

Release Notes
Paws Developer's Studio
Version 1.32.0
12 September 2005

1.1	Critical Items
1.2	Known Limitations
1.3	Enhancements

1.3.1 New AsModules as part of the ATLAS module

The new PAWS Developer's Studio offers the capability of adding AsModules inside of the Atlas Module. An AsModule is a group of one or more AS files and/or one or more other AsModules.

A user creates an AsModule by right-clicking the Atlas module to open its context menu then he has to select the "Add New Module to Module" context menu. A user adds an existing AS file to an AsModule by selecting "Add File to Module...". He may also create a new AS file by selecting "Add New File to Module" menu entry from the AsModule context menu.

The items order of any AsModule can be controlled from the "Settings" context menu, or by simply mouse drag-and-drop.

The building machine of the Atlas module concatenates all the AS files of such an AsModule then compiles the concatenation result of it as if the concatenation result is a classic Atlas file.

The concatenation result of an AsModule is seen by the building machine of the Atlas module as an intermediate file, and the user does not have access to it. The user sets all the breakpoints, or repeat-blocks in the AS files, and the Paws Studio will recalculate their position relative to the concatenation file. If he edits the AS files, the concatenation file is regenerated before the actual Atlas compiling occurs.

If an AS file has a compiling error, that error is reported by the atlas compiler at a line position that corresponds to the position in the concatenated file. When the user double-clicks the error in the Studio's output tab, Paws Studio translates the compiler reported position in the concatenated file into the exact line in the source AS file that has the error code, and shows this one.

The LiteDebugger works with AS files in a similar fashion like Paws Studio. The user finds in the PAX archive the original AS files, not the concatenated result. The user sets his breakpoints or repeat blocks directly in the AS files, and the PawsDebugger COM component that the LiteDebugger works with will know to translate them correctly into the absolute position relative to the concatenated file for the RTS.

1.4	Problem Reports
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