

Introduction for New Users

Wing IDE Personal

Wingware
www.wingware.com

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Thanks for trying [Wing IDE Personal](#)! To get started, please choose from the following:

- For a guided tour **try the tutorial**.
- To try Wing on your own, see the **quick start guide**.
- For hints on using Wing with GUI or Web development frameworks, *also* see the relevant **How-Tos**
- Learn about **migration to Wing 3.x** from earlier versions of Wing.

Also available here: **Why Use Wing IDE?** (for product details, see <http://wingware.com/wingware>).

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Why Use Wing IDE?

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Wing IDE Tutorial

This document introduces Wing IDE by taking you through its feature set with a small coding example. For a faster but less informative introduction, see the **Wing IDE Quick Start Guide**.

To get started, press the **Next** (down arrow) icon in the toolbar immediately above this page.

When using this tutorial with products other than Wing IDE Professional, please note that the screen shots include tools and features only available in Wing IDE Professional. These can safely be ignored and, when working with the tutorial within Wing IDE, those tools will not be discussed in the content that follows.

1.1. Tutorial: Getting Started

In addition to installing Wing IDE, you will also need to install Python. This tutorial will work with Python version 2.0 or later.

To get Python, download it now from python.org or wingware.com.

If the above links don't work or bring up the wrong browser, you may need to define the **BROWSER** environment variable to the name of the browser executable you wish to use (for example: `mozilla`) and restart Wing IDE.

On Linux/Unix, you can also add a browser command line to your **URL Display Commands** preference. This is recommended only if your preferred browser doesn't work when specified with the **BROWSER** environment variable. Setting **BROWSER** will generally do a better job reusing browser instances and creating and raising browser windows as needed.

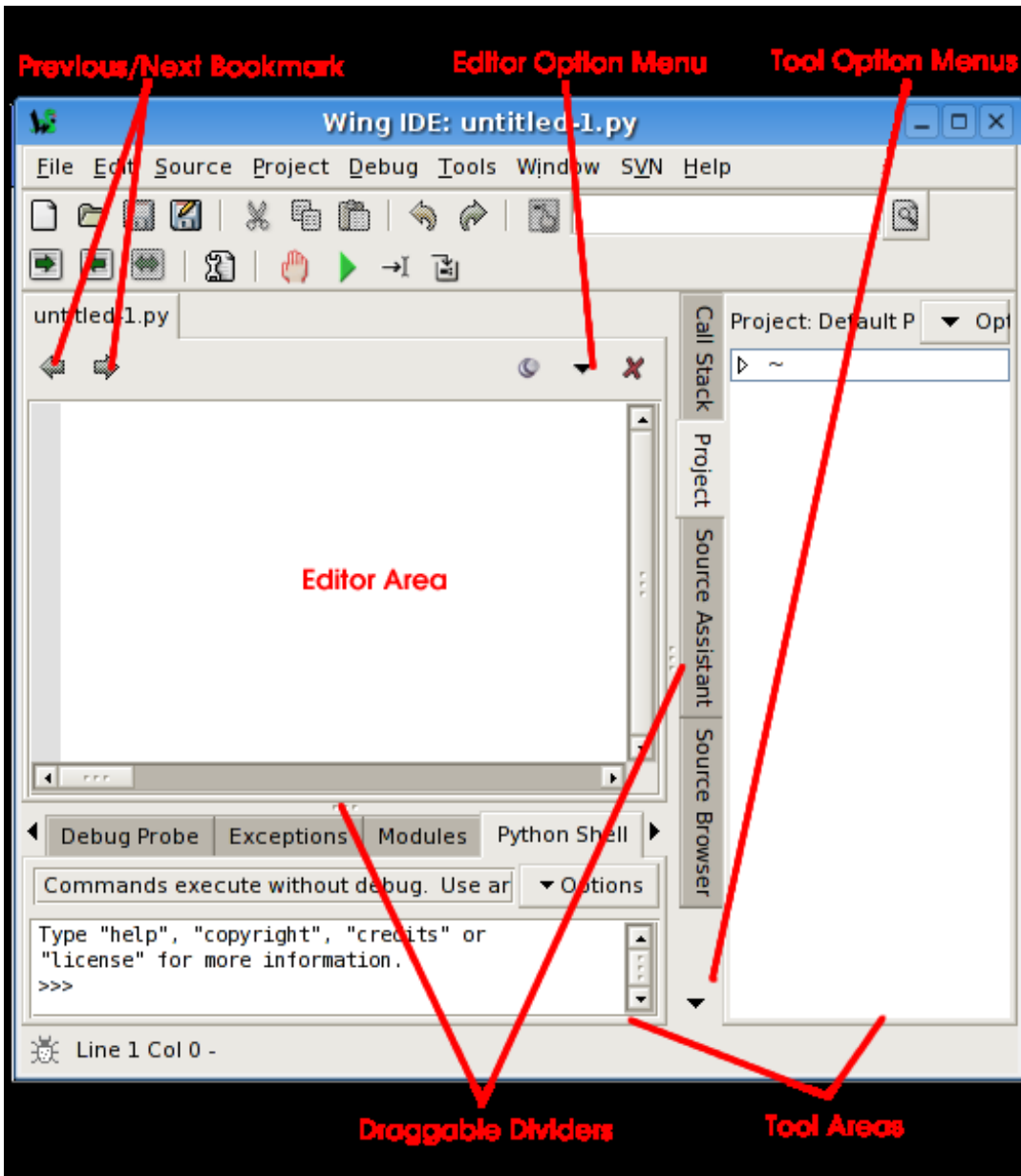
Next, copy the entire `tutorial` directory out of your Wing IDE installation to a location where you will have write access to the files in it. You can do this manually or use the following link to execute a script that will prompt you for a target directory to copy the tutorial info: **Copy Tutorial Now**

