_backend\Exe

The Http-Client **WSMfrontend.exe** is located in the directory

SpbRolutions\SpbProjects\WS_Manager\WSM_http_CS\WSM_http_frontend\Exe

Along with these executable applications, all the files are located: they are needed to run them.

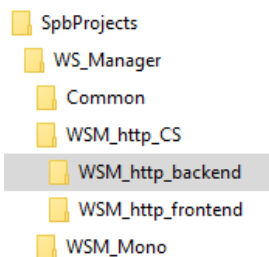
The **WorkspaceManager.exe** application can be started in the usual way,

Before running the **WSMfrontend.exe** application, the **WSMbackend.exe** application must be started.

To get started the WorkspaceManager (mono or client-server pair), [see below](#).

Source Code Location

The source code is located in the SpbProjects directory, as shown in the figure:



The mono project is **WorkspaceManager.viprj** in the **SpbRolutions \ SpbProjects \ WS_Manager \ WSM_Mono** directory.

The http-Server project is **WSMbackend.viprj** in the

SpbRolutions \ SpbProjects \ WS_Manager \ WSM_http_CS \ WSM_http_backend directory.

The http Client project is **WSMfrontend.viprj** in the

SpbRolutions \ SpbProjects \ WS_Manager \ WSM_http_CS \ WSM_http_frontend directory.

Building the WorkspaceManager.exe application

1. Start the Visual Prolog IDE.
2. Open the project (Project \ Open)
 - SpbRolutions \ SpbProjects \ WS_Manager \ WSM_Mono \ WorkspaceManager.viprj
3. When you open the project for the first time, the IDE will inform you that
 - SpbProjects

- SpbSolutions IDE variables are not defined and will prompt them to sequentially determine not essential).
- Set the routes for the IDE variables:
 SpbProjects to the directory ... SpbRsolutions \ SpbProjects
 SpbSolutions to the directory ... SpbRsolutions \ SpbVipTools
 - Run the build of the project through the menu Build \ Build or Build \ Rebuild All
 - After the project is completed, call the Build \ Execute menu (or the E icon).
[See below for further action.](#)

Building the WSMbackend.exe application

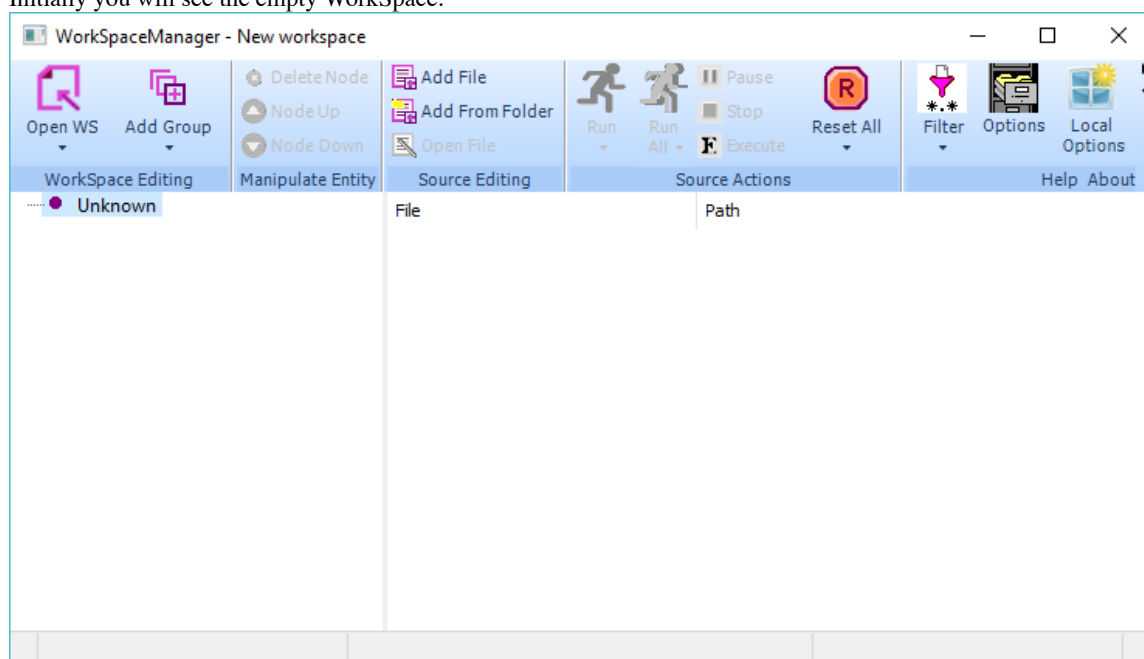
- Start the Visual Prolog IDE.
- Open the project (Project\Open)
 SpbRsolutions\SpbProjects\WS_Manager\WSM_http_CS\WSM_http_backend\WSMbackend.vipprj
- If the
 SpbProjects
 SpbSolutions IDE variables
 were not previously defined, define them by setting
 SpbProjects to the directory ... SpbRsolutions\SpbProjects
 SpbSolutions to the directory ... SpbRsolutions\SpbVipTools
- Start the build of the project through the menu **Build\Build** or **Build\Rebuild All**
- After the project is built, call the **Build\Execute** menu (or the **E** icon).
 A window appears showing the start of the server assigned to the port http: // localhost: 5558.

