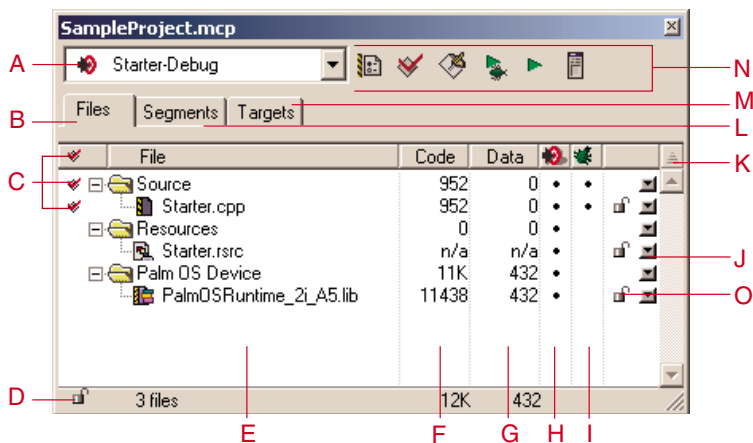


Quick Reference

Project Window (Files)



- A. Current target menu
- B. Files tab
- C. File has been modified
- D. Project status information
- E. Lists project groups and files
- F. Shows object file's code size
- G. Shows object file's data size
- H. File is in current build target
- I. File generates debugger info
- J. File interface menu
- K. Sort order button
- L. Segments tab
- M. Targets tab
- N. Project window toolbar
- O. Version control status

Tips & Tricks

Project Window

- Typing text in any view of the project window selects the file with the alphabetically closest matching name. Thereafter, pressing the Tab key takes you to the next item that matches the text you typed or Shift-Tab to select previous file.

Files view

- Double-click a file to open it.
- Drag and drop a file or group to reposition it.
- Drag and drop files or projects onto the project window to add them to a project.

- Right-click a group or file to:

- Check syntax, preprocess, precompile, compile or disassemble
- Remove it from the project

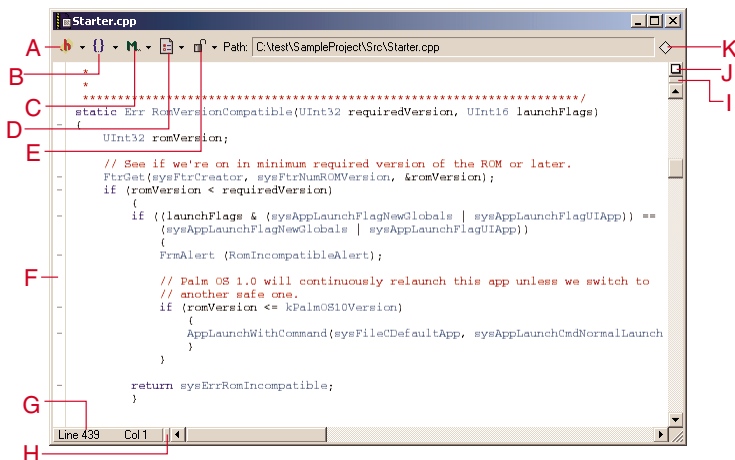
Link Order view

- Link order proceeds from top of pane to bottom of pane.
- Click and drag files to set the build-target link order.

Search Results Window and Error Messages Window

- Press F4 to scroll to the next result, and press Shift-F4 to scroll to the previous result.

Editor Window



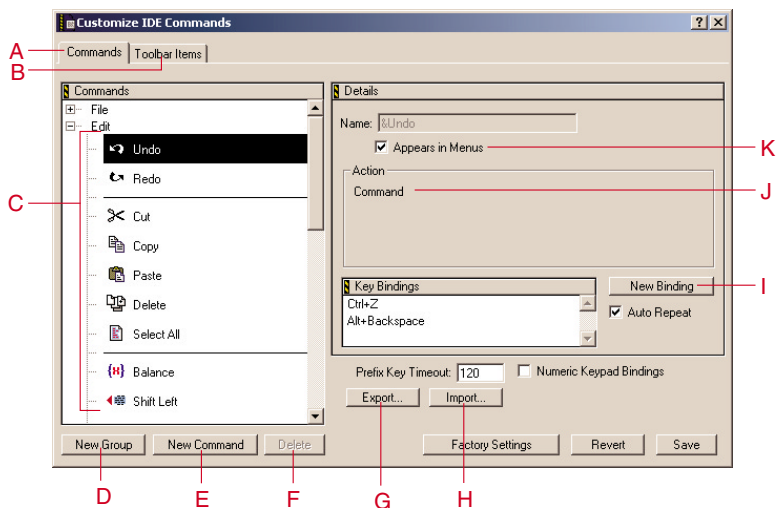
- A. Interface list
- B. Routine list
- C. Add/Remove/Choose markers
- D. Document settings selector
- E. Version control status
- F. Click in column to set/clear breakpoints
- G. Click to go to line number
- H. Double-click to split pane horizontally
- I. Double-click to split pane vertically
- J. Click to move toolbar to bottom
- K. Dirty file indicator (file modified but not saved)