We welcome feedback and bug reports, both of which can be submitted directly from Wing IDE using the `Submit Feedback` and `Submit Bug Report` items in the `Help` menu, or by emailing us at [support at wingware.com](mailto:support@wingware.com).

1.2. Tutorial: Getting Around Wing IDE

Let's start with some basics that will help you get around Wing IDE while working with this tutorial.

Wing IDE's user interface is divided into an editor area and two tool boxes separated by draggable dividers. Use the option menus in each area to create splits or move tools around. The `Previous/Next Bookmark` buttons and the `Next Document`, `Previous Document` and `Most Recent Document` items in the `Window` menu can be used to switch quickly between documents in the editor area, such as this tutorial and the source files you'll be working with later.



Configuration Options

There are many configuration options available for customizing the user interface. Some of these are described below. Once you make changes to any of these, your settings will be remembered in your project file and preferences.

Editor Personality -- If you are used to another editor such as Visual Studio, VI or Vim, Emacs, or Brief, you may want to put Wing into a more familiar keyboard mode


using the **Personality** preference. Be sure to click **OK** or **Apply** so the changes take effect.

Tab Key Action -- In Python code, the tab key in Wing defaults to indenting a selected region or the current line to the “correct” computed indent level, to the extent that Wing can determine this from context. In non-Python files, the tab key increases indent one level. To change this, use the **Tab Key Action** preference.

Minimizing Tool Boxes -- By clicking on an already-active tool tab in one of the tool boxes, the entire area will be minimized down so that only the tabs for the area are visible. Clicking again on any tab will restore the tool box to its previous size. Or, use F1 and F2 to toggle the state of the two tool boxes. This is a convenient way to increase space available to the editor or other tool box.

Shift-F2 can also be used to maximize the editor area temporarily, hiding the tools and toolbar until Shift-F2 is pressed again.

Splitting Panels -- The editor area and tool boxes can be split into multiple sub-panels by using the editor and tool box option menus. These can be accessed either by clicking on the dropdown icon or by right-clicking on the notebook tabs. Note that when splitting the editor area, each new split will show the same files as all others; this allows for editing multiple parts of the same file.

 Splitting your editor area or creating a separate **Help** tool window may make it much easier to get around this tutorial.

The number of splits shown by default in tool boxes will vary depending on the size of your monitor.

Moving and Adding Tools -- Tools can be moved among the tool boxes or out to separate windows by using the tool box option menu. Additional instances of any tool can be created from the tool box option menu or in a separate window from the **Window** menu.

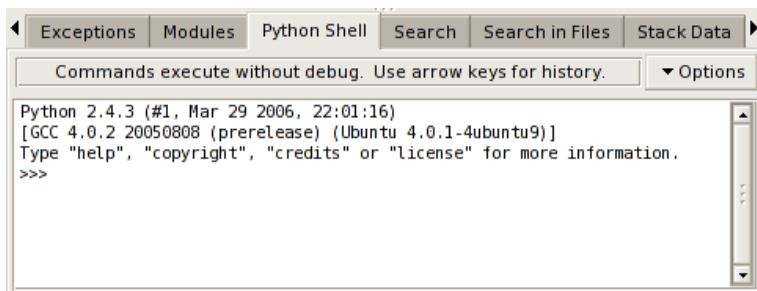
Adding Document Windows -- Additional document windows can also be created from the **Window** menu. Each separate document window contains its own set of open files.

Other Options -- **Source Code Font/Size** and **Display Font/Size** can be altered. The toolbar’s appearance can be changed using the **Toolbar Size** and **Toolbar Style** preferences. The tool boxes can be moved from **right to left** or **bottom to top**. The editor option menu allows selecting between using notebook tabs or a popup menu to navigate between open editors.

For more information on adjusting the user interface to your needs, see the **Customization** chapter of the manual.

1.3. Tutorial: Check your Python Integration

Before starting with some code, let's make sure that Wing has succeeded in finding your Python installation (the latest version is preferred if you have multiple versions installed). To check this, bring up the **Python Shell** tool. After a moment, it should show you the Python command prompt like this:



If this is not working, or the wrong version of Python is being used, you can point Wing in the right direction with the **Python Executable** setting in **Project Properties**, available from the toolbar and **Project** menu. You will need to **Restart Shell** from **Options** in the Python Shell tool after altering this property.

