MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

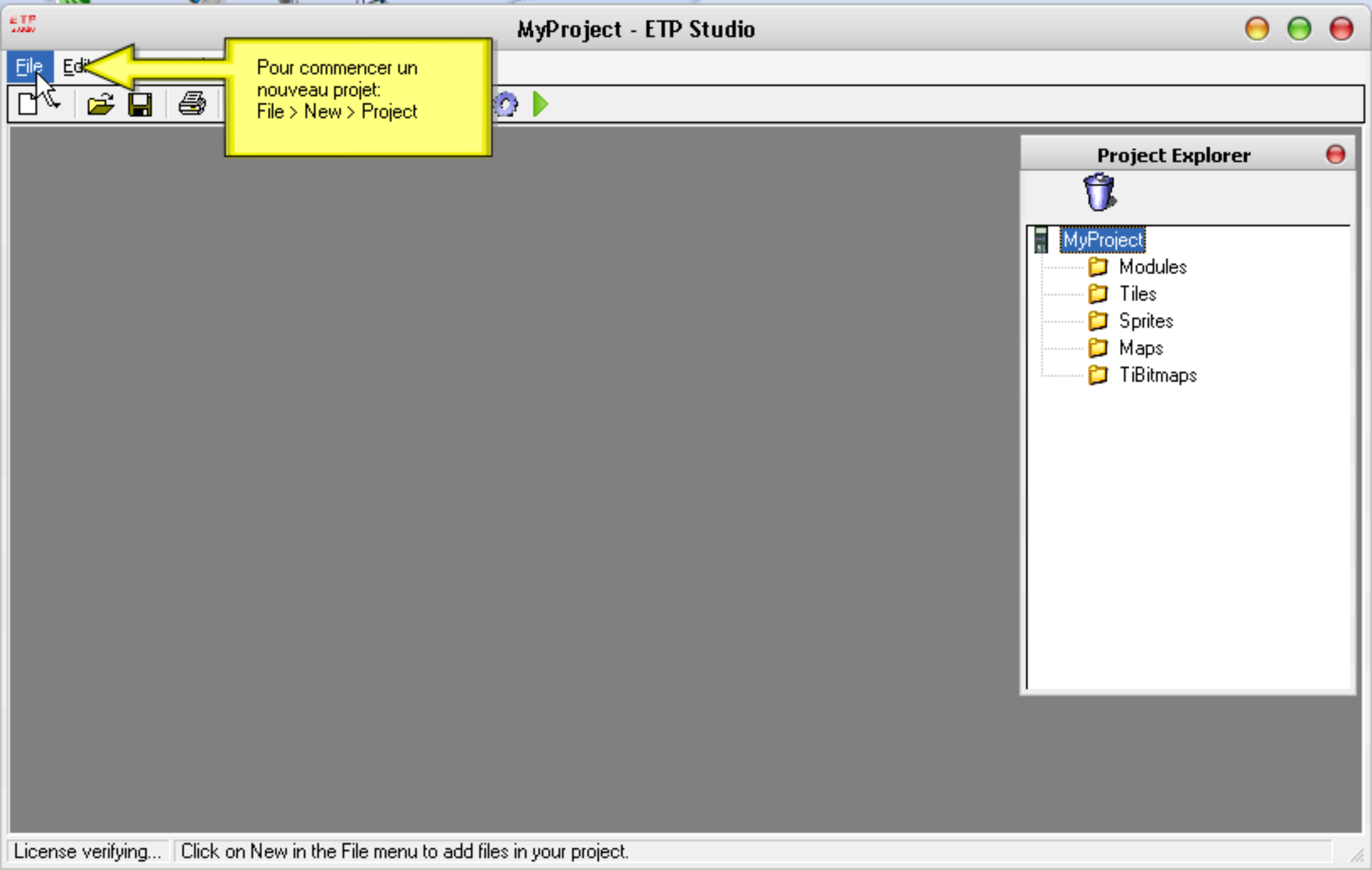
Bienvenue dans la présentation de l'IDE
(Integrated Dekstop Environment) de ETP Studio.
ETP Studio par Onur Celebi.

www.etpstudio.com

Présentation par FpgForce

- Modules
- Tiles
- Sprites
- Maps
- TiBitmaps

License verifying... | Click on New in the File menu to add files in your project.


MyProject - ETP Studio
File
Pour commencer un nouveau projet:
File > New > Project
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
License verifying...
Click on New in the File menu to add files in your project.

MyProject - ETP Studio

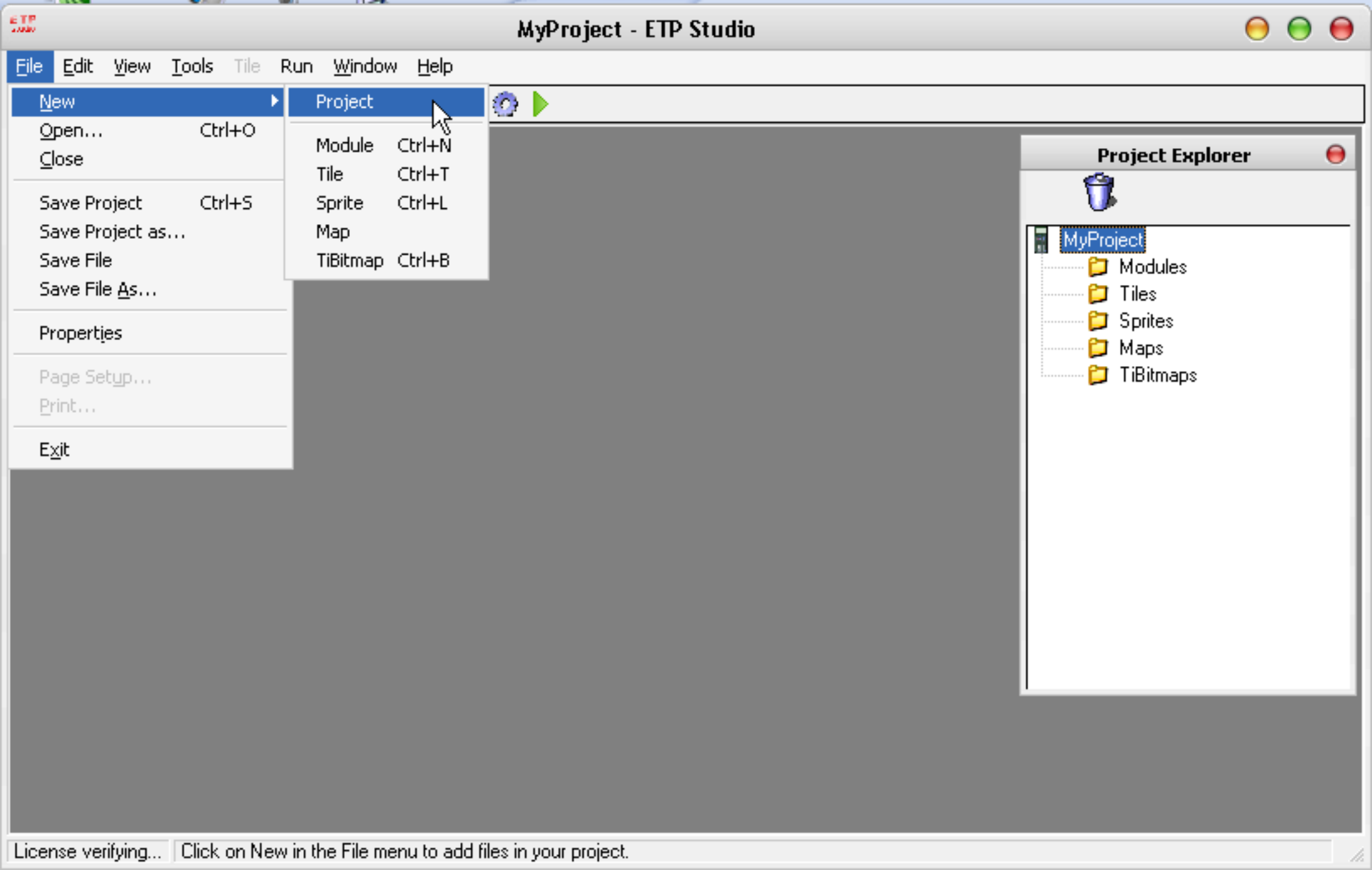
File Edit View Tools Tile Run Window Help