Tips & Tricks

Editor Window

- Press Ctrl ` (Control-Back Quote) to open header file associated with currently active source file (or vice-versa). The ` (back quote) resides on the same key as ~ (tilde).
- Drag upper-right hand corner “dash” button (I) (above vertical scrollbar) down to split the editing window horizontally. The square icon (J) collapses and expands the toolbar. When toolbar is collapsed, it appears at bottom of editor window.
- Drag lower left-hand corner “dash” button (left edge of vertical scrollbar) to the right to split editing window vertically.
- Ctrl double-click a symbol name to go to definition of symbol. If more than one symbol exists, the Symbolics Window opens.
- Click in left-margin space of editor window to select line (cursor changes to right-pointing arrow).
- Click in column (F) left of text-editing area to set or remove breakpoints.
- Alt-drag to make a rectangular selection.

Customizing IDE Commands

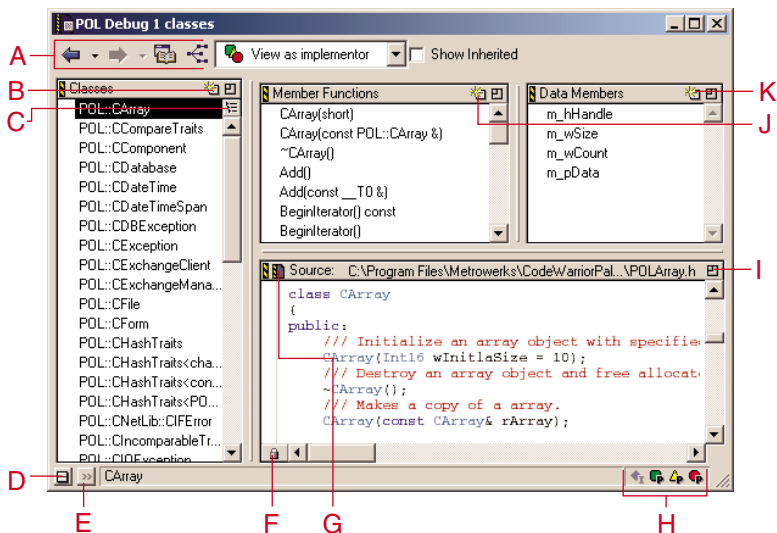


- | | |
|--------------------------------------|---|
| A. View Commands pane | G. Export key bindings |
| B. View Toolbar items pane | H. Import key bindings |
| C. Commands list | I. Add key binding to command |
| D. Add new group to Commands list | J. Actions executed by command
(appears in this field) |
| E. Add new command to selected group | K. Display or Hide command in menus |
| F. Delete selected group/command | |

To Add a Custom Menu (in Commands view):

1. Name the Group and the Command. Click New Group, and type a group name. Click New Command, and type a command name.
2. Set command actions. Click New Binding to add a key binding to the command, and click Save.