Once the shell works, copy/paste or drag and drop these lines of Python code into it:

```
for i in range(0, 10):
    print ' ' * (10 - i) + '*' * i
```

This should print a triangle as follows:

```

Python 2.4.3 (#1, Mar 29 2006, 22:01:16)
[GCC 4.0.2 20050808 (prerelease) (Ubuntu 4.0.1-4ubuntu9)]
Type "help", "copyright", "credits" or "license" for more information.
>>>
for i in range(0, 10):
    print ' ' * (10 - i) + '*' * i

        *
       **
      ***
     ****
    *****
   *****
  *****
 *****
*****
*****
>>> |

```

Notice that the shell removes common leading white space when blocks of code are copied into it. This is useful when trying out code from source files.

Now type something in the shell, such as:

```

import sys
sys.getrefcount(i)

```

Note that Wing offers auto-completion as you type.

You can create as many instances of the Python Shell tool as you wish; each one runs in its own private process space that is kept totally separate from Wing IDE and your debug process.

1.4. Tutorial: Set Up a Project

Now we're ready to get started with some coding. The first step in working with Wing IDE is to set up a project file so that Wing can find and analyze your source code and store your work across sessions.

Wing starts up initially with the Default Project. To create a new project separate from the Default Project, select **New Project** from the **Project** menu now. This closes the default project and creates a new, blank, unnamed project.

Next, add your source files to the project. You can do this with the **Add** items in the **Project** menu, or by right clicking on the **Project** tool. For the purposes of this tutorial, use **Add Directory** to add all files in your copy of the `tutorials` directory.

Once your files have been added, save the project to disk from the **Project** menu. Use `tutorial.wpr` as the project file name and place it in your `tutorials` directory.

Browsing Files

Files in your project can be opened by double clicking or right-clicking on the file list. When the **Follow Selection** item in the **Options** menu at top right is checked, Wing will also display the source code for files that are single clicked. However, these files are opened “non-sticky” so that they are automatically closed again when another file is brought up. This is indicated with the stick pin icon in the top right of the editor area:



-- Indicates the file is opened permanently until it is closed explicitly by the user.



-- Indicates that the file is opened transiently and will auto-close except if it is edited.

Clicking on the pin icon toggles between the modes as long as the file doesn't contain unsaved edits. Right-clicking on the icon displays a menu of recently visited files. Note that this contains both transient and non-transient files, while the **Recent** list in the **File** menu contains only non-transient files.

The number of transient editors to keep open, in addition to those that are visible is set with the **Transient Threshold** preference.

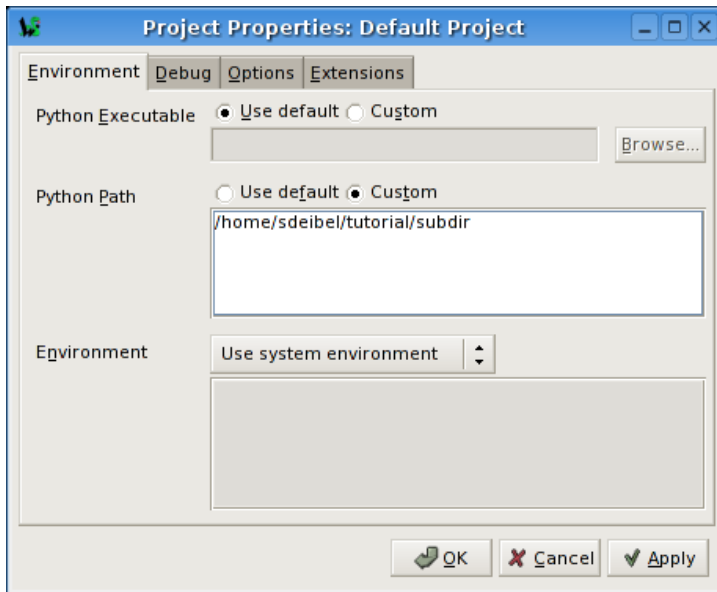
This mechanism helps to prevent huge numbers of files being opened when stepping in the debugger or using the source browser, search manager, and other tools to browse files.

Note that you can alter the project display to sort files into a deep hierarchy, a flattened hierarchy, or by mime type. These are available from the **Options** menu in the project view.

1.5. Tutorial: Setting Python Path

Whenever your Python source depends on `PYTHONPATH` (either set externally or by altering `sys.path` internally), you will also need to tell Wing about your path.

This value can be entered from the **Project Properties** dialog, which is accessible from the **Project** menu and the toolbar:



For this tutorial, you will at least need a `PYTHONPATH` that includes the `subdir` sub-directory of your `tutorials` directory as shown in the figure above. This contains a module used as part of the first coding example.

Note that in the screen shot above the `PYTHONPATH` has been set with the full path to the directory `subdir`. This is strongly recommended because it avoids potential problems finding source code when the starting directory is ambiguous, both for source code analysis purposes and in Wing's debugger. A partial path can be specified, but Wing will issue a warning explaining why this is a bad idea.

The configuration is used here for illustration purposes. You could easily run the example code without a `PYTHONPATH` by moving the `path_example.py` file to the same location as the example scripts, or by placing it into your Python installation's site-packages directory. Either of these allows Python to find the modules without altered `PYTHONPATH`.

