

enable rexTM

runtime explorer

Automatic Source Change from Runtime!

Your applications evolve continuously. Now you can explore and change them at runtime, leaving it to Rex to update your source code... **safely and automatically!**

Move/resize controls, change properties/object scripts/DW SQL statements... and see the effects immediately at runtime. After appropriate review, just confirm and, like magic, the relevant source code will be changed for you. You can even add new code in the same way. No more frustrating iterations between design time and runtime. **Get it right first time!**

Need more? Write your own Rex plug-ins and benefit directly from Enable's new automatic source change technology.

Enable Source Change

Security and accuracy are a priority for automatic source changes. Each code change is a documented ESC transaction, so it can be undone and repeated. Before each modification, the relevant libraries are automatically backed up by ESC. **SCC systems are also supported**, with automatic check-out if desired.

ESC's sophisticated parser easily identifies the code to be changed, checking the consistency of old values to avoid possible conflicts with concurrent developers. In addition, ESC overcomes tolerance issues to ensure the accuracy of move/resize coordinate changes.

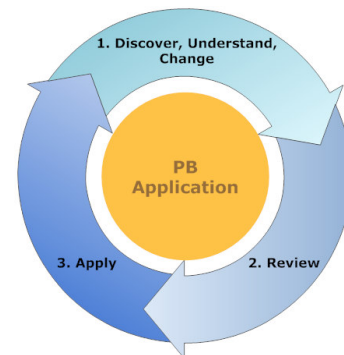
New Development Cycle

Working in runtime, you often find problems with the business logic, properties, SQL statements, the user interface etc. **Before now**, this marked the start of the trial-and-error cycle:

- observe the unsatisfactory result
- exit, abandoning the current state
- make best-effort code changes
- run the application, log in and re-open the necessary windows (thus restoring the state of the application)
- repeat until happy (...or exhausted!)

Rex eliminates this trial-and-error effort, improving productivity and accuracy.

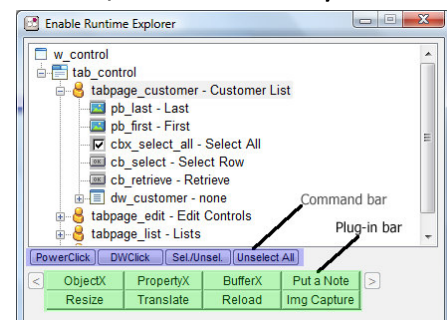
Now you see the problem, fix it with Rex, review your changes and then let ESC apply them automatically to your source code. **It really is that simple!**



Rex+ESC: your new development cycle

Plug-in Architecture

Rex no limits! The standard plug-ins enable you to explore and fix problems in the new development cycle: activate **ObjectX**, **PropertyX**, **Layout**. Other plug-ins help you to trace bugs, even without access to the source code, by analyzing the content of DataWindows and DataStores: use **BufferX**, **DWSnapShot**, **DWExport**. Reporting plug-ins (**Put a Note**, **Img Capture**) state the exact library, control/DWO, allowing you to identify and comment on specific PB objects. New Rex plug-ins are being released all the time, but you can also **write your own!**



Rex: architecture of the selected window

Rex for...

Developers: understand the nature and structure of windows; eliminate the trial-and-error cycle, simulating the effects before automatically changing the source code; find and deal with bugs faster

Trainers: demonstrate the behavior of properties; show how status/buffers work; show the architecture of windows and methods, before going into detail

Test Engineers: understand the nature of problems; document issues more effectively and precisely

Technical Support: gather information about issues directly when they arise; deal with critical situations and accurately document them for further analysis by the development team

Solve critical on-site situations

You can even deploy Rex with your applications, making certain plug-ins available (access security protected) for remote technical support purposes: **BufferX**, **DWExport**, **DWSnapShot**, **Img Capture**, **Put a Note** are recommended examples.

Imagine you've got blocking error. Perhaps a button has been disabled by some incorrect logic, or a record cannot be processed because its state was not updated properly. **Before Rex**, you gathered the available information, reproduced the error (eventually), corrected it and sent a patch, all while the customer waited.

Now, with a **Professional license**, Technical Support can activate Rex at the moment when the bug occurs, to identify and override the problem.

The nature of the issue can then be documented with precise notes and snapshots so the necessary fixes can be made.

Installing Rex

Installation involves three simple steps:

- add Rex's libraries to the application;
- initialize Rex in the application object;
- modify the window ancestor class(es) to call Rex.

The necessary code is specified in the User Guide, together with the technical information you may need.

Which version of Rex?

	FREE	STD	PRO
ESC Source Change with rollback	N	Y	Y
Limit on changes per ESC transaction	N/A	Ten	N
Source Code Control Interface	N	N	Y
All standard plug-ins	Y	Y	Y
Additional plug-ins: DWExport, DWSnapShot, Img Capture	N	N	Y
Create and/or use new plug-ins	N	N	Y
Deploy Rex with applications	N	N	Y

Configurations subject to change at any time

Choose the best configuration of Rex for you. All licenses are single seat, for use with unlimited applications. **Standard**, perfect for occasional use, comes with Enable Source Change for maximum efficiency. **Professional**, which is deployable, has an SCC interface and can be extended by the addition of new plug-ins.

Download a trial now:

When the trial expires, **Free** remains yours to keep!

http://download.enable-pb.com/Rex_CURRENT.exe



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