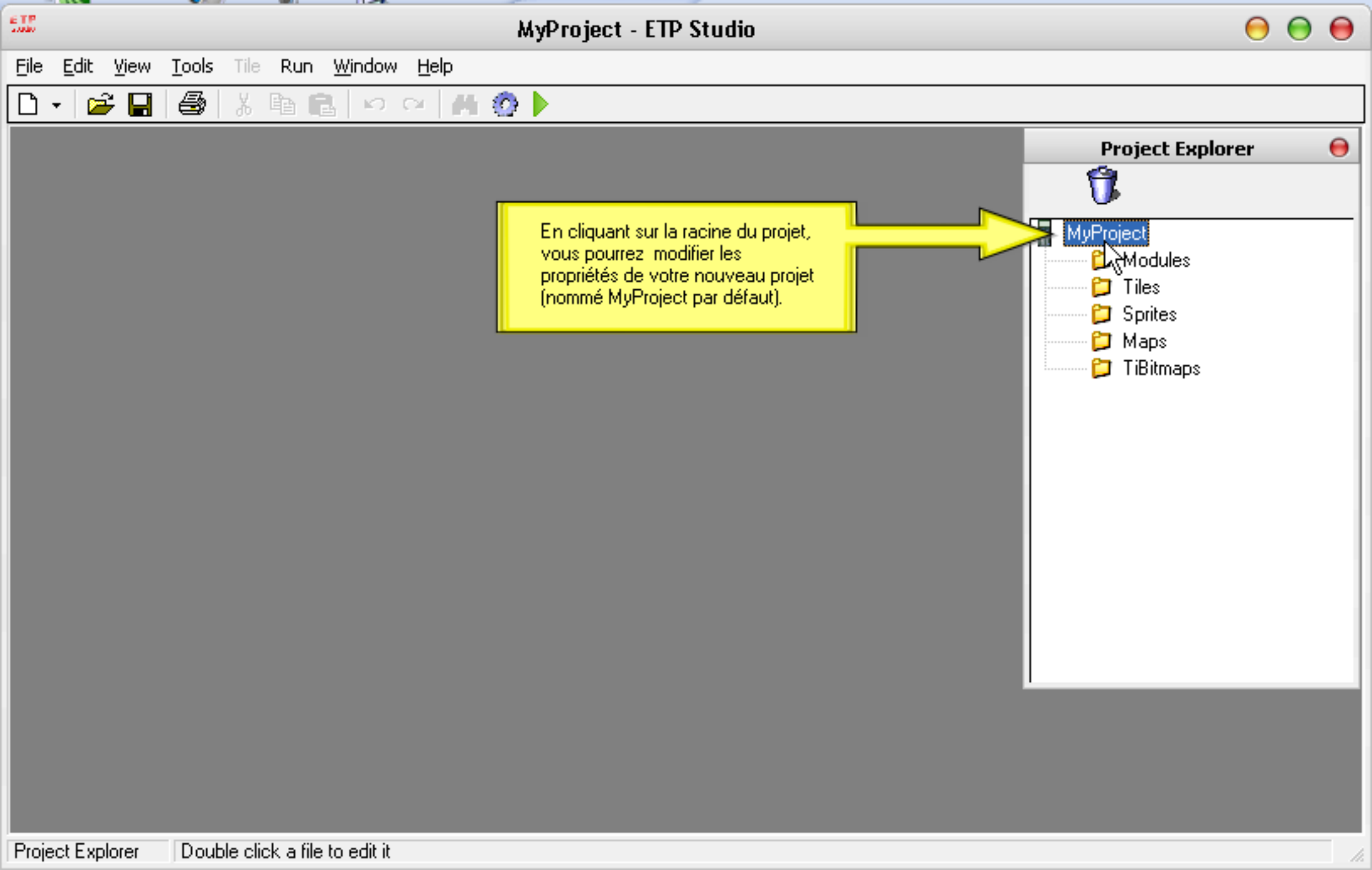
- New
  - Project
  - Module Ctrl+N
  - Tile Ctrl+T
  - Sprite Ctrl+L
  - Map
  - TiBitmap Ctrl+B
- Open... Ctrl+O
- Close
- Save Project Ctrl+S
- Save Project as...
- Save File
- Save File As...
- Properties
- Page Setup...
- Print...
- Exit

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps

License verifying... | Click on New in the File menu to add files in your project.


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
New
Open... Ctrl+O
Close
Save Project Ctrl+S
Save Project as...
Save File
Save File As...
Properties
Page Setup...
Print...
Exit
Project
Module Ctrl+N
Tile Ctrl+T
Sprite Ctrl+L
Map
TiBitmap Ctrl+B
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
License verifying...
Click on New in the File menu to add files in your project.


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
En cliquant sur la racine du projet, vous pourrez modifier les propriétés de votre nouveau projet (nommé MyProject par défaut).
Project Explorer
Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps

Project properties

Project name: MyProject

File name on calculator: myproject

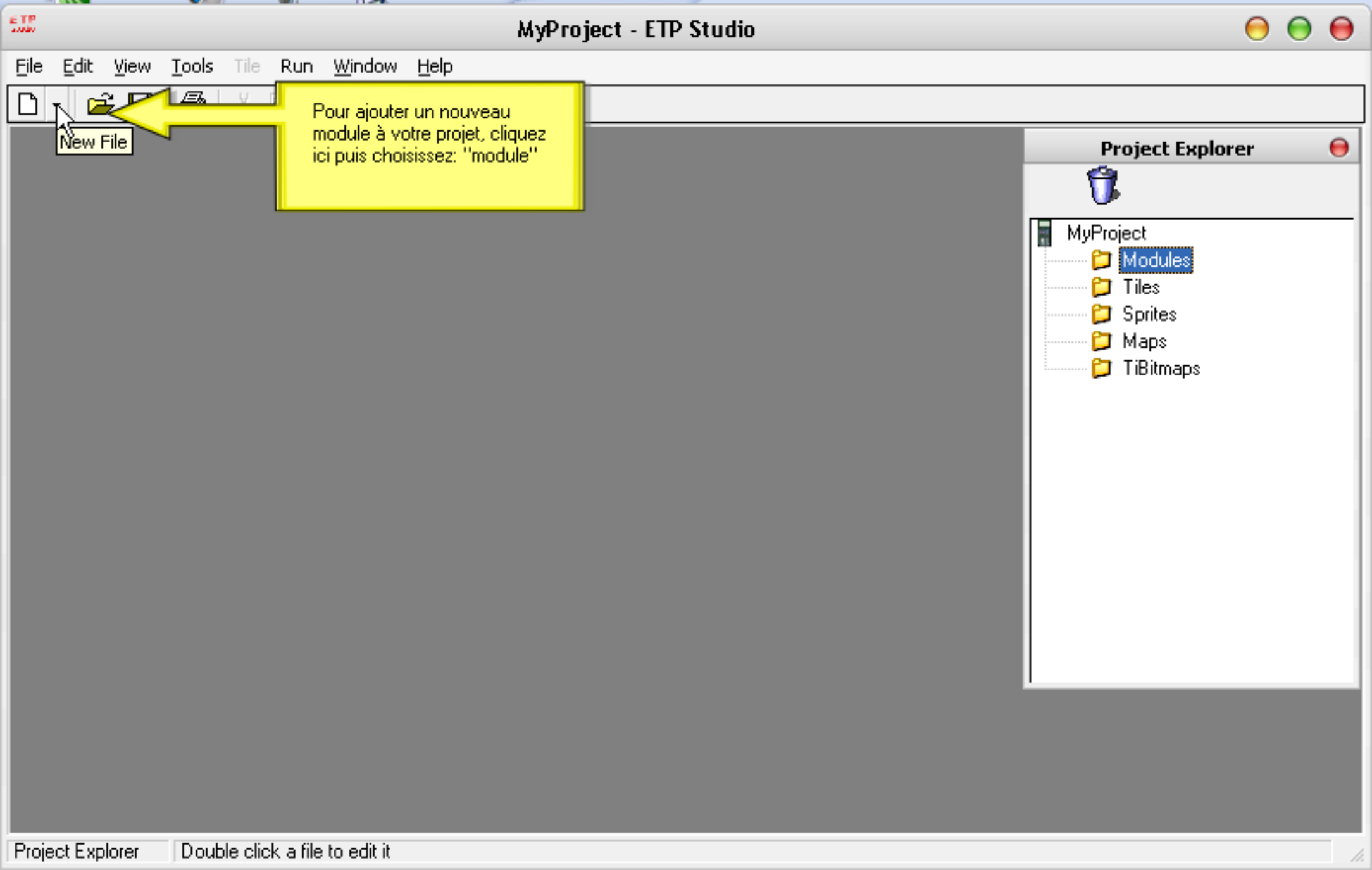
Publishing comment: Made with ETP

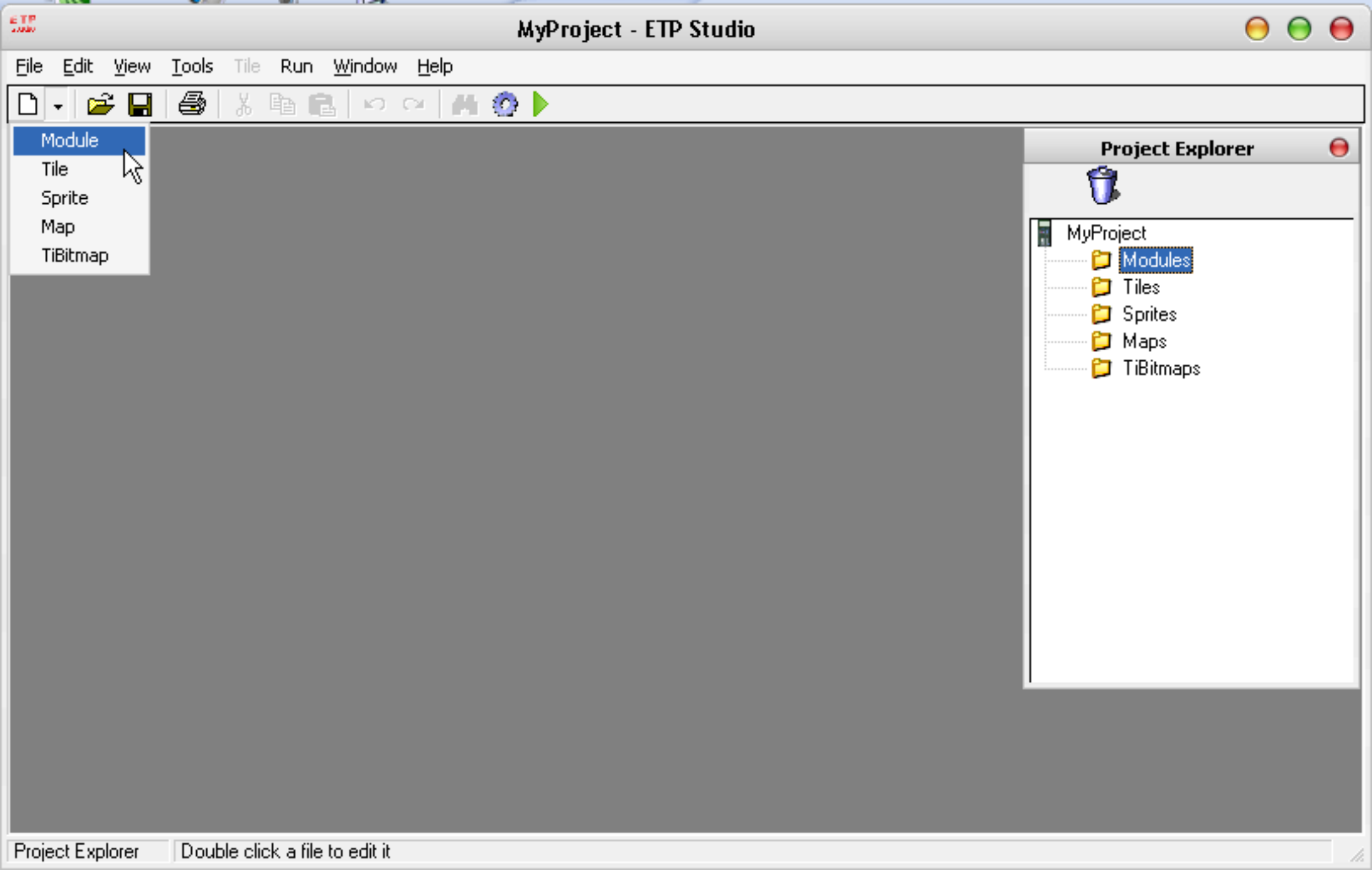
Compile for ☑ TI 89

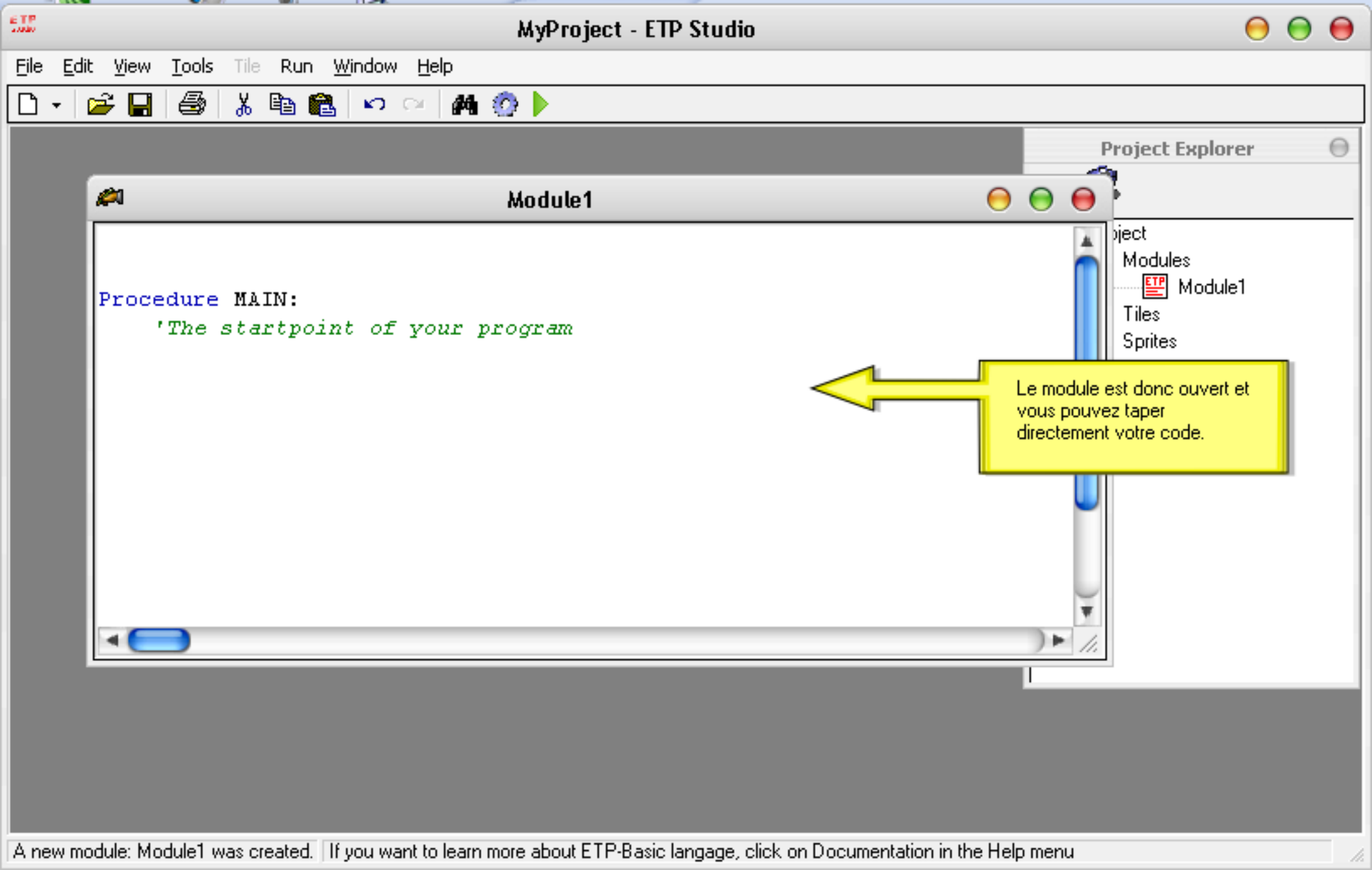
☑ TI92+

On peut donc changer:
- le nom du projet,
- le nom du programme sur la calculatrice,
- le commentaire qui apparaitra dans les explorateurs sur la calculatrice,
- et la calculatrice pour laquelle sera compilé le programme.

Project Explorer | Double click a file to edit it


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
New File
Pour ajouter un nouveau module à votre projet, cliquez ici puis choisissez: "module"
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
Project Explorer
Double click a file to edit it


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
Module
Tile
Sprite
Map
TiBitmap
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
Project Explorer
Double click a file to edit it


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Project Explorer
Module1
Procedure MAIN:
'The startpoint of your program
Modules
Module1
Tiles
Sprites
Le module est donc ouvert et vous pouvez taper directement votre code.
A new module: Module1 was created.
If you want to learn more about ETP-Basic langage, click on Documentation in the Help menu

