Postmake

Table of Contents

1   Introduction

Postmake is a tool for Borland C++ 5.02 that can automatically process a program file after it has been built. Postmake is intended to be used with Beck-products such as the IPC@Chip which are connected to the PC of the developer via Ethernet.
Postmake packs the EXE-file using UPX[1] and then sends it to the controller using the FTP-client shipped with Windows. After this it brings a specified window to the front, e.g. a telnet-client, which the developer can use to start the program on the controller.

2   Installation

To install Postmake on your system you simply have to copy the directory POSTMAKE from this ZIP-file to your Borland C++ 5.02 directory (e.g. C:\BC5\POSTMAKE\).
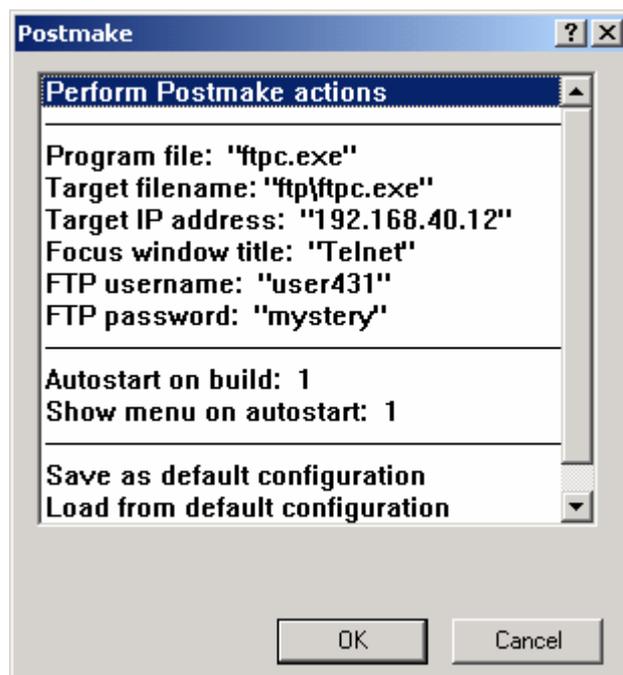Then you should change to this directory (e.g. CD C:\BC5\POSTMAKE\) and execute SETUP.BAT. This small script will modify the file PERSONAL.SPP from your Borland C++ script-directory, so that Postmake will be automatically initialised at start-up of Borland C++.
Now everything should work fine. Just start/ restart Borland C++ and use Postmake.

3   Usage

As mentioned above Postmake will be automatically initialised at start-up of Borland C++.
The Postmake-menu will appear each time you successfully build a program (as long as you don't reset the autostart-option) or when you press F12.

To select an item from the menu simply highlight it and click OK or Press return. When you have selected a command it will be executed immediately. When you have selected an option you will be shown a dialog where you can change it.
Options will be saved in a configuration file in the project directory. In addition there is a default configuration file in the Postmake directory from which the options (except the program and target file name) for new projects will be taken.
The following are commands and options available in the menu.

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[1] UPX is an open source executable packer. See http://upx.sourceforge.net for more information.

3.1 Perform Postmake actions

Postmake will pack and transfer the program file and then bring the window with the given title to the front. Parameters for file transfer etc. can be specified below.

3.2 Program file

The file that is to be packed and transferred to the controller.
The current filename is shown (in the above case FTPC.EXE).

3.3 Target file

The filename of the above program file on the target.
The current filename is shown (in the above case FTP\FTPC.EXE)

3.4 Target IP address

The IP address of the host (controller) to which the program will be transferred.
The current IP address is shown (in the above case 192.168.40.12).

3.5 Focus window title

The title (or the beginning of a title) of an open window that will be given the focus after the file has been transferred.
The current focus window title is shown (in the above case Telnet).

3.6 FTP username

The FTP username needed for file transfer.
The current FTP username is shown (in the above case user431).

3.7 FTP password

The FTP password needed for file transfer.
The current FTP password is shown (in the above case mystery).

3.8 Autostart on build

If this option is set (1), Postmake will be started automatically after a successful build.
The current value is shown (in the above case 1).

3.9 Show menu on autostart

If this option is set (1), Postmake will show its menu when automatically started after a successful build. If it is reset (0), Postmake will immediately perform its actions without showing the menu. The menu will still be shown if you press F12.
The current value is shown (in the above case 1).

3.10 Save as default configuration

The current configuration (all options except the program file name) will be saved to the default configuration file in the Postmake directory. Newly created projects will than adopt this configuration.

3.11 Load from default configuration

The current configuration will be discarded (all options except the program file name) and the default configuration will be copied from the default configuration file in the Postmake directory.

3.12 Delete local Postmake files and exit

All files that Postmake has created in the project directory will be deletes. These are temporary files as well as the current configuration. Postmake will then exit to avoid creating new files.