

Release Notes
PAWS Developer's Studio
Version 01.30.01
10 March 2005

1.1 Critical Items

None

1.2 Known Limitations

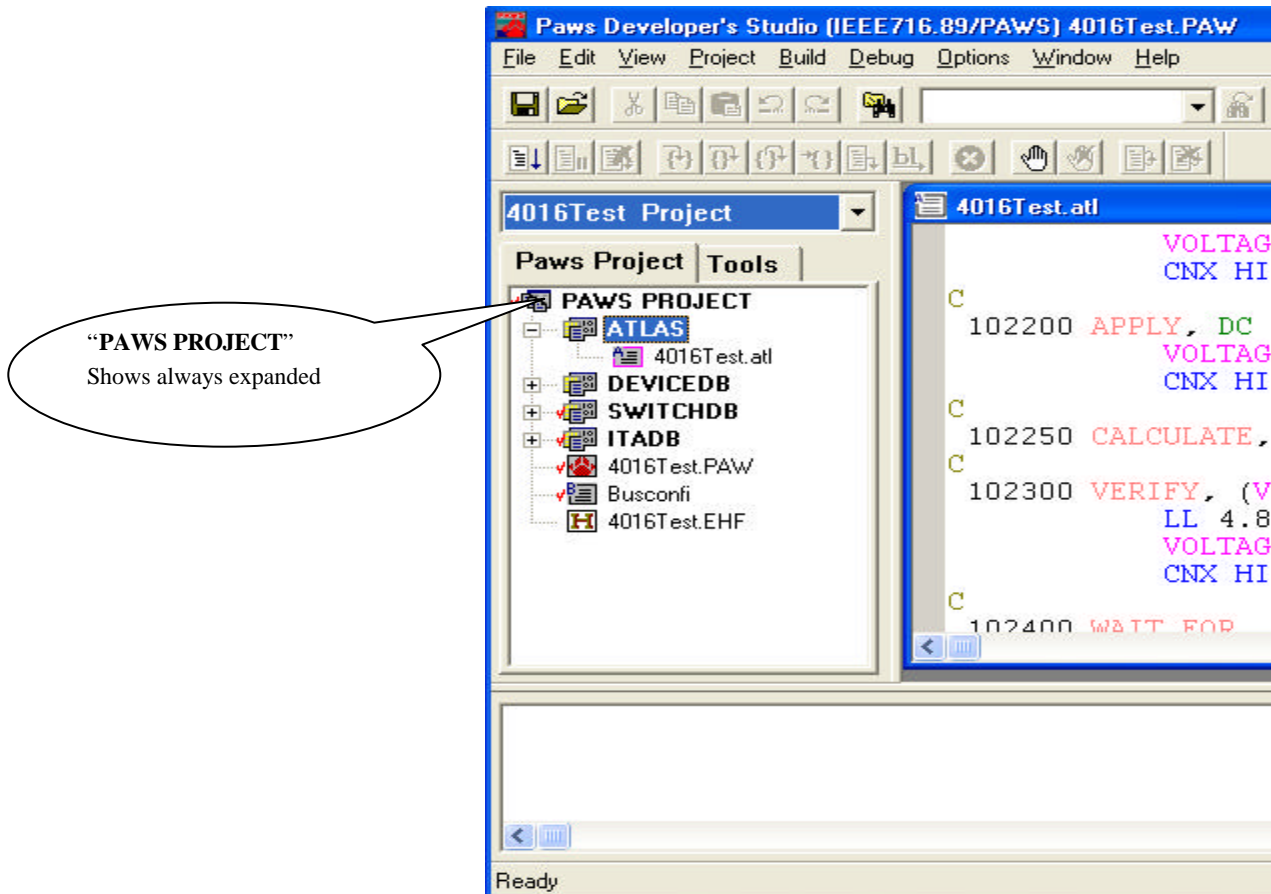
None

1.3 Enhancements

1.3.1 PAWS Project Tree Item Has a New Appearance

The PAWS Studio Project Tree will always remain expanded at its root (i.e. **PAWS PROJECT** Node). Collapsing the **PAWS PROJECT** root node (via double click) is not allowed.

This change improves the visual look and feel of the **PAWS PROJECT**, and it clearly states that the PAWS Studio deals with only one PAWS project at a time.