1.6. Tutorial: Introduction to the Editor

By now Wing will have found and analysed the tutorial examples, and all the modules that are imported and used by them. This analysis process runs in the background and allows Wing to present you with better support during inspection and editing of code. With larger code bases, you may notice the CPU load from this process, but with this tutorial the analysis will happen instantaneously after the project has been configured.

The editor's auto-completer is the most important analysis-driven tool in Wing IDE.


To try this out, scroll down to the bottom of `example1.py` and enter the following code by typing (not pasting) it into the file:

```
news = Re
```

Notice that Wing shows you a popup menu of completion options as you type. You can press tab to enter the currently selected value, or scroll around in the list with the arrow keys. When you typed “news” this completer wasn’t helpful because you had not yet defined `news` as a symbol in your source. However, once you move on to type “ = Re“, Wing will display another completion list with `ReadPythonNews` highlighted.

Next, press the **Tab** key to enter the completion of `ReadPythonNews` and enter `(`. You should now have this code in your editor:

```
news = ReadPythonNews(
```

 If you are used to using the **Enter** key for auto-completion, add it to the **Completion Keys** preference.

Duplicate substitution definition name: “note”.

Now continue entering the rest of the source line so you have the following almost-complete line of source code (the trailing `)` is missing):

```
news = ReadPythonNews(GetItemCount()
```

Press enter a few times. Note that Wing IDE auto-indents the subsequent lines and adds red error indicators under them shortly after you stop typing. This indicates that there is a syntax error in your code:

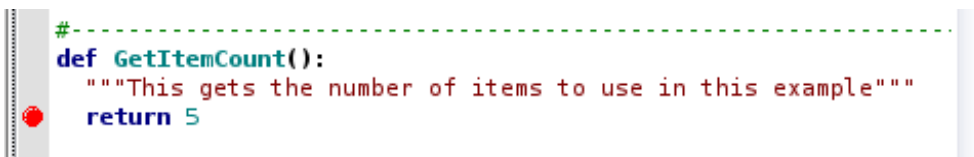

```
svc = urllib.urlopen("http://www.python.org/channews.dat", proxies=proxies)
```

You will of course need to set the http proxy url according to your local network's configuration.

1.7. Tutorial: Debugging

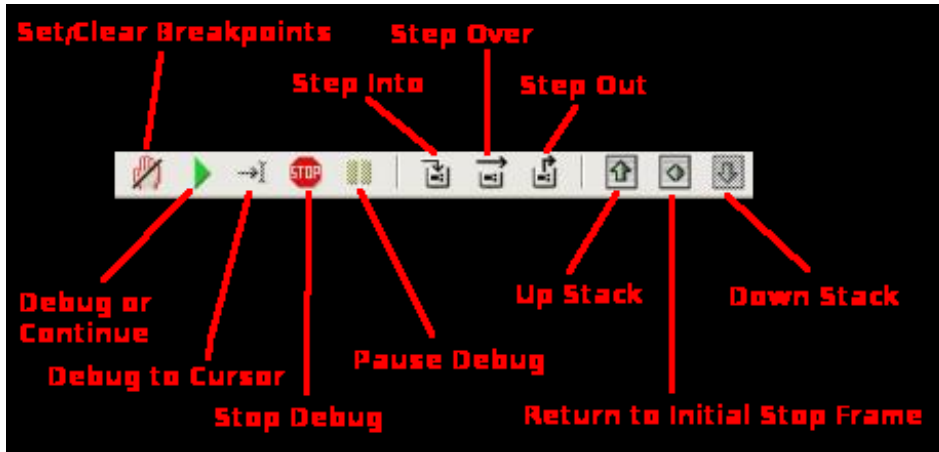
In case you haven't already figured it out, the `example1.py` program you have created connects to `python.org` via HTTP, reads and parses the Python-related news feed that is hosted there, and then prints the most recent five items as text and HTML. Don't worry if you don't have an internet connection on your machine; the script has canned data it will use when it cannot connect to `python.org`.

To start debugging, set a breakpoint on the line that reads `return 5` in the `GetItemCount` function. This can be done by clicking on the line and selecting the **Break** toolbar item, or by clicking on the dark margin to the left of the line. The breakpoint should appear as a filled red circle:



Next start the debugger with the green arrow icon in the toolbar or the **Start/Continue** item in the **Debug** menu. Wing will show the Debug Properties dialog with the properties that will be used during the debug run. Just ignore this for now, uncheck the **Show this dialog before each debug run** checkbox at the bottom, and press **OK**.

