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Arbitrary Code Simulation (#p2012)

by **disasterarea** » Sat Dec 06, 2014 8:55 am

Last one for the day, I promise!

How hard would it be to simulate ANY code? I'm thinking here that we could copy-paste forum code into a window in SpinCAD and then have it run on the simulator. Would really help in debugging hand-written code, rather than the usual program -> assemble -> listen cycle.

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Re: Arbitrary Code Simulation (#p2014)

by **Digital Larry** » Sat Dec 06, 2014 9:32 am

About a year ago I spent a lot of time developing "SpinCAD Builder" which is a couple of Eclipse plugins that take Spin ASM with some extra annotations around the edges and turns that into a block which can be used in the program. What happens then is that you have to recompile SpinCAD Builder with this new block in it and then create a patch using the block in order to then simulate it. Easier than using the Spin IDE? Doesn't sound like it.

Now, is there some way that you could bypass SpinCAD stuff and go directly to ElmGen (which is where the simulator code lives - I didn't write it)? I guess so - it's only software after all. Am I likely to do it? Ah I don't think so. You might want to start learning Java coding - I didn't know any Java before I started this project.

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