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

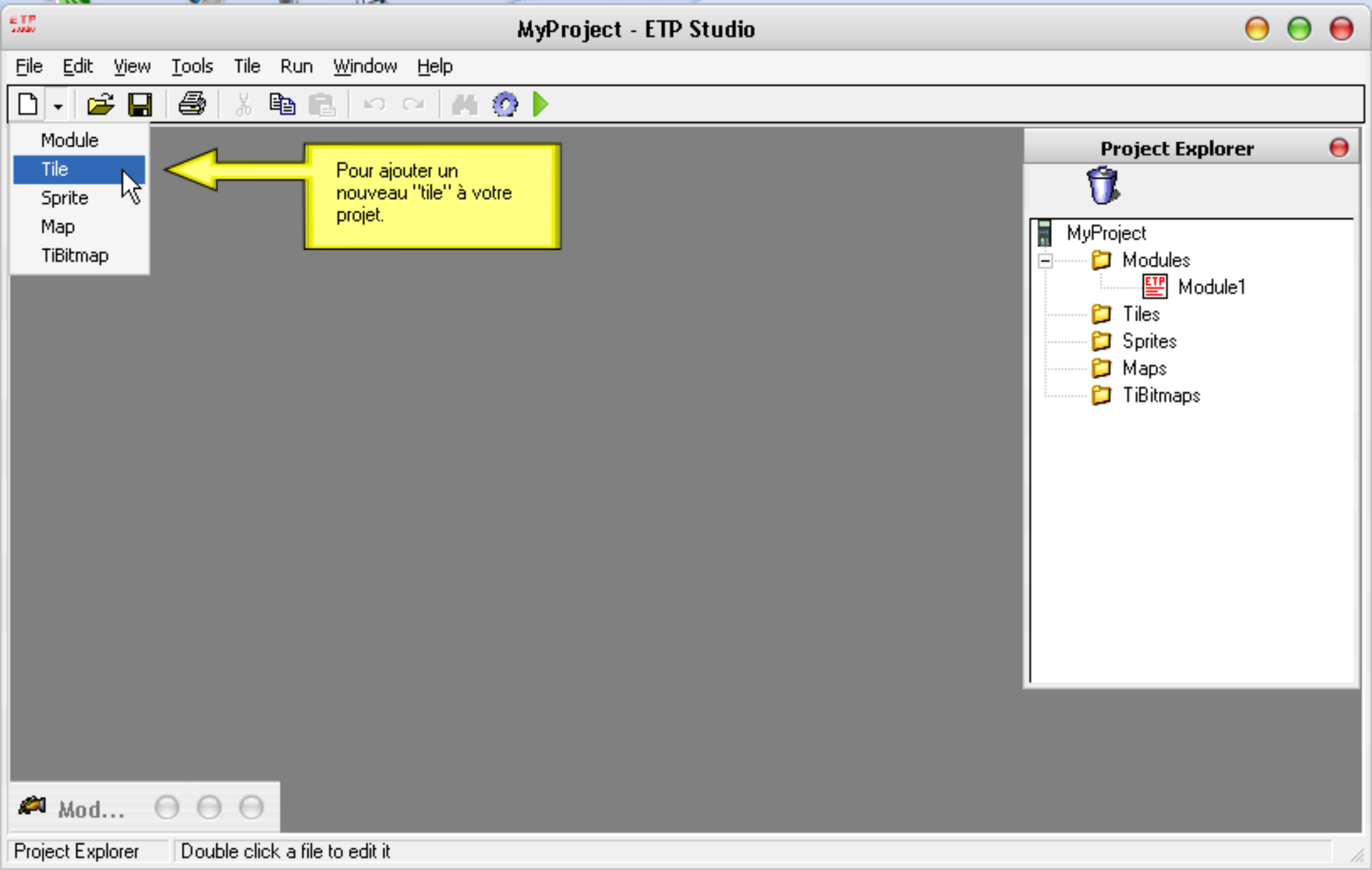
Module1

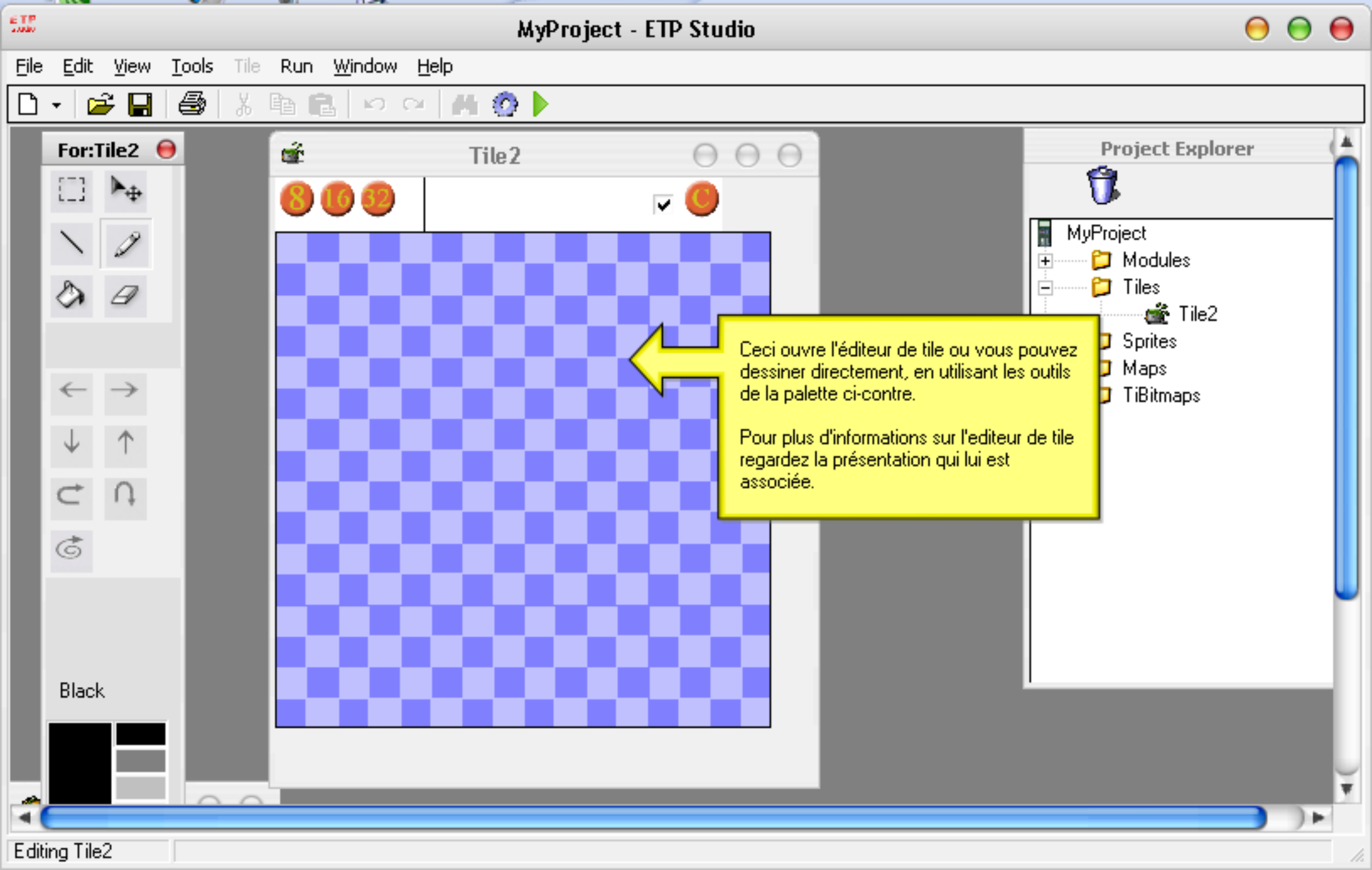
```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    WaitKey
    GrayOff
```

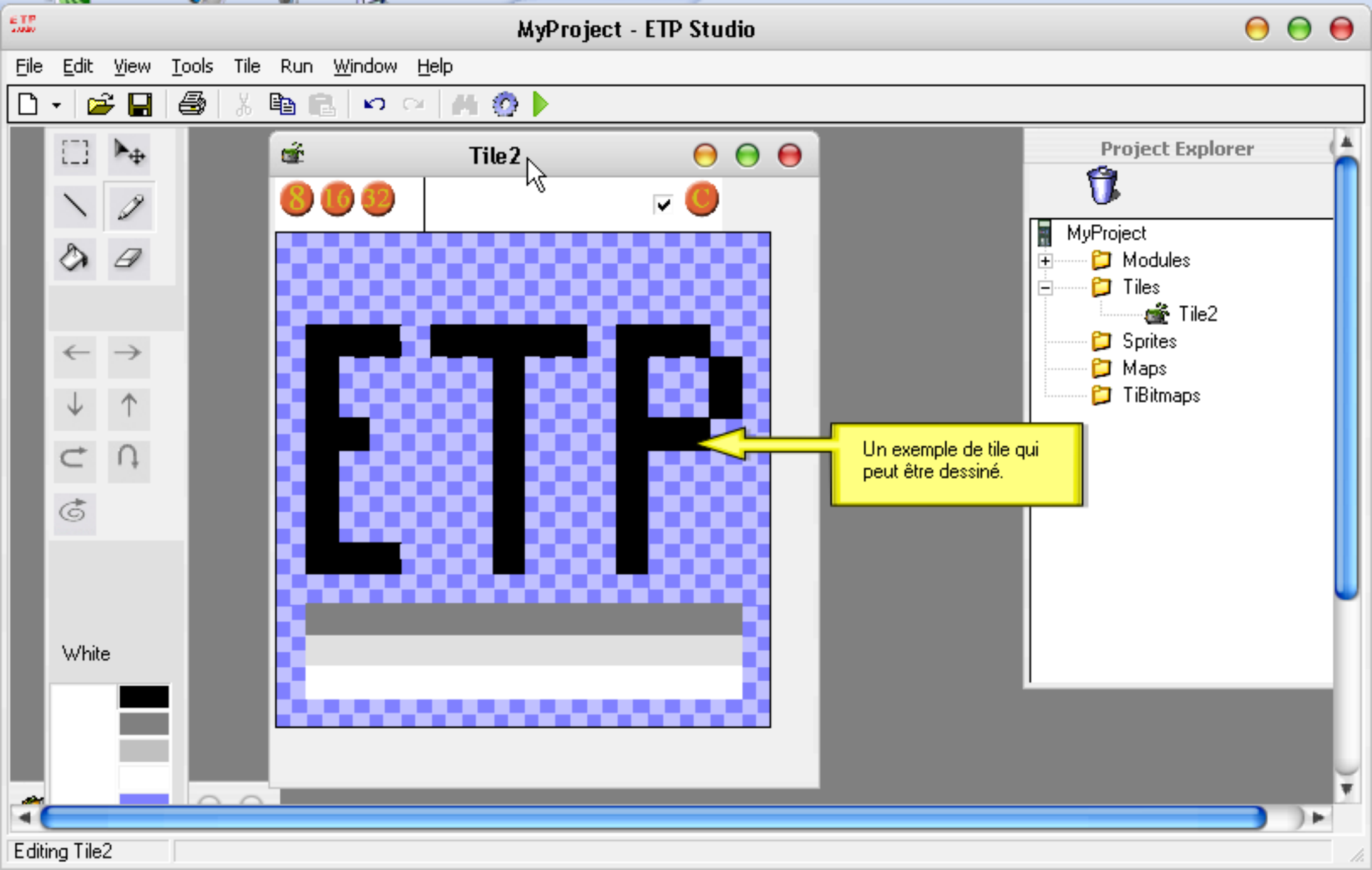
Un petit exemple de code qui pourrait être tapé.

