

Appendix A –

Gambas online resources:

1. Gambas project homepage – (the starting point)

<http://gambas.sourceforge.net/en/main.html>

2. Gambas Wiki Encyclopedia –

<http://gambasdoc.org/help?en>

3. Language references – Note that these same resources (below, in this section) are available offline, for your current version of Gambas distribution, if you click the “?” item on your Gambas IDE menu. If you do that, a browser window will open, giving access to the documentation, without needing to have a Web connection.

<http://www.gambasdoc.org/help/comp>

This is the gateway to documentation of all Gambas2 components and classes – datatypes, controls, properties, methods, etc.

<http://www.gambasdoc.org/help/comp?v3>

This is the same as the above, but for Gambas3.


<http://gambasdoc.org/help/lang>

This is the Language Index for Gambas2. It includes an Overview section and an Index By Name for keywords and functions.

<http://gambasdoc.org/help/lang?v3>

This is the same as the above, but for Gambas3.

4. Context help –

If you are writing code in the Gambas IDE, you can highlight a word and click on the magnifying glass/question mark icon () and the IDE will open a help browser with that specific Gambas language word defined.

5. Special purpose documents –

<http://gambasdoc.org/help/doc>

This contains documents discussing how to do a variety of special-purpose jobs connected with Gambas.

<http://gambasdoc.org/help/doc?v3>

This is the same as the above, but for Gambas3.

6. Gambas-related sites and forums:

<http://gambaslinux.eg2.fr/index.php?lng=en>

This website is bilingual in French and English. Some of the code samples are documented in French, others in English. There are many useful code samples, some complete programs, and links to other forums and blogs. Note the chat function, “Mini Tchat”, where you can ask questions.

<http://www.gambasforum.com/index.php?>

[PHPSESSID=fccdc6e9e017d1ad95257aa57ac75956&board=2.0](http://www.gambasforum.com/index.php?PHPSESSID=fccdc6e9e017d1ad95257aa57ac75956&board=2.0)

This is a very well-organized Gambas forum, with a lot of participation. Great for finding advice.

http://gambasrad.org/zforum/index_html

Here is another forum, with thousands of topics and code examples, and many participants.

<http://en.wikibooks.org/wiki/Gambas>

This is a wiki that needs more submissions, but it does contain useful information.

http://pigasoftware.a.wiki-site.com/index.php/Gambas_Examples

This is a wiki that discusses techniques and code examples, with a special focus on games.

<http://beginnersguidetogambas.com/>

This is a WordPress blog, intended to support this book by allowing comments or questions related to the book contents.

Appendix B –

Managing the Gambas experience:

1. Read-only Gambas Examples – In Gambas 2.xx, the Example projects demonstrate a lot of valuable programming techniques: networking, barcodes, charts, games and media, and much more. These can provide the basis for your own great programs, but the Examples included with the installation are “read-only”, so you can't view the GUI properties for the forms and other controls. Solution: the “read-only” property can be removed by simply copying a project folder and pasting it as a new folder in another location. Or, you can copy and paste with a new name in the current location. At any rate, the complete set of Gambas2 Example projects, without the “read-only” property, has been included in the DVD that accompanies this book. See the folder named “Gambas2 examples NOT read-only”.

In the Gambas3 Alpha version, these projects are not, at this time of writing, “read-only”, and we don't know whether or not that will be true in the release version of Gambas3. However, if you encounter a problem, the copy-paste procedure mentioned above will probably solve it.

2. Differences between Gambas 2.xx and Gambas 3.xx – The release date for Gambas 3.xx has not been set yet. There are a number of changes, compared to Gambas 2.xx. If you try to use Gambas3 to open a program written in Gambas2, Gambas will notify you about this discrepancy, and will ask you if you want to convert the project to Gambas3 format. If you reply positively, Gambas will make the conversion. This makes the project incompatible with Gambas2. Therefore, make a backup copy of your Gambas2 project before you make the conversion to Gambas3.

In moving from Gambas2 to Gambas3, some of the changes include simplified syntax, fewer synonyms for keywords and properties, improved consistency, better GTK+ performance, and Qt4 compatibility. There is a major structural change in the project folders, as shown in the following figures:

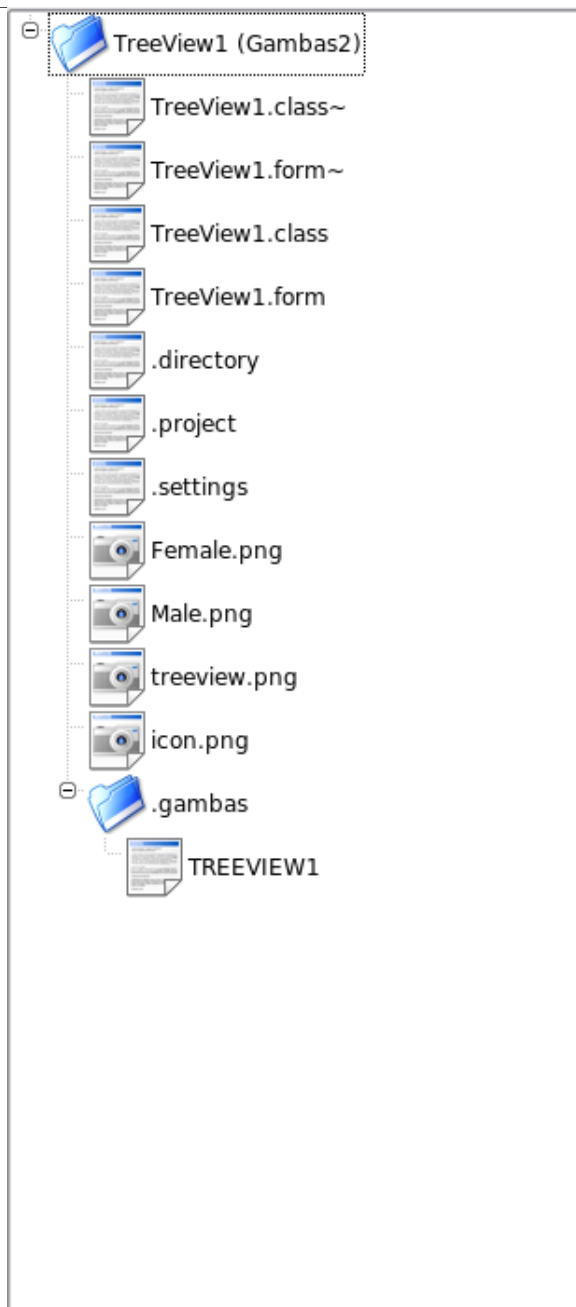


Figure 1- TreeView1, original project structure under Gambas2

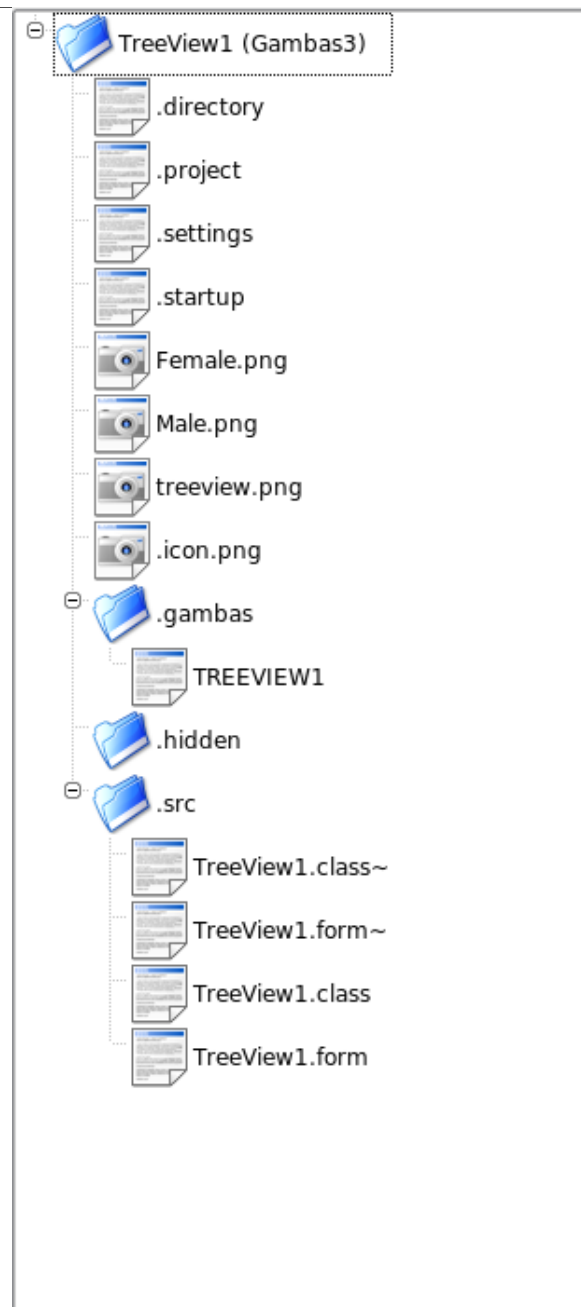


Figure 2- TreeView1 project structure, converted to run under Gambas3

Note that the filenames with tilde characters (~) are backup files that appear after you have edited the original program. Set your file browser to “View hidden files” when you look inside a Gambas project, because most of these files and folders are hidden. Also, these treeviews of TreeViews were generated using the TreeView of Chapter 8. Recursion!

If you convert a project from Gambas2 to Gambas3, there is no guarantee that it will run correctly. Gambas just converts the project structure, as shown above – it does not attempt to change your code to insure compatibility, and the programmer must troubleshoot any needed changes. Note the webpage:

<http://gambasdoc.org/help/doc/gb2togb3?v3>

The page title is “Porting from Gambas 2 to Gambas 3”, and the table on that page tries to take an inventory of all incompatible changes between the two versions.

3. Changing the project properties after creation – When you start a new Gambas project, you respond to a number of prompts until the project is created. For example, you have an opportunity to include the components for Internationalization, Database access, Network programming, etc. The configuration that you chose at creation is not fixed forever, therefore don't worry if you find later that you need to add something, or that a component was unnecessary. The “Project” menu gives you a “Properties” dialog that allows you to assign a project title (if you didn't do that before), change a variety of options (including translatability) and check or uncheck components that will be used in the project. You can even switch from the Qt toolkit to GTK+, and vice versa. It's a good idea to spend some time exploring the top menu bar to see all of the tools that are available to you.

4. Random notes on project management from the IDE –

- Every time you execute a program from the IDE, the current state of your project will be temporarily saved before execution, and you will be able to undo your changes by clicking on the “back” icon.
- Every time you “Save” your project, your class/form/module files will be updated to the current state, and your previous version is saved into the backup files with names that include tildes (~), as shown in item 2 above. After saving, if you run into a serious problem, you can't use the “back” icon anymore, but you can delete (or rename) your current class/form/module files, then rename the backup files by removing the tildes. This restores your project condition prior to the last “Save”.
- When you execute your program from the IDE, your editing toolbar or Properties tab will disappear, and the debugging toolbar will be active. If the interpreter encounters an error that causes the program to freeze, you must terminate the program before you can resume editing. The square “Stop” icon on the debugging toolbar is the best way to terminate the program and return to editing.