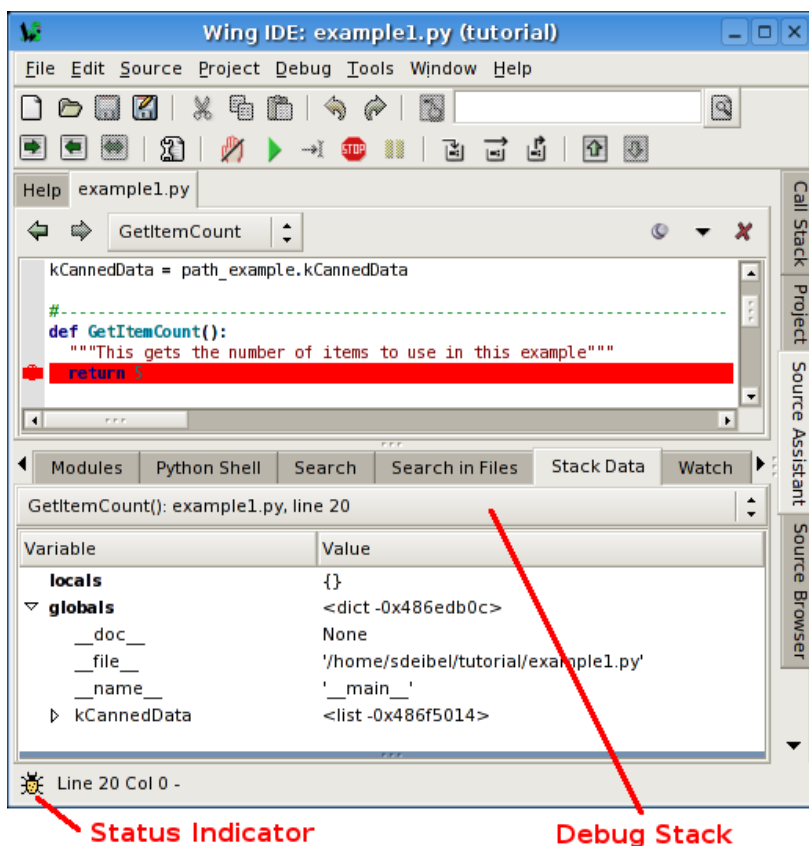
Wing will run to the breakpoint and stop, placing a red indicator on the line. Notice that the toolbar changes to include additional debug tools, as shown below:



Your display may vary depending on how you have configured the **Toolbar Size** and **Toolbar Style** preferences. Note that Wing displays tooltips explaining what the tools do when you mouse over them.

Now you can inspect the program state at that point with the **Stack Data** tool and by going up and down the stack from the toolbar or Debug menu. The stack can also be viewed as a list using the **Call Stack** tool.

Notice that the Debug status indicator in the lower left of Wing's main window changes color depending on the state of the debug process. Mouse over the indicator to see detailed status in a tooltip:



Next, try stepping out to the enclosing call to `ReadPythonNews`. In this particular context, you can achieve this in a single click with the **Step Out** toolbar icon or **Debug** menu item (two clicks on **Step Over** also work). This is a good function to step through in order to familiarize yourself with the basic debugger features covered above.

1.7.1. Tutorial: Debug I/O

Before continuing any further in the debugger, bring up the **Debug I/O** tool so you can watch the subsequent output from the program. This is also where keyboard input takes place in debug code that requests for it.

Once you step over the line `PrintAsText(news)` you should see output appear as follows:



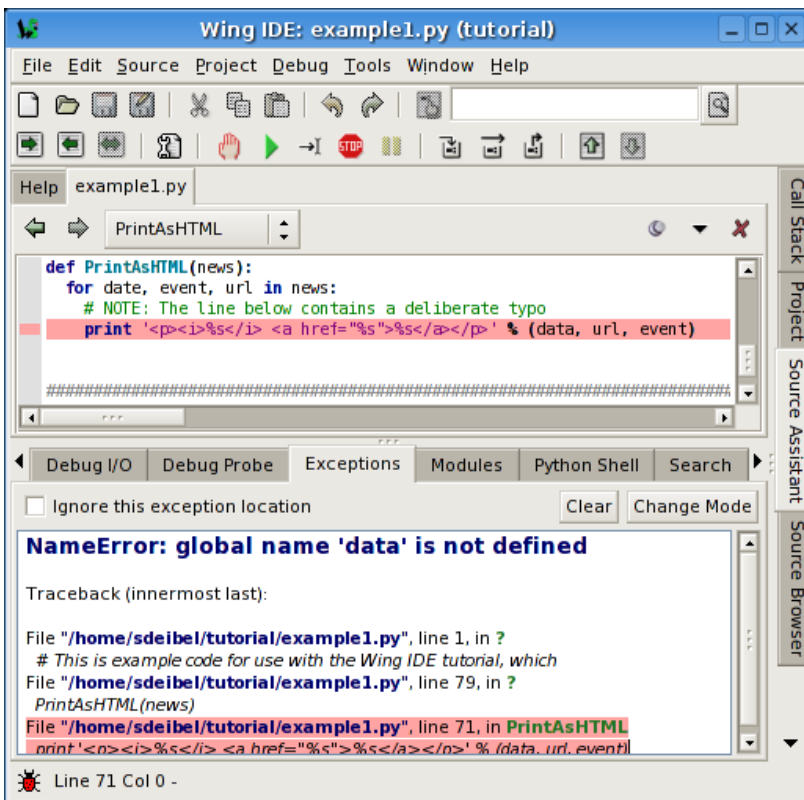
Note that you can also configure Wing to use an external console from the `Options` menu in the Debug I/O tool. This is useful for code that depends on details of the Debug I/O environment (such as cursor control with special output characters).