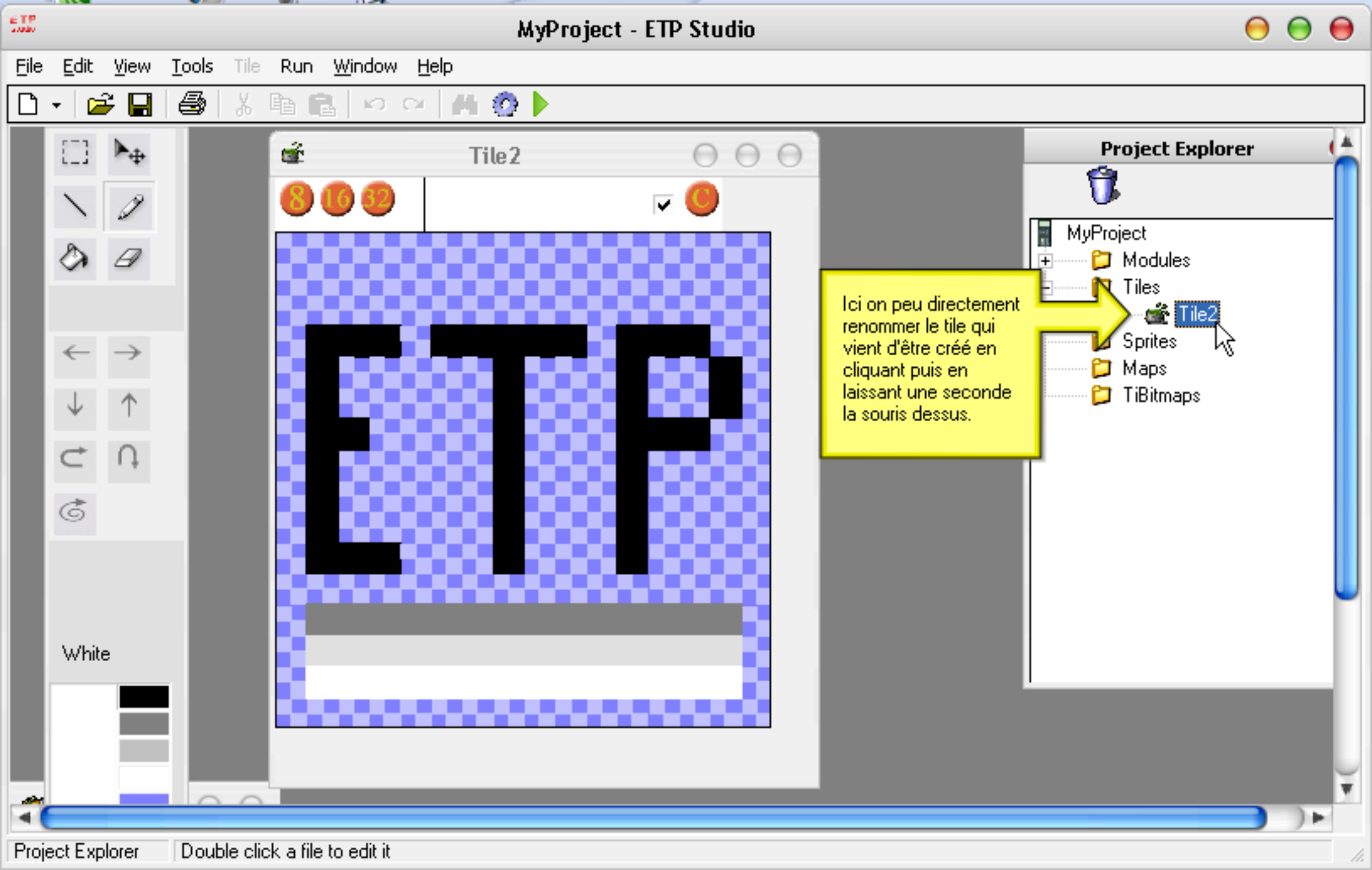
Modules
Module1
Tiles
Sprites
Maps

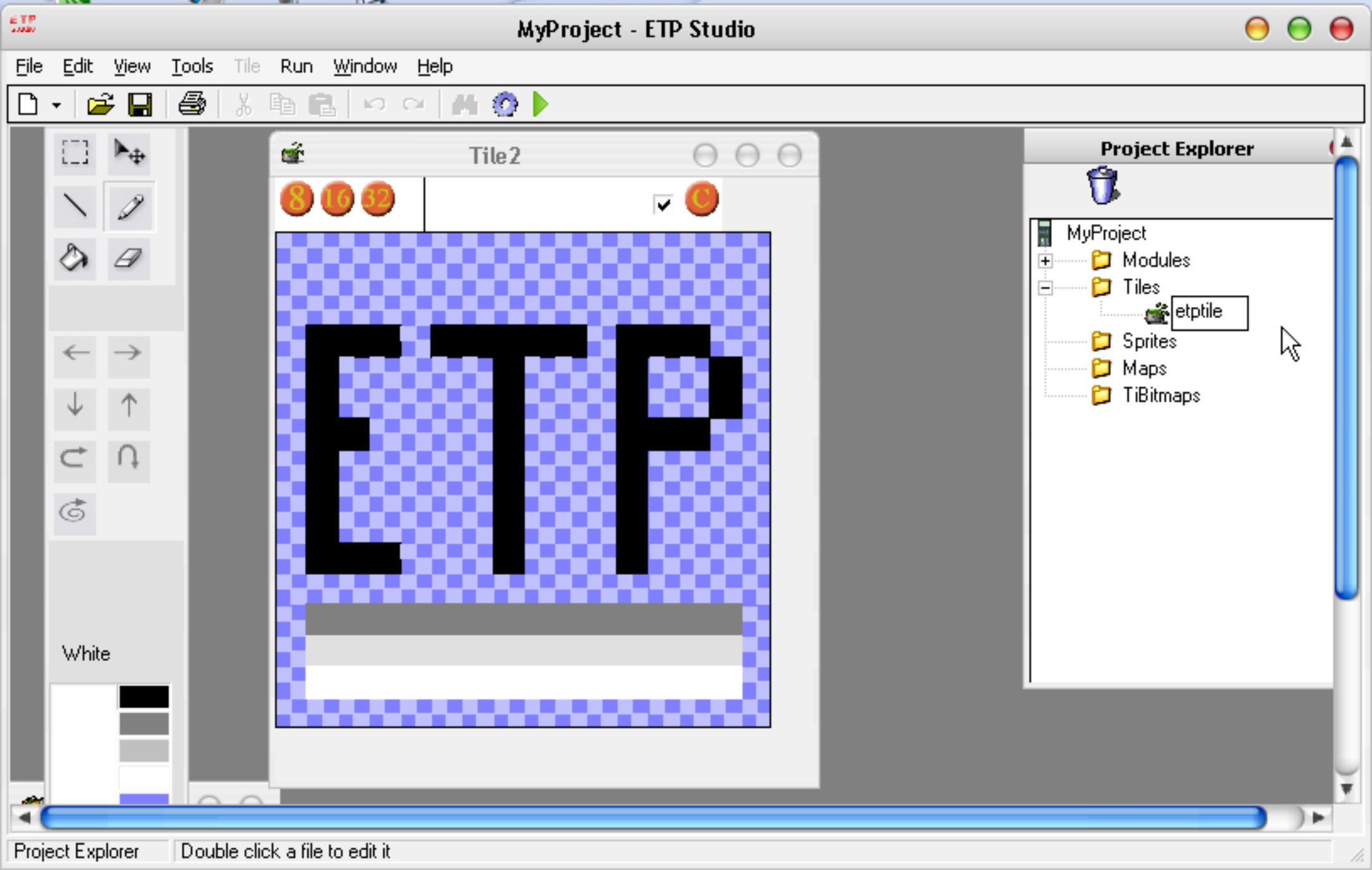
A new module: Module1 was created. | If you want to learn more about ETP-Basic langage, click on Documentation in the Help menu