Building the WSMfrontend.exe application

- Start the Visual Prolog IDE.
- Open the project (Project\Open)
 SpbRsolutions \ SpbProjects \ WS_Manager \ WSM_http_CS \ WSM_http_frontend \ WSMfrontend.vipprj
- If the
 SpbProjects
 SpbSolutions IDE variables
 were not previously defined, define them by setting
 SpbProjects to the directory ... SpbRsolutions \ SpbProjects
 SpbSolutions to the directory ... SpbRsolutions \ SpbVipTools
- Start the project build through the Build \ Build or Build \ Rebuild All 5 menu .
 If the WSMbackend.exe application has not been started before, start it
- If the WSMbackend.exe application was started,
 After the project is compiled, call the **Build\Execute** menu (or the **E** icon).
[See below for further action.](#)

Try Run WorkspaceManager.exe or WSMfrontend.exe

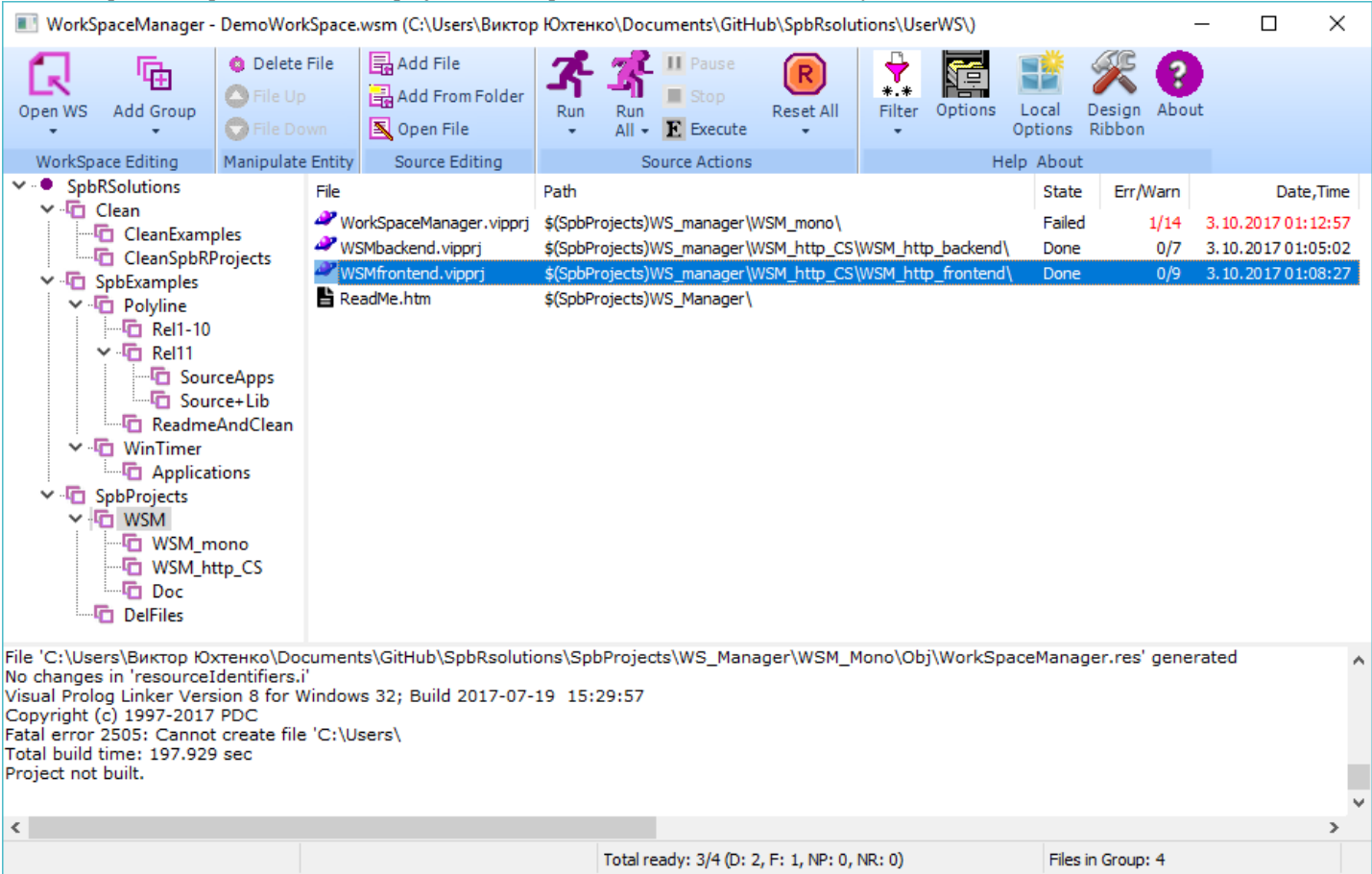
Initially you will see the empty WorkSpace:



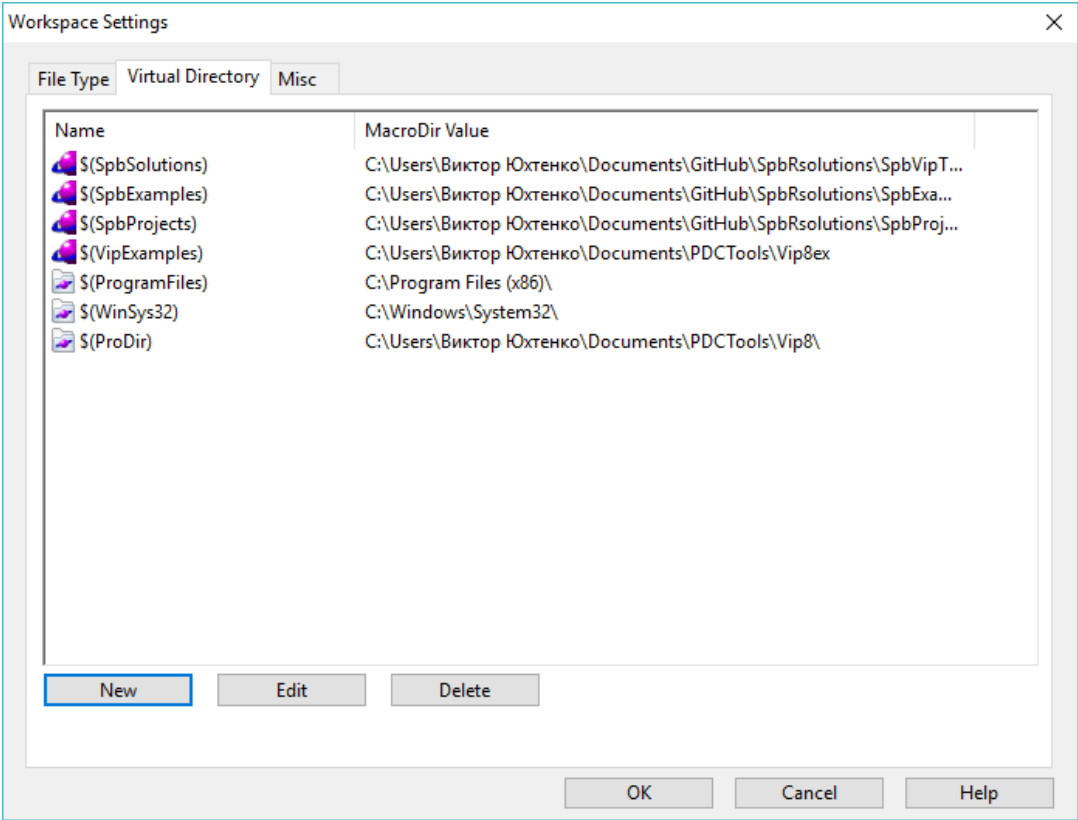
The SpbRsolutions collection contains an example of the workspace located in the SpbRsolutions\UserWS directory in the DemoWorkSpace.wsm file .
 Press icon "Open WS" and choose the file

SpbRolutions\UserWS\DemoWorkSpace.wsm .

This workspace example contains all the projects of the SpbRolutions set and the auxiliary files.



In this case the installation workspace stored in OptionsWSM.xml file involves determining the virtual directories shown in the figure below



brighter icons marked virtual directories defined in the Visual Prolog system and only where they can be edited:

- SpbSolutions - ... SpbRolutions \ SpbVipTools
- SpbExamples - ... SpbRolutions \ SpbExamples
- SpbProjects - ... SpbRolutions \ SpbProjects

The virtual VipExamples directory for this set is optional, but may be useful in the future.

The purpose of the remaining virtual directories is obvious.

The remaining settings can be viewed in the form of settings by clicking the corresponding icon on the panel.

To run a trial run of files

- Adjust the size of the message field (if it is not visible, increase the window size)
- Select one of the nodes containing Visual Prolog projects,
- Click the "Build All" icon.
- Double click on the project will cause the selected project to edit

To use the other properties of the application, see Help