Chapter 7

# Editing and Compiling Programs

You can edit and compile source code by invoking the appropriate utilities from Prism. To learn:

- **How to edit source code,** see Section 7.1, below.
- **How to use the UNIX `make` utility from within Prism to compile and link source code,** see Section 7.2.

## 7.1 Editing Source Code

Prism provides an interface to the editor of your choice. You can use this editor to edit source code (or anything else).

To call the editor from within Prism:

**From the menu bar:** From the **Utilities** menu, choose the **Edit** selection.

**From the command window:** On the command line, issue the command **`edit`**.

You can specify which editor Prism is to call by using the **Customize** utility to set a Prism resource; see Section 9.3. If this resource has no setting, Prism uses the setting of your **`EDITOR`** environment variable. Otherwise, Prism uses a default editor, as listed in the **Customize** window.

The editor is invoked on the current file, as displayed in the source window. If possible, the editor is also positioned at the current execution point, as seen in the source window; this depends on the editor.


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If you issue the **edit** command from the command window, you can specify a filename or a function name, and the editor will be invoked on the specified file or function.

After the editor has been created, it runs independently. This means that changes you make in the current file are not reflected in the source window. To update the source window, you must recompile and reload the program. You can do this using the **Make** selection from the **Utilities** menu, as described below.

## 7.2 Using the make Utility

Prism provides an interface to the standard UNIX tool **make**. The **make** utility lets you automatically recompile and relink a program that is broken up into different source files. See your UNIX documentation for an explanation of **make** and makefiles.

### 7.2.1 Creating the Makefile

Create the makefile as you normally would. Within Prism, you can choose the **Edit** selection from the **Utilities** menu to bring up a text editor in which you can create the file; see Section 7.1.

### 7.2.2 Using the Makefile

After you have made changes in your program, you can run **make** to update the program.

Prism uses the standard UNIX **make** utility, **/bin/make**, unless you specify otherwise. You do this by using the **Customize** utility to change the setting of a Prism resource; see Section 9.3.

To run **make**:

**From the menu bar:** From the **Utilities** window, choose the **Make** selection. A window appears; Figure 35 is an example.


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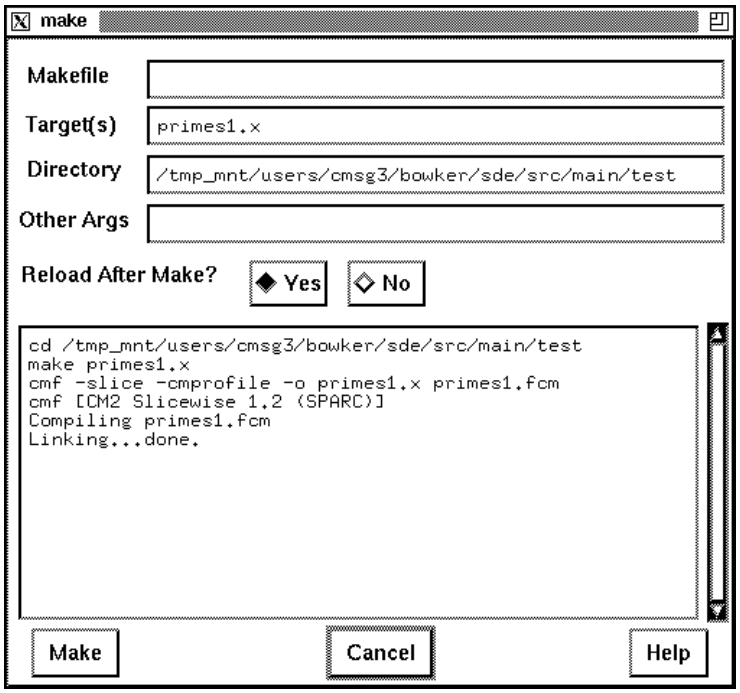


**Figure 35. The Make window.**

The window prompts for the names of the makefile, the target file(s), the directory in which the makefile is located, and other arguments to **`make`**. If a file is loaded, its name is in the **Target** box, and the directory in which it is located is in the **Directory** box; you can change these if you like.

If you leave the **Makefile** or the **Target** box empty, **Make** uses a default. See your UNIX documentation for a discussion of these defaults. If you leave the **Directory** box empty, **Make** looks for the makefile in the directory from which you started Prism.

You can specify any standard **`make`** arguments in the **Other Args** box.

The window also asks if you want to reload after the make. Answering **Yes** (the default) automatically reloads the newly compiled program into Prism if the make is successful. If you answer **No**, the program is not reloaded.

To cancel the make while it is in progress, click on the **Cancel** button. If a make is not in progress, clicking on **Cancel** closes the window.


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The output from **`make`** is displayed in the box at the bottom of the **Make** window. Subsequent makes use the same window, unless you start a new make while a previous make is still in progress.

**From the command window:** Issue the **`make`** command on the command line. You can specify any arguments that are valid in the UNIX version of **`make`**.


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