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Module
Tile
Sprite
Map
TiBitmap
Pour ajouter un nouveau "tile" à votre projet.
Project Explorer
MyProject
Modules
Module1
Tiles
Sprites
Maps
TiBitmaps
Mod...
Project Explorer
Double click a file to edit it


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
For:Tile2
Tile2
8 16 32
Black
Project Explorer
MyProject
Modules
Tiles
Tile2
Sprites
Maps
TiBitmaps
Ceci ouvre l'éditeur de tile ou vous pouvez dessiner directement, en utilisant les outils de la palette ci-contre.
Pour plus d'informations sur l'editeur de tile regardez la présentation qui lui est associée.
Editing Tile2


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
Tile2
8
16
32
C
ETP
Un exemple de tile qui peut être dessiné.
Project Explorer
MyProject
Modules
Tiles
Tile2
Sprites
Maps
TiBitmaps
White
Editing Tile2


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Tile2
8 16 32
ETP
White
Project Explorer
MyProject
Modules
Tiles
Tile2
Sprites
Maps
TiBitmaps
Ici on peu directement renommer le tile qui vient d'être créé en cliquant puis en laissant une seconde la souris dessus.
Project Explorer
Double click a file to edit it


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
Tile2
8
16
32
C
ETP
White
Project Explorer
MyProject
Modules
Tiles
etptile
Sprites
Maps
TiBitmaps
Project Explorer
Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a m                    tion"
    WaitKey
    GrayOff
```

On rajoute l'instruction, qui va permettre d'afficher le tile, dans notre module.

- Project
  - Modules
  - Tiles
    - etptile
  - Sprites
  - Maps
  - TiBitmaps

Editing Module1

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
```

PutTile (x as Integer,y as Integer,TileName as Tile)

On peut remarquer qu'une aide automatique s'affiche quand on tape les instructions, elle donne les arguments et la syntaxe de l'instruction.
Ceci est très utile lors du développement.

- Modules
- Tiles
  - etptile
- Sprites
- Maps
- TiBitmaps

Editing Module1

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Module
Tile
Sprite
Map
TiBitmap

Pour ajouter un nouveau sprite à votre projet.

Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- MyProject
  - Modules
  - Tiles
    - etptile
  - Sprites
  - Maps
  - TiBitmaps

Project Explorer | Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Sprite2

Project Tiles

etptile

Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Action_1

Add action

Change action name

Delete action

??? ???

Celà a pour effet d'ouvrir le Sprite Editor où vous pouvez créer vos sprites en fonction des tiles.

Pour plus d'informations sur le Sprite Editor regardez la présentation qui lui est associée.

Action

Frame: 1

oject Explorer

ect
Modules
Tiles
Sprites
Sprite2
Maps
TiBitmaps

Editing Sprite2

Drag and drop project tiles in the 'sprite action tiles' frame. Right click on a tile to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Pr
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

En cliquant droit sur n'importe quel fichier du Project Explorer vous avez accès à un menu contextuel qui vous propose plusieurs actions.

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
    - Sprite2
  - Maps
  - TiBitmaps

Project Explorer | Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Progr
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
    - Sprite2
  - Maps
  - TiBitmaps

Project propert
Add file
Remove file
Rename fil

- Project properties: ouvre la boite de dialogue des propriétés du projet,
- Add file: permet d'ajouter un fichier créé ultérieurement au projet.
- Remove file: Permet de supprimer du projet un fichier.
- Rename file: Permet de renommer le fichier selectionné.

Project Explorer | Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Module
Tile
Sprite
Map
TiBitmap

Pour ajouter une nouvelle "map" au projet.

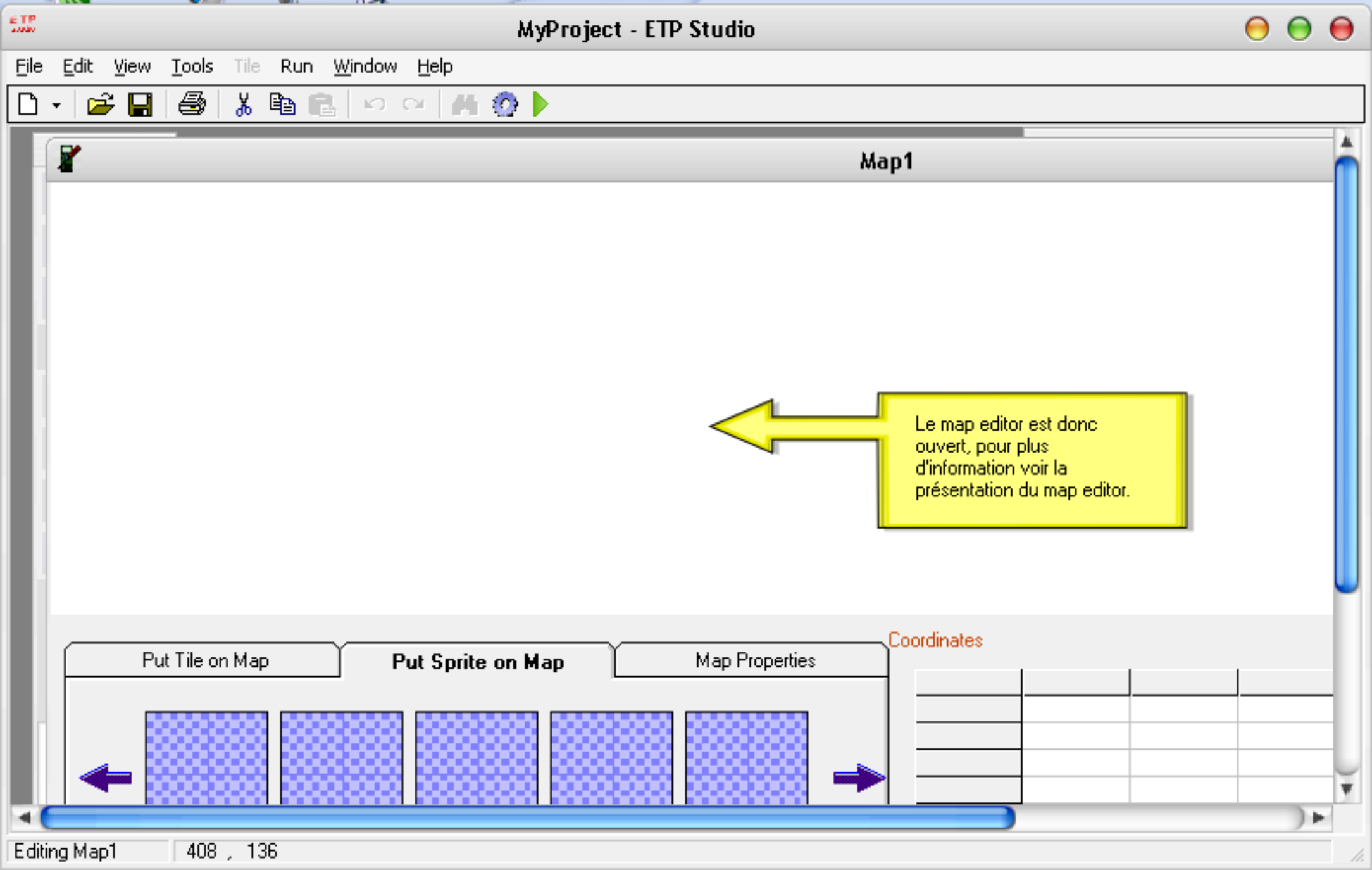
Module1

```
Procedure MAIN
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- MyProject
  - Modules
  - Tiles
    - etptile
  - Sprites
  - Maps
  - TiBitmaps

Project Explorer | Double click a file to edit it


MyProject - ETP Studio
File
Edit
View
Tools
Tile
Run
Window
Help
Map1
Le map editor est donc ouvert, pour plus d'information voir la présentation du map editor.
Coordinates
Put Tile on Map
Put Sprite on Map
Map Properties
Editing Map1
408 , 136

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Module
Tile
Sprite
Map
TiBitmap

Module1

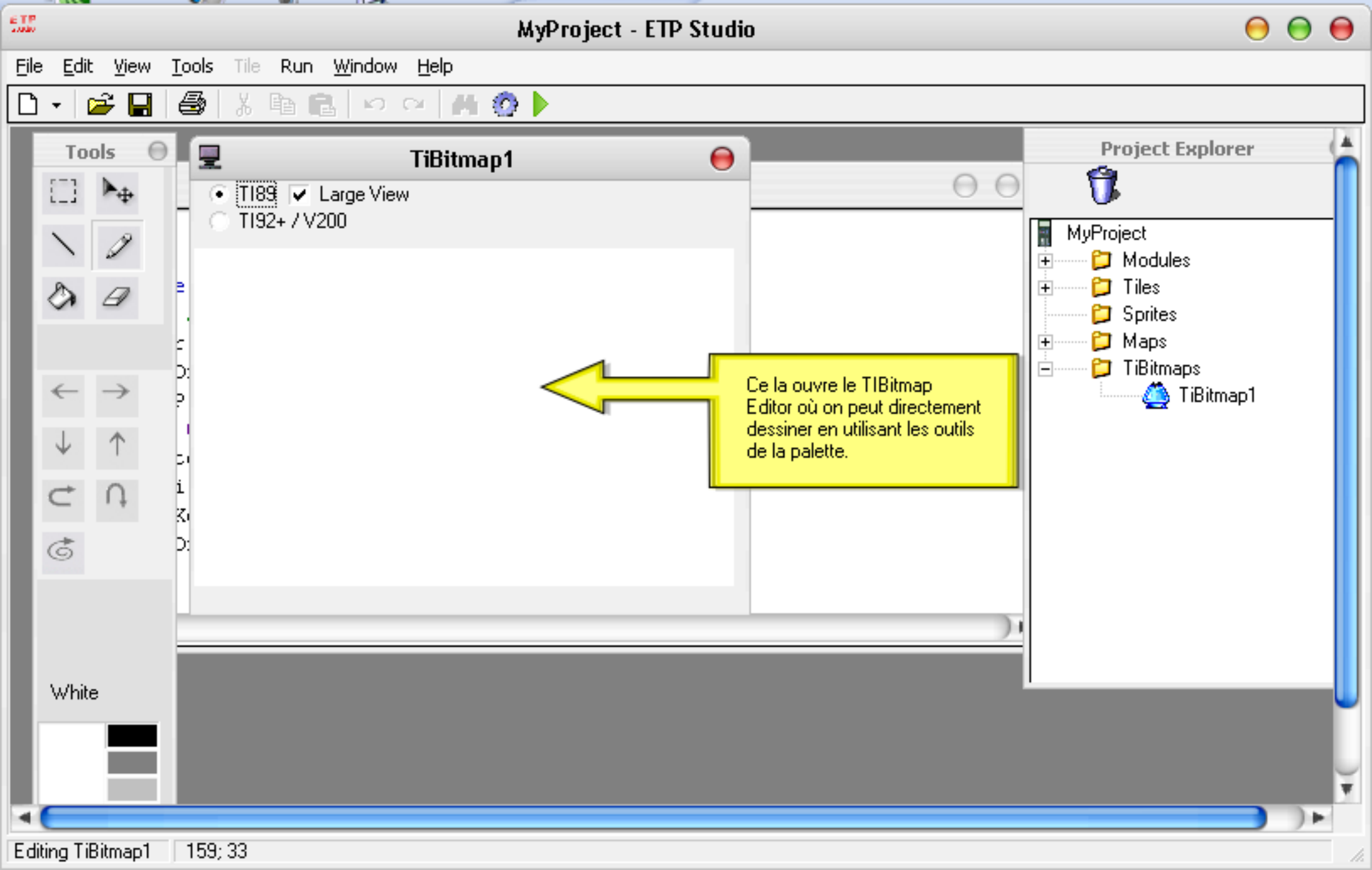
```
Procedure MAIN:
    'The startpoint
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Pour ajouter une TIBitmap, pour plus d'informations regardez la présentation du TIBitmap Editor.

