# Using the MiPal Whiteboard Classgenerator

Mick Hawkins

6 October 2015

## Contents

**1 Introduction** 2

1.1 Supported Operating Systems 2

**2 Creating an input file** 2

2.1 File type and filename 2

2.2 Specifying your name 2

2.3 Specifying an alias 3

2.4 Specifying the variables 3

2.5 Specifying the struct comment 4

**3 Installing the classgenerator executable file** 4

**4 Running the program** 4

**5 Supported data types** 5

## 1 Introduction

The Classgenerator is a command line tool used to generate classes for use with the MiPal Whiteboard. It reads input from a text file and generates Whiteboard .c and .h class files, and a C++ wrapper.

It is assumed the user has general skills in use of the bash shell.

### 1.1 Supported Operating Systems

The Classgenerator requires MacOS X 10.9 and later.

## 2 Creating an input file

An input file must be created before using the Classgenerator. The input file specifies the variables types used in the generated classes.

### 2.1 File type and filename

The input file must be a plain-text .txt file. The .txt file extension must be used.

To correctly generate C and C++ class names:

* The filename should use lowercase letters
* The filename must begin with a lowercase letter
* The filename should use underscores between words
* Numbers may be used
* Other than in the .txt file extension, periods/fullstops must not be used

If the input file’s name includes uppercase letters:

* These capital letters will be kept and used in the C++ filename/class (which is in camel case)
* These capital letters will be converted to lowercase for the wb\_ files

These are some examples of *suitable* filenames:

ball\_colour.txt

oculus\_prime\_interface.txt

vision\_goals.txt

point2D.txt

point\_2D.txt

These are examples of *unsuitable* filenames:

BallColour.txt

goal.doc

WALK.txt

vision\_goals

A sample text file MY\_test.txt can be found in the GUNao/posix/classgenerator/classgenerator folder.

### 2.2 Specifying your name

As the author you may, as an option, specify your name in the input file. Your name is used in the comment at the top of each file:

* As the creator of the file
* In the copyright clause
* In the GNU license

**If you not specify your name in the input file, the system username will be used.**

Specify your name in the first line of the input file using the following format:

author */tab* Your Name

* author must be in lowercase
* There must be a single tab between author and your name
* You name must be written exactly how you want it to appear (as a suggestion, capitalised with a space between parts of the name)

Hyphenated names, and multi-word names will work as expected.

Examples of how to specify names:

author Captain Spaulding

author Otis B. Driftwood

author Billy-Ray Snapper

### 2.3 Specifying an alias

To allow compatibility with existing, older code, you my specify an alias class using the following format:

alias */tab* alias\_filename

### 2.4 Specifying the variables

To specify variables, use the following format:

datatype */tab* variable\_name */tab* default

* The data type must be written as specified in section *5 Supported Data Types*
* Specifying a default value is optional
* There must be a single tab between the datatype and the variable name, and the variable name and the default value (if specified)
* Variable names should be written exactly how you want them to appear

Currently supported data types are listed insection *5 Supported Data Types*. Strings, Arrays and objects to be added shortly.

Examples of specifying variables:

int16\_t pointX 5

int16\_t pointY

bool is\_awake false

long long bigNumber

Note: depending on the tab setting of your text file editor, things may not line up perfectly as above.

If default values are not specified, the following defaults will be used:

* Boolean: false
* Numerical types: 0

### 2.4 Specifying the struct comment

To specify a comment for the struct, leave a blank line after the variables, and enter the comment lines at the end of the text file. An example of an input text file with a struct comment is:

int16\_t pointX 5

int16\_t pointY

*/return This is a blank line*

This is the first line of a comment for the struct.

This is the second line.

This comment will appear above the struct in the wb\_ header file and the C++ wrapper

## 3 Installing the classgenerator executable file

The classgenerator executable is located in the GUNao/posix/classgenerator/classgenerator folder. It is called classgenerator.

To allow the executable to be run from any directory, copy it to the usr/local/bin directory under MacintoshHD. This directory is hidden. To open it, go to the Finder and, under the “Go” menu, use “Go to folder”.

If you do not have a usr/local/bin directory, enter the following in the Terminal:

sudo mkdir -p /usr/local/bin

cd /usr/local/bin

open .

…this will create and open the directory. Copy the executable into this folder.

## 4 Running the program

With the program installed in the usr/local/bin directory, it can be run from any location.

In the Terminal, change to the directory that you would like your generated files to be located. Put your input file in this directory also.

The name of the input file must be entered as a command line argument. For example:

classgenerator ball\_colour.txt

This will run the generator using the file ball\_colour.txt as input and will generate the Whiteboard classes:

wb\_ball\_colour.h

wb\_ball\_colour.c

To also generate a C++ wrapper for these files, use the command line argument c or -c

classgenerator ball\_colour.txt c

This will generate the Whiteboard classes and a C++ wrapper:

wb\_ball\_colour.h

wb\_ball\_colour.c

BallColour.h

The command line arguments may be entered in any order. These variations will produce the same result:

classgenerator ball\_colour.txt -c

classgenerator c ball\_colour.txt

classgenerator –c ball\_colour.txt c

Note: Command line options for a Swift wrapper and usage information will be added shortly.

## 5 Supported data types

Strings, arrays and object types to be supported shortly. The currently supported data types are:

bool

char

signed char

unsigned char

int

signed int

unsigned

unsigned int

int8\_t

uint8\_t

int16\_t

uint16\_t

int32\_t

uint32\_t

int64\_t

uint64\_t

short

short int

signed short

signed short int

unsigned short

unsigned short int

long

long int

signed long

signed long int

unsigned long

unsigned long int

long long

long long int

signed long long

signed long long int

unsigned long long

unsigned long long int

long64\_t

float

float\_t

double

double\_t

long double

double double