1.7.2. Tutorial: Debug Process Exception Reporting

Wing's debugger reports any exceptions that would be printed when running the code outside of the debugger.

Try this out by continuing execution of the debug process with the `Debug` toolbar item or `Start / Continue` item in the `Debug` menu.

Wing will stop on an incorrect line of code in `PrintAsHTML` and will report the error in the `Exceptions` tool:



Notice that this tool highlights the current stack frame and that you can click on frames to navigate the exception backtrace. Whenever you are stopped on an exception, the Debugger Status indicator in the lower left of Wing's main window turns red.

Advanced Options

Wing's debugger provides several exception handling modes, which differ in how they determine which exceptions should be reported. It is also possible to add specific exception types to always report or never report. This is described in more detail in **Managing Exceptions**. Most users will not need to alter these options, but being aware of them is potentially useful in advanced debugging scenarios.

1.7.3. Tutorial: Other Debugger Features

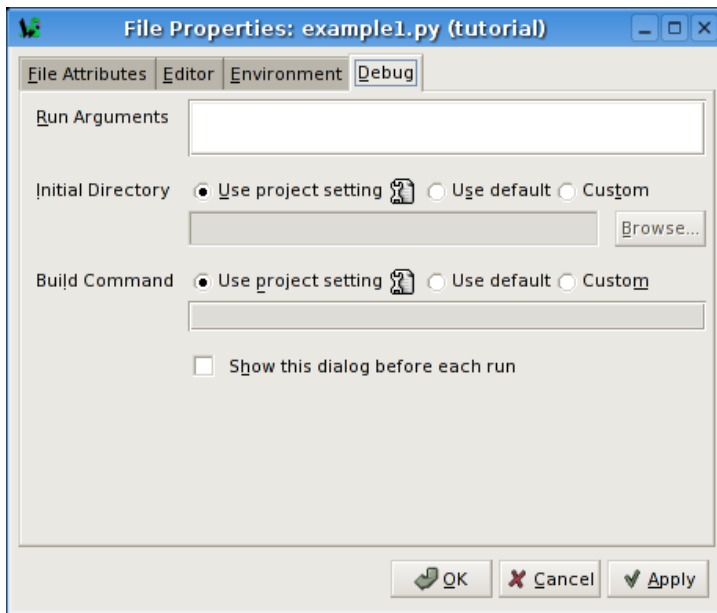
Before moving on to the rest of the IDE's features, here are a few highlights of the debugger's other capabilities that are worth knowing about from the start:

- **Main Debug File** -- You can specify one file in your project as the main entry point for debugging. When this is set, debugging will always start there unless you

use the **Debug Current File** item in the **Debug** menu. To set a main debug file, right click on a file in the project view and select **Set as Main Debug File**.

When set, the main debug file can be cleared with the **Clear Main Debug File** item in the **Debug** menu. Once cleared, debugging always starts in the current editor file. Which mode you use depends on the nature of your project.

- **File Properties** -- Each file in your project can override or modify your project-wide debug properties. This is useful in projects with multiple debug entry points. File properties can also be used to specify command line arguments for debugging. They are accessed from the **Current File Properties** item in the **Source** menu or by using **File Properties** in the editor or project context menus:



- **Remote Debugging** -- Wing can debug processes that are running under a web server or web development framework, or that get launched from the command line and not from Wing. This is beyond the scope of this tutorial, and is described in **Debugging Externally Launched Code** and in the the relevant **How-To guides**.

1.8. Tutorial: Searching

Wing IDE provides several different interfaces for searching your code. Which you use depends on your task.

Toolbar Search

A quick way to search through the current editor is to enter your search string in the area provided in the toolbar:



If you enter only lower case the search will be case-insensitive. Entering one or more upper-case letter causes the search to become case-sensitive.

Try this now in `example1.py`: Type `GetItem` in the toolbar search area and Wing will immediately, starting with the first letter typed, search for matching text in the editor. Notice that if you press the **Enter** key, Wing will move on to the next match, wrapping around to the top of the file if necessary.

Toolbar-based searches always go forward (downward) in the file from the current cursor position.

Keyboard-driven Search

If you prefer to search without your fingers leaving the keyboard, use the key bindings given next to the **Mini-search** items in the **Edit** menu (the bindings vary by keyboard personality).

From here, you can initiate searching forward and backward in the current editor, optionally using the current selection in the editor as the search string. You can also initiate replace operations.

Try this in the `example1.py` file: If using the default editor mode, press the **Ctrl-U**. If you are using emacs mode, press **Ctrl-S**. For others, refer to the **Mini-search** group in the **Edit** menu.

This will display an entry area at the bottom of the IDE window and will place focus there:



Continue by typing **G**, then **e**, then **t**. Notice how Wing searches incrementally with each keypress. This lets you type only as much as you need to find the source code you are looking for.

While the mini-search area is still active, try pressing the same key combination you used to display it again (**Ctrl-U** or **Ctrl-S** in emacs mode) and Wing will search for the next matching occurrence. Note that if no match is found **Failed Search** will be displayed. However, pressing the mini search key combination again will wrap around and start searching again at the top of the file.