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
    - Map1
  - TiBitmaps

Project Explorer | Double click a file to edit it


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Tools
TiBitmap1
TI89
Large View
TI92+ / V200
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
TiBitmap1
Ce la ouvre le TIBitmap Editor où on peut directement dessiner en utilisant les outils de la palette.
White
Editing TiBitmap1
159; 33

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Undo Ctrl+Z
Redo

Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Select All Ctrl+A

Find Ctrl+F
Replace Ctrl+H

Dans le menu "Edit":

On trouve les fonctions classiques Couper, Copier, Coller, tout selectionner.

De plus on peut utiliser les fonctions Rechercher et Remplacer.

Les fonctions Undo et Redo sont très interressantes puisque Undo permet d'annuler la dernière action executée et Redo permet d'annuler la derniere utilisation de Undo.

```
oint of
GrayOn
DarkPlane
Font 0
Locate 10,10,"ETP is a new step in TI-Programmation"
PutTile 10,20,etptile
WaitKey
GrayOff
```

Project Explorer

yProject
- Modules
- Tiles
- Sprites
- Maps
- TiBitmaps
  - TiBitmap1

Editing Module1

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

- ✔ Toolbar
- ✔ Status Bar
- Project Explorer
- Toolbox
- Refresh

Le menu "View" permet de choisir les différents composants de la fenêtre de l'IDE:

- Toolbar: affiche ou non la barre doutils.
- Status Bar: affiche ou non la barre de status (en bas de la fenêtre)
- Project Explorer: permet d'ouvrir la fenêtre du project explorer si elle est fermée.
- Toolbox: affiche la fenêtre des outils de dessin.
- Refresh: met à jour les différentes fenêtres.

```
Procedure MAIN:
    'The startpoint of your
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- yProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps
    - TiBitmap1

Editing Module1

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Start F9
Compile F8

Dans le menu "Run":

- Start: permet de faire executer le projet courant sur l'émulateur VTI. (accessible aussi par le raccourci F9)
- Compile: permet de compiler le projet courant. (accessible aussi par le raccourci F8)

Module

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation"
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

ect Explorer

- Modules
- Tiles
- Sprites
- Maps
- TiBitmaps
  - TiBitmap1

Editing Module1

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Compile

Dans la barre d'outils on trouve aussi un raccourci permettant de compiler le projet courant.

```
Procedure MAIN:
    'The startpo
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation",4
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps

Project Explorer | Converted: 85%

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Start

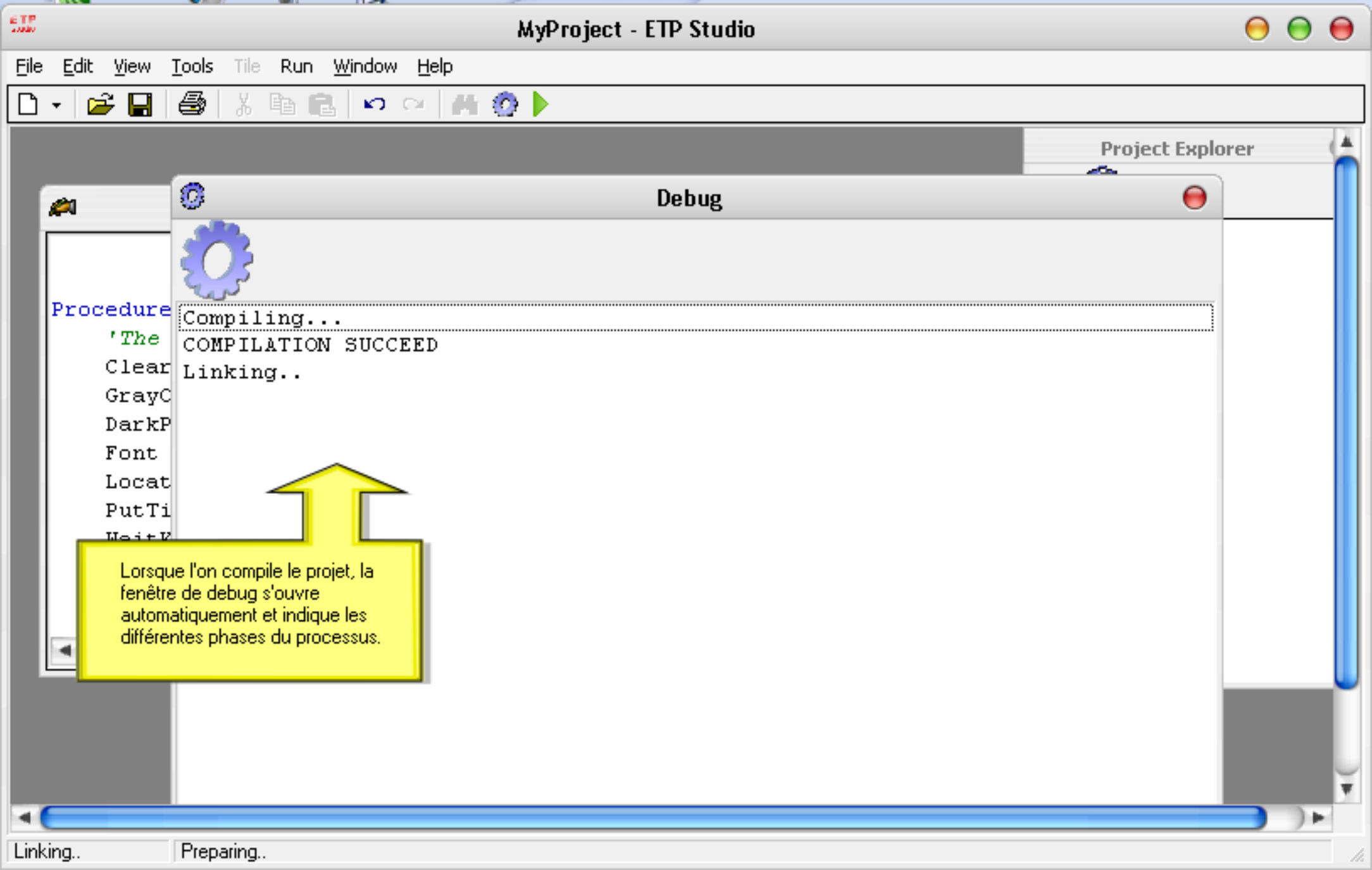
Ce raccourci permet de faire executer le programme sur VTI.

```
Procedure MAIN:
    'The startpoin
    Clear
    GrayOn
    DarkPlane
    Font 0
    Locate 10,10,"ETP is a new step in TI-Programmation",4
    PutTile 10,20,etptile
    WaitKey
    GrayOff
```

