

Runtime Java Class Editor (RJCE)

Installation

1. Install **Java SDK 1.4.2**
2. Download & unzip **rjce.zip**
3. Finished

Installing Java SDK 1.4.2

- 1.) To ensure reliability javaprec uses the **sun.tools.javac** package for compilation. There have been some changes to this package recently therefore Java SDK 1.4.2 needs to be installed before javaprec can run. The Java SDK 1.4.2 can be downloaded from: <http://java.sun.com/j2se/1.4.2/download.html>
- 2.) Once the installation has is finished the tools.jar file needs to be added to your classpath. To do this:
 - a. Find your Java SDK 1.4.2 installation directory.
 - b. Find the lib subdirectory and the tools.jar file within it
i.e. **Java SDK installation directory + \lib\tools.jar**
 - c. Add this location (i.e. c:\j2sdk1.4.2\lib\tools.jar) to your classpath variable
 - i. This can be done by added the `-classpath <directory>` when running this program,
i.e. `java -classpath c:\j2sdk1.4.2\lib\tools.jar;. javaprec.javaprec -re:{c:\myProgram}`
 - ii. Alternatively, you can change your classpath environment variable.

When using javaprec if you get a ClassDefNotFoundError or similar error this is because javaprec cannot find the correct compiler class. Please check you have Java SDK 1.4.2 installed and the classpath includes \lib\tools.jar found in the Java SDK 1.4.2 installation directory.

Installing and Using RJCE

1.) Unzip the downloaded file to a folder of your choice.

Different ways to use javaprec:

Type one of the following statements at a command prompt, while in the RJCE installation directory.

- GUI
 - javaprec.bat
 - java javaprec.javaprec -gui
- Command Line
 - java javaprec.javaprec -re: {*your_program_directory*¹}
 - java javaprec.javaprec -h for a full usage screen

Editing a running program with ROM

2.) Please unzip the rom package into your program directory.

3.) Add **import rom.gui.*;** to your program

4.) Call ROM by typing:

```
try{  
    CodeEditorFrame cef = new CodeEditorFrame(myObjectForEditing);  
} catch(Exception e) {  
    e.printStackTrace();  
}
```

Then ROM will load with object myObjectForEditing, this object has to have been precompiled or an exception will be thrown. CodeEditorFrame is the main ROM class used to run scripts, edit method or objects and browse the class structure.

[BETTER, CLEARER & MORE DETAILED INSTRUCTIONS TO FOLLOW SOON](#)

¹ As with normal javac compilation, this directory should be the top of your package structure, to ensure class files are written to the correct location.

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