Class Browser Window



A. Toolbar options include:

- go back or forward
- show browser contents window
- show multi- and single-class hierarchy windows
- select browser access filters
- show inherited items

B. Create new class

C. List by alphabetical or hierarchical order

D. Show/Hide classes pane

E. View class declaration

F. Version-control system (VCS) options

G. Open source-code file

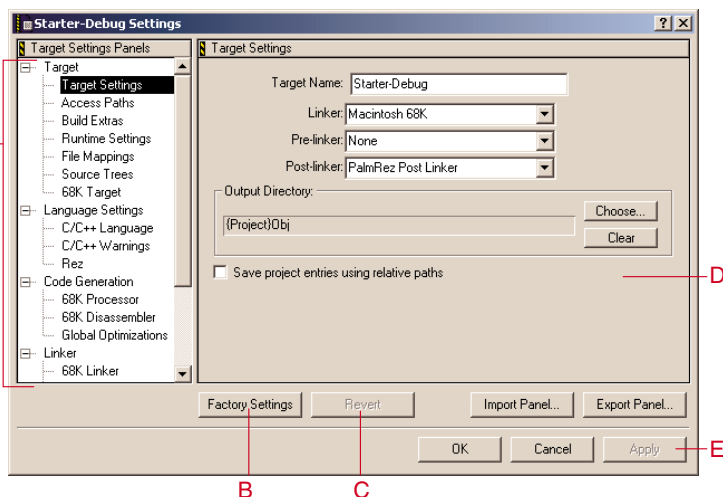
H. Access filters status

I. Toggle expansion of pane

J. Create new member function

K. Create new data member

Target Settings Window



A. Select items from this hierarchical list to view and edit the settings panel on the right. The collection of panels varies, depending on the current build target and chosen settings.

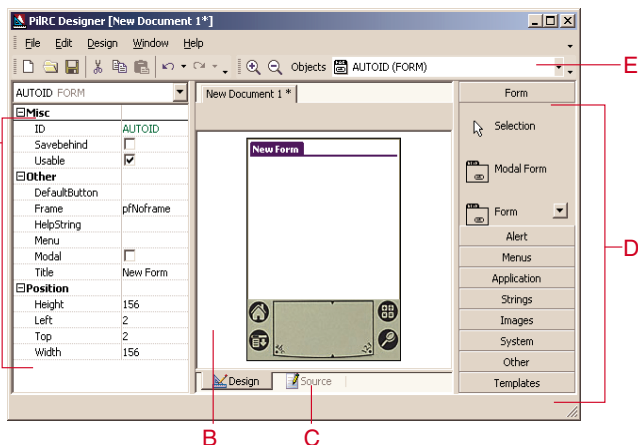
B. Restore the IDE default settings

C. Undo changes to settings

D. Edit target settings in this panel. For more information on a particular panel, refer to the IDE User Guide and Targeting manual for your processor or operating system. These manuals are located in the CodeWarrior documentation folder.

E. Apply settings to the current target

PiRC Designer



A. Property Explorer

B. Visual Designer

C. Source Code for Resources

D. Control Palette

E. Object Tree

More Tips & Tricks

Search Results Window & Error Messages Window

- Press F4 to scroll to the next result, and press Shift F4 to scroll to the previous result.

Debugger Window

- Drag the current statement arrow (little blue arrow) forward or backward to change next line to be executed.
- Click document icon at top-left of Source pane to open source file in editor window (which is editable, whereas the debugger source panel is not).
- Click the blue dot icon in the top-left of the Variables pane to toggle between "Variables: Auto", "Variables: All", and "Variables: None" modes.
- In Source pane, click in column left of text-editing area to set or remove breakpoints (hash marks indicate possible breakpoint locations).

Class Browser Window

- Click the document icon (G) at the top left of Source pane to open source file in an editor window.

- Clicking the ">>>" button (E) at the bottom left of the window takes you to the class declaration of the selected member function.

Find in Files Window

- Press Ctrl Break to stop a search.
- Drag files from the project window to the file list to search them (only in the In Files tab).
- Drag a folder onto the files list to search the folder recursively (only in the In Files tab). Use this feature with caution as the list can take a long time to build with large directories.