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps

Project Explorer | Converted: 92%


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Project Explorer
Debug
Procedure
'The
Clear
GrayC
DarkP
Font
Locat
PutTi
Compiling...
COMPILATION SUCCEED
Linking..
Lorsque l'on compile le projet, la fenêtre de debug s'ouvre automatiquement et indique les différentes phases du processus.
Linking..
Preparing..

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

Debug

```
Procedure
    'The
    Clear
    GrayC
    DarkP
    Font
    Locat
    PutTi
    WaitK
    GrayC
```

```
Compiling...
COMPILATION SUCCEED
Linking..
Linked
myprojct.89z was successfully created at D:\TI\Outils PC\Compilateurs, IDE\E
myprojct.9xz was successfully created at D:\TI\Outils PC\Compilateurs, IDE\E
```

MAKE SUCCESSFUL!!

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Close All

Cascade
Tile Horizontal
Tile Vertical
Arrange Icons

✔ 1 Project Explorer
2 Module1

```
Procedure MAIN:
    'The startpoint of your program
    Clear
    GrayOn
    DarkPlane
```

in TI-Programmation",4

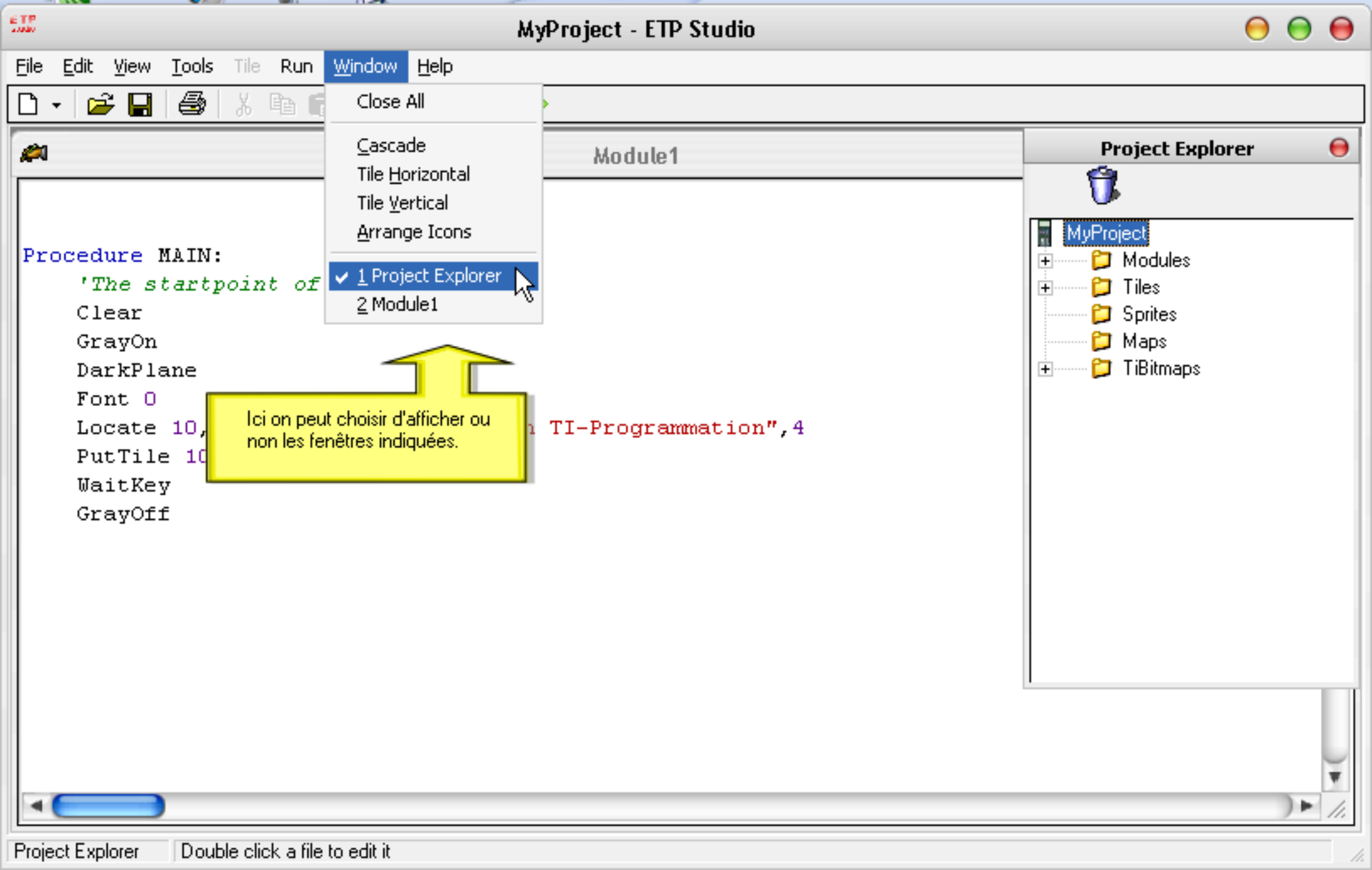
Le menu "Window":

- Close All: ferme toutes les fenêtres ouvertes.
- Cascade: arrange toutes les fenêtre en Cascade.
- Tile Horizontal: Etire la fenêtre courante horizontalement.
- Tile Vertical: Etire la fenêtre courante verticalement.
- Arrange Icons: re-arrange les icones du project explorer.

Project Explorer

MyProject
- Modules
- Tiles
- Sprites
- Maps
- TiBitmaps

Project Explorer | Double click a file to edit it


MyProject - ETP Studio
File Edit View Tools Tile Run Window Help
Close All
Cascade
Tile Horizontal
Tile Vertical
Arrange Icons
1 Project Explorer
2 Module1
Module1
Procedure MAIN:
'The startpoint of
Clear
GrayOn
DarkPlane
Font 0
Locate 10,
TI-Programmation",4
PutTile 10
WaitKey
GrayOff
Ici on peut choisir d'afficher ou non les fenêtres indiquées.
Project Explorer
MyProject
Modules
Tiles
Sprites
Maps
TiBitmaps
Project Explorer
Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Documentation

News from official website

Version

```
Procedure MAIN:
    'The startpoint of your program
    Cl
    Gr
    Da
    Fo
    Lo                                  ogrammation",4
    Pu
    Wa
    GrayOff
```

Le menu "Help":

- Documentation: ouvre une fenêtre avec la documentation en ligne.
- News from official website: Ouvre une fenêtre evc la page de news du site.
- Version: Affiche la version de l'IDE.

Project Explorer

- MyProject
  - Modules
  - Tiles
  - Sprites
  - Maps
  - TiBitmaps

Project Explorer | Double click a file to edit it

MyProject - ETP Studio

File Edit View Tools Tile Run Window Help

Project Explorer

La présentation de l'IDE de ETP Studio est maintenant terminée.
Pour plus d'information sur les différents composants de l'IDE
regardez les autre présentations et leur documentation.

ETP Studio par Onur Celebi.

www.etpstudio.com

Pour toute suggestion ou reclamation concernant la
présentation: fpgforce@etpstudio.com

License verifying... Click on New in the File menu to add files in your project.