



GCT Directory Structure

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"BIN" Directory

The "BIN" directory contains all the GCT and GCT utility executables.

No customer configurable files exist here.

Extra customer executables should be placed here.

"OPTION" Directory

The "OPTION" directory contains the GCT and GCT utility configuration files called "DEFAULT.ODB" and "TARGET.ODB".

"DEFAULT.ODB" contains the following information:

- Commands to execute the build and unbuild functions ("BuildCommand", "UnBuildCommand", "DatesCommand")
- File editor/viewer to view the build log ("BuildLogViewer")
- List of build targets supported ("TargetsSupported")
- Current build target selected ("Target")
- List of preselected standard libraries ("InitialLibraryList")
- List of available attributes ("AttributeTypes")
- Current simulation program name ("ResourceAddresses")
- Target specific compiler options ("TARGET:CompilerOptions")

"TARGET.ODB" contains information required for building all the available build targets supported (see "TargetsSupported" in "DEFAULT.ODB"). For each target, this includes the following:

- Command line required to execute each target's compiler, librarian and linker
- List of target options for compiling and linking
- Command line required to execute each target's

These files should only be modified by expert GCT users. See What are the "DEFAULT.ODB" and "TARGET.ODB" files for? for more information.

"PROJECT" Directory

The "PROJECT" directory contains all the customer projects and related function block.

The "PROJECT" directory contains subdirectory of each project available.

Each project subdirectory contains the following files and subdirectories:

- "DIR_TBL.TAB" - a binary file used by GCT to administer this project directory's function blocks - **UNDER NO CIRCUMSTANCES SHOULD USERS EDIT OR MODIFY THIS FILE AS THIS MAY CAUSE PROJECT BLOCKS TO BE UNVIEWABLE BY GCT!**
- "LIBRARY.ODB" - contains a list of libraries that this project references
- "BLOCKS" subdirectory - contains a subdirectory for each function blocks, programs and resource blocks contained in this project. Each block subdirectory has a "SOURCE.ST" file which contains the ST definition of that block. If the block is a "NON_ST_BODY" block, then "SOURCE.C" (the C definition - is automatically included into the exec.c), "SOURCE.H" (the C header - not automatically included - can be included from "SOURCE.C"), "SOURCE.DH" (the C Data header - included automatically into the exec.h at the end of the variable declarations), and "SOURCE.DHT" (the C Data Type header - included automatically into the exec.h before the variable declarations) files should be placed here for that block. See Creating a New NON ST BODY ("C") Function Block for more information.

As well as the files and subdirectories list above, the project subdirectory will contain subdirectories for each target that it has previously been built for. Each target subdirectory contains the following files and subdirectories:

- "*.LIB" file - library of objects for this target, where "*" is the name of the project. This file is used in linking the RESOURCE image (if any)
- "C" subdirectory - contains the target specific C source and header files generated from the source.st files
- "DEFS" subdirectory - contains the target specific ODB files
- "OBJECTS" subdirectory - contains the target specific compiled objects and images generated from the target specific C source and header files located in the "C" subdirectory. If the project contains a RESOURCE block for the selected build target, this subdirectory will also contain the built RESOURCE image and initialisation files

The target subdirectory can safely be deleted, as all its contents are recreated during a build.

"LIBRARY" Directory

The "LIBRARY" directory contains all the standard and custom libraries.

Libraries can contain collections of common function blocks, functions and definition of attributes and types. Libraries of function blocks have a similar directory structure to that of a Project.

The "LIBRARY" directory contains subdirectory of each library available.

Each library subdirectory contains the following files and subdirectories:

- "DIR_TBL.TAB" - only for library with function blocks - a binary file used by GCT to administer this library directory's function blocks
- "LIBRARY.ODB" - contains a list of libraries that this library references
- "LIBRARY.ST" - only for library with functions or definition of attributes or types - the ST definition of this library
- "BLOCKS" subdirectory - contains a subdirectory for each function blocks, programs and resource blocks contained in this library. Each block subdirectory has a "SOURCE.ST" file which contains the ST definition of that block. If the block is a "NON_ST_BODY" block, then "SOURCE.C" (the C definition - is automatically included into the exec.c), "SOURCE.H" (the C header - not automatically included - can be included from "SOURCE.C"), "SOURCE.DH" (the C Data header - included automatically into the exec.h at the end of the variable declarations), and "SOURCE.DHT" (the C Data Type header - included automatically into the exec.h before the variable declarations) files should be placed here for that block. See Creating a New NON ST BODY ("C") Function Block for more information.

As well as the files and subdirectories list above, the library subdirectory will contain subdirectories for each target that it has previously been built for. Each target subdirectory contains the following files and subdirectories:

- **"*.LIB"** file - library of objects for this target, where "*" is the name of the project. This file is used in linking projects that reference this library
- **"C"** subdirectory - contains the target specific C source and header files generated from the source.st files
- **"DEFS"** subdirectory - contains the target specific ODB files
- **"OBJECTS"** subdirectory - contains the target specific compiled objects and images generated from the target specific C source and header files located in the "C" subdirectory.

The target subdirectory can safely be deleted, as all its contents are recreated during a build.

"WINDOWS" Directory

The "WINDOWS" directory contains all the head and library files required to build the project for the WINDOWS simulation target.

The "WINDOWS" directory contains the following subdirectories:

- **"INCLUDE"** - contains all the header files required to compile the project for the WINDOWS simulation target.
 - **"LIB"** - contains all the library files required to link the project for the WINDOWS simulation target.
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Other Build Target Directories

Each support build target listed in the "DEFAULT.ODB" file (see "OPTION" directory) should contain all the head and library files required to build the project for that target.

The build target directory should contain the following subdirectories:

- **"INCLUDE"** - contains all the header files required to compile the project for that build target.
- **"LIB"** - contains all the library files required to link the project for that build target.



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