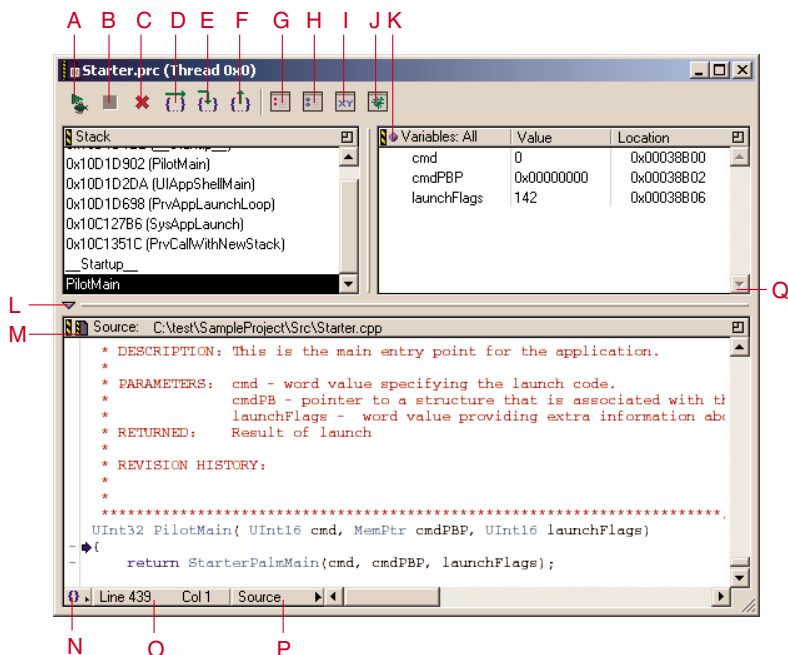
List Controls

- To expand or collapse a node and all sibling nodes, Ctrl click the expansion control.
- To recursively expand or collapse a node and all sub-nodes, Alt click the expansion control.
- To recursively expand or collapse a node and all siblings of the node, Ctrl Alt click the expansion control.

Miscellaneous

- When adding files to targets (for example, in the Add Files dialog box, project inspector, or wizards), Alt click a target to select/unselect all targets.

Debugger Window



A. Run/Debug

B. Break/Stop

C. Kill Thread

D. Step Over

E. Step Into

F. Step Out

G. Display Breakpoints window

H. Display Watchpoints window

I. Display Expressions window

J. Display Symbolics window

K. Toggle Variables Display – All (all local and global variables in code), Auto (show local variables of routine pointed to by current-statement arrow), or None

L. Collapse or Expand Source window

M. Open source in editor window










N. List functions

O. Displays Goto line number dialog box















P. Toggle Display for Source, Assembler, or Mixed code

Q. Minimize/Maximize window







File Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	New Text File	Ctrl N
	New	Ctrl Shift N
	Open	Ctrl O
	Find and Open selection	Ctrl D
	Find and Open File	Ctrl Shift D
	Close	Ctrl W
	Save	Ctrl S
	Save All	Ctrl Shift S
	Print	Ctrl P










Edit Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Undo	Ctrl Z Alt Backspace
	Redo	Ctrl Shift Z
	Cut	Ctrl X Shift Del
	Copy	Ctrl C Ctrl Ins
	Paste	Ctrl V Shift Ins
	Delete	Del
	Select All	Ctrl A
	Balance	Ctrl B
	Shift Left	Ctrl [
	Shift Right	Ctrl]
	Get Previous Completion	Alt Shift /
	Get Next Completion	Alt /
	Complete Code	Alt .
	Target Settings	Alt F7



















Debug Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Kill	Shift F5
	Restart	Ctrl Shift F5
	Step Over	F10
	Step Into	F11
	Step Out	Shift F11
	Set/Clear Breakpoint	F9
	Enable/Disable Breakpoint	Ctrl F9




Project Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Check Syntax	Ctrl ;
	Compile	Ctrl F7
	Disassemble	Ctrl Shift F7
	Bring Up To Date	Ctrl U
	Make	F7
	Stop Build	Ctrl Break
	Remove Object Code	Ctrl -
	Debug	F5
	Run	Ctrl F5

Search Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Find	Ctrl F Alt F3
	Replace	Ctrl H
	Find in Files	Ctrl Shift M
	Find Next	F3
	Find Previous	Shift F3
	Find in Next File	Ctrl T
	Find in Previous File	Ctrl Shift T
	Enter Find String	Ctrl E
	Enter Replace String	Ctrl Shift E
	Find Selection	Ctrl F3
	Find Previous Selection	Ctrl Shift F3
	Replace Selection	Ctrl =
	Replace and Find Next	Ctrl L
	Replace and Find Previous	Ctrl Shift L
	Find Definition	Ctrl '
	Go Back	Ctrl Shift B
	Go Forward	Ctrl Shift F
	Go to Line	Ctrl G




Miscellaneous

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Go to header/source file	Ctrl '
	Go to previous error message	Shift F4
	Go to next error message	F4



View Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Class Browser	Alt F12
	Errors and Warnings	Ctrl I