1.3.2 PAWS Project Tree Drag Drop Support

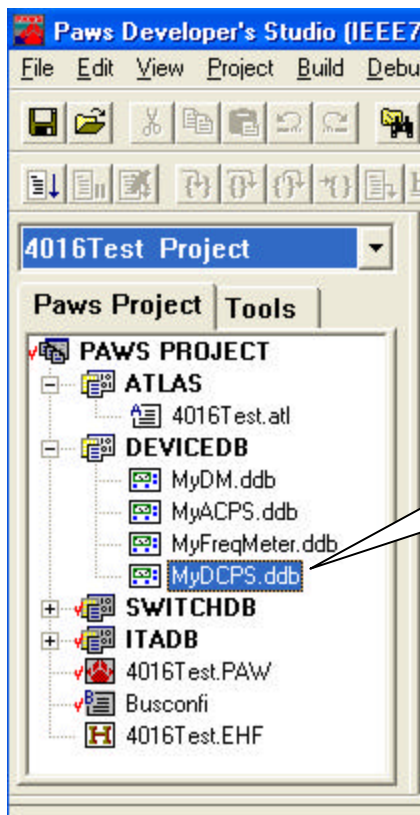
The PAWS Developer Studio Application's Project Tree has the capability of handling drag drop operations.

1. Drag and Drop within the PAWS Project Tree.

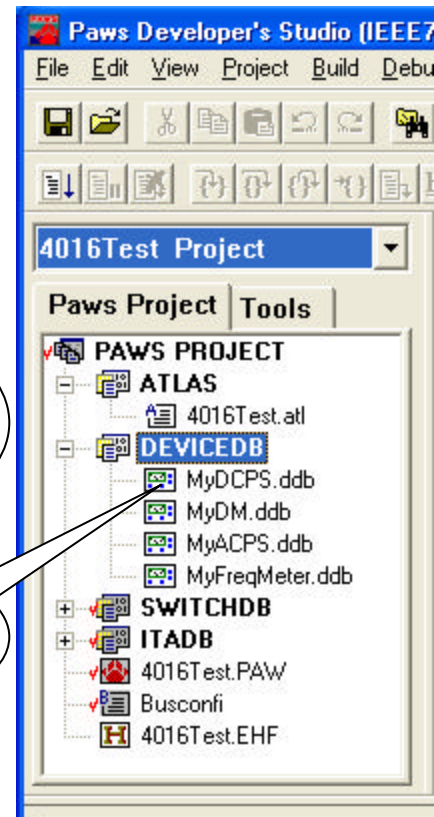
Users will now have the ability to drag and drop (rearrange) files within various PAWS modules. A valuable improvement is the convenience to reorder the files within the ATLAS, Device DB, Switch DB and ITA DB Modules.

Figure shows the Drag and Drop of a “.ddb” file within the “Device DB” module. This is a convenient way to make changes to the compile order of DEVICE DB files.

BEFORE:



AFTER:



MyDCPS.ddb was dragged and dropped over MyDM.ddb.

Result of Drag-Drop

Notes:

- Files can be dragged and dropped only within their respective PAWS modules.
- Only ATLAS, DEVICEDB, SWITCHDB and ITADB Modules support Drag and Drop of their respective files.

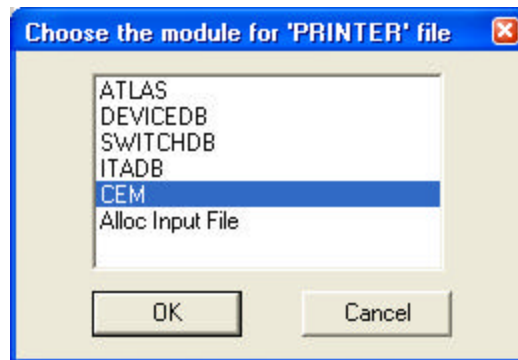
- CEM Modules [“Header Files” and “Source Files” Folders] and Non Atlas Modules (NAM) have alphabetical arrangement of files and do not allow any drag and drop rearrangements.

2. Drag and Drop from Windows Explorer into the PAWS Project Tree.

PAWS Project Tree will now support drag and drop of files from Windows Explorer into **Project Tree** node and **Module node**.

Notes:

- Only Windows Explorer **Files** can be dropped into the PAWS Project Tree.
- Explorer files dropped into the PAWS Project Tree root “**PAWS PROJECT**” will be treated similar to **adding files to a project**. The Windows file name extensions will be used to map files into their respective Modules. This procedure is called *straight forward mapping*.
- In cases where straight forward mapping of files into modules conflict or cannot be determined, user will be prompted to make decisions to choose a “Module” for a file.



- Alternately, files can be directly dropped into a module. These dropped files will be directly **added** to the module, if the targeted module does not already contain files with the same short file names. All **Modules** allow files to be dropped into them from Windows Explorer. The new files will be added at the end of the respective modules or alphabetically as determined by the rules of the module.
- Only a single file can be dragged and dropped over Allocinp file. The drop will **replace** the Allocinp File to the new file dropped.
- With the exception of the Allocinp case, files dragged from Windows Explorer cannot be dropped over other PAWS Project Tree “**file nodes**”.
- *To ignore changes made to the PAWS Project as a result of an unintentional drag and drop operation, the user will require closing PAWS Studio without saving in Paws.ini the changed state of Studio.*

1.4 Problem Reports
None