As in the toolbar search, typing lower case letters results in case-insensitive search, and using one or more upper case letters results in case-sensitive search.

Search direction can be changed during searching by pressing the key bindings assigned to forward and backward mini-search. You can exit from the search by pressing the **Esc** key or **Ctrl-G** in emacs mode.

The regular expression based search options found in the **Mini-search** menu group work similarly but expect regular expressions for the search criteria (see below).

Keyboard-driven mini-replace also works similarly, except that you will be presented with two entry areas, one for your search string and one for the replace string. Use **Query/Replace** to be prompted for **Y** and **N** for each replace location, and **Replace String** to replace all matches globally in the file.

Search Tool

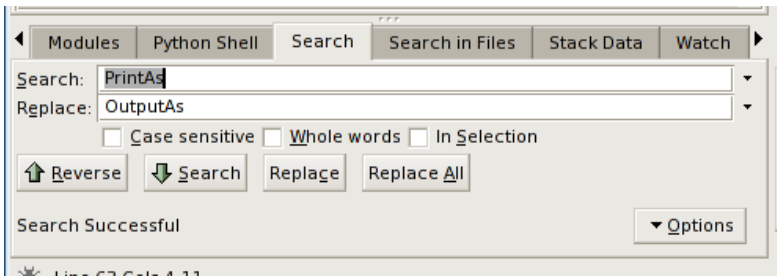
The **Search** tool provides a familiar GUI-based search and replace tool for operating on the current editor. Key bindings for operations on this tool are given in the **Search and Replace** group in the **Edit** menu.

Searches may span the whole file or be constrained to the current selection, can be case sensitive or insensitive, and may optionally be constrained to matching only whole words.

By default, searching is incremental while you type your search string. To disable this, uncheck **Incremental** in the **Options** menu.

Replacing

When the **Show Replace** item in **Options** is activated, Wing will show an area for entering a replace string and adds **Replace** and **Replace All** buttons to the **Search** tool:



Try replacing `example1.py` with search string `PrintAs` and replace string `OutputAs`.

Select the first result match and then **Replace** repeatedly. One search match will be replaced at a time. Search will occur again after each replace automatically unless you turn off the **Find After Replace** option. Changes can be undone in the editor, one at a time. Do this now to avoid saving this replace operation.

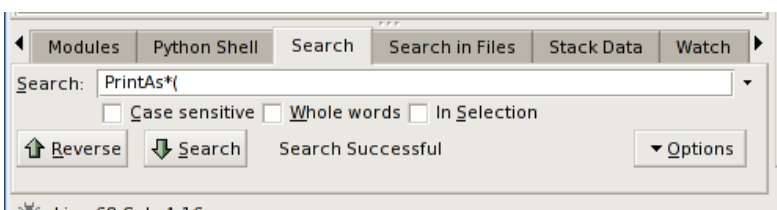
Next, try **Replace All** instead. Wing will simply replace all occurrences in the file at the same time. When this is done, a single undo in the editor will cancel the entire replace operation.

Wildcard Searching

By default, Wing searches for straight text matches on the strings you type. Wildcard and regular expression searching are also available in the **Options** menu.

The easier one of these to learn is wildcard searching, which allows you to specify a search string that contains `*`, `?`, or ranges of characters specified within `[and]`. This is the same syntax supported by the Python `glob` module and is described in more detail in the **Wildcard Search Syntax** manual page.

Try a wildcard search now by selecting **Wild Card** from the **Options** menu and making sure `example1.py` is your current editor. Set the search string to `PrintAs*(`. This should display find matches, all occurrences of the string `PrintAs`, followed by zero or more characters, followed by `(`:



Also try searching on `PrintAs*[A-Z] (` (with the **Case Sensitive** search option turned

on. This matches all strings starting with `PrintAs` followed by zero or more characters, followed by any capital letter, followed by `(`.

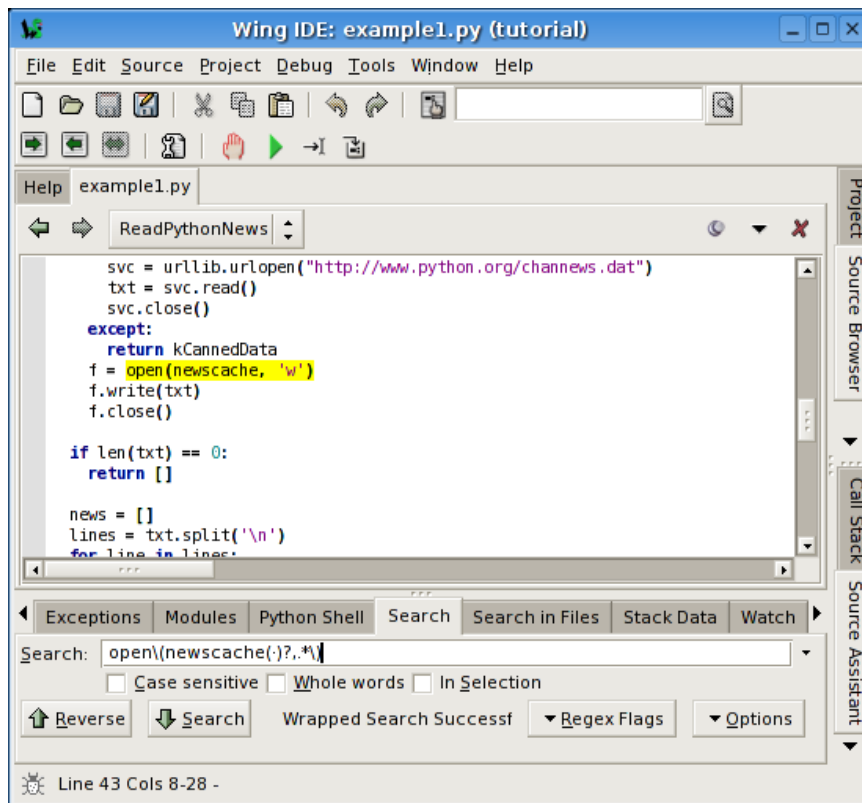
Finally, try `PrintAsT???`, which will match any string starting with `PrintAsT` followed by any three characters (`?` matches any single character).

Wild card searching can be very useful for finding related source symbols all at once.

Regular Expression Search

Regular expressions can also be used for searching. These are most useful for complicated search tasks, such as finding all calls to a particular function that occur as part of an assignment statement.

For example, `open\(newscache()?, .*\)` matches only calls to the function `open` where the first argument is named `newscache` and there are at least two parameters. If you try this with `example1.py`, you should get exactly one search match:

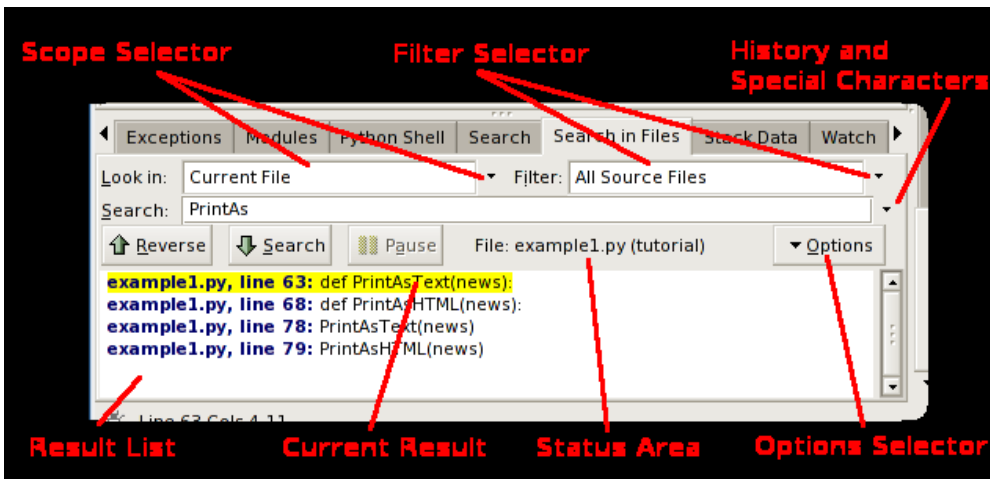


The details of regular expression syntax and usage can be very complicated, so this

tutorial does not cover them. For that, see the [Regular Expression Syntax](#) documentation in the Python manual.

Search in Files Tool

The **Search in Files** tool is the most powerful search option available in Wing IDE Personal. It supports multi-file batch search of the project, open editors, or other sets of files. It can also search using wildcards and can do regular expression based search/replace.



Before worrying about the details, try a simple batch search on the `example1.py` file. Select **Current File** from the **Look in** selector on the search manager (these are the defaults). Then enter `PrintAs` into the search area.

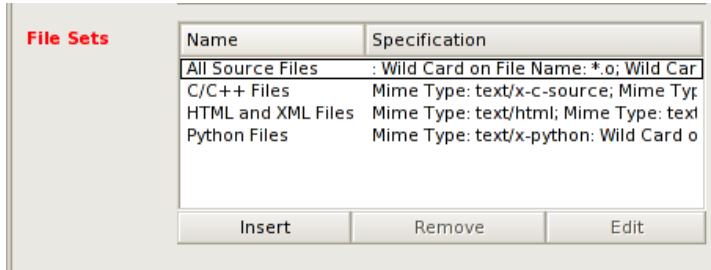
Wing will start searching immediately, restarting the search whenever you alter the search string or make other changes that affect the result set. When you are done, you should see results like those shown in the screen shot above. Click on the first result line to select it. This will also display `example1.py` with the corresponding search match highlighted.

You can use the forward/backward arrows in the Search in Files manager to traverse your results.

File Sets

Next, change the **Look in** selector to **All Files in Project** and change your search string to `HTML`. This works the same way as searching a single file, but lists the results for all files in your project. You can also search all currently open files in this way.

In many cases, searching is better constrained to a subset of files in your projects. For example, only Python files. This can be done with by selecting **Python Files** in the **Filter** selector. You can also define other file sets using the **Create/Edit File Sets...** item in the Filter Selector. This will display the File Sets preference:



Each file set has a name and