Data Menu (visible when Debugger is running)

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	New Expression	Alt Shift N
	View As	Alt Shift Y
	View Array	Alt Shift A
	View Memory	Alt Shift M
	Cycle View	Ctrl Shift V
	View As Signed Decimal	Alt Shift D
	View As Unsigned Decimal	Alt Shift U
	View As Hexadecimal	Alt Shift H
	View As Character	Alt Shift C
	View As C String	Alt Shift S
	View As Pascal String	Alt Shift P
	View As Unicode String	Alt Shift O
	View As Floating Point	Alt Shift F
	View As Enumeration	Alt Shift E
	View As Fixed	Alt Shift I

Window Menu

<u>Icon</u>	<u>Command</u>	<u>Key Bindings</u>
	Close	Ctrl W
	Close All	Ctrl Shift W
	Select Default Project	Ctrl O
	Select Document 1	Ctrl 1
	Select Document 2	Ctrl 2
	Select Document 3	Ctrl 3
	Select Document 4	Ctrl 4
	Select Document 5	Ctrl 5
	Select Document 6	Ctrl 6
	Select Document 7	Ctrl 7
	Select Document 8	Ctrl 8
	Select Document 9	Ctrl 9

<u>Command</u>	<u>Key Bindings</u>
Move character Left	Left Arrow
Move character Right	Right Arrow
Move word left	Ctrl Left Arrow
Move word right	Ctrl Right Arrow
Move to start of line	Home
Move to end of line	End
Move line up	Up Arrow
Move line down	Down Arrow
Move page up	Page Up
Move page down	Page Down
Move to top of file	Ctrl Home
Move to bottom of file	Ctrl End
Delete character left	Backspace
Delete character right	Del
Character select left	Shift Left Arrow
Character select right	Shift Right Arrow
Select word left	Ctrl Shift Left Arrow
Select word right	Ctrl Shift Right Arrow
Select line up	Shift Up Arrow
Select line down	Shift Down Arrow
Select to start of line	Shift Home
Select to end of line	Shift End
Select page up	Shift Page Up
Select page down	Shift Page Down
Select to start of file	Ctrl Shift Home
Select to end of file	Ctrl Shift End
Scroll line up	Ctrl Up Arrow
Scroll line down	Ctrl Down Arrow
Find symbols with prefix	Ctrl \
Find symbols with substring	Ctrl Shift \
Get next symbol	Ctrl Shift .
Add bookmark	Ctrl F2
Go to next bookmark	F2
Go to previous bookmark	Shift F2
Toggle overstrike mode	Ins

The following documentation is installed with the CodeWarrior IDE and is also available through the Help menu:

CodeWarrior IDE 5.1 User Guide	How to use the CodeWarrior IDE. (CodeWarrior Manuals/PDF/IDE_5.1_User_Guide.pdf)
Metrowerks Tutorial: CodeWarrior for Palm OS Platform	Getting started developing for the Palm OS platform using the CodeWarrior IDE. (CodeWarrior Manuals/MW Tutorial for Palm OS/CW_Palm_OS_Tutorial.pdf)
Targeting the Palm OS Platform	Using the CodeWarrior IDE to develop for the Palm OS Platform. (CodeWarrior Manuals/PDF/Targeting_Palm_OS.pdf)
Palm OS API Reference	Information about the Palm OS 5.0 API. (CW for Palm OS Support/Documentation/Palm OS 5.0 Docs/Palm OS Reference.pdf)
Palm OS Programmer's Companion, Vol. 1	Working with the Palm OS platform. (CW for Palm OS Support/Documentation/Palm OS 5.0 Docs/Palm OS Companion.pdf)
Palm OS Programmer's Companion, Vol. 2	Working with the Palm OS platform. (CW for Palm OS Support/Documentation/Palm OS 5.0 Docs/Palm OS Companion2.pdf)
Object Library for Palm OS Reference	Using the Object Library for Palm OS. (CodeWarrior Manuals/HTML/POL.chm)
Palm OS UI Guidelines	(CW for Palm OS Support/Documentation/Palm OS 5.0 Docs/Palm OS UI Guidelines.pdf)
Palm OS 5 ARM Programming	(CW for Palm OS Support/Documentation/Palm OS 5.0 Docs/Palm OS 5 ARM Programming.pdf)



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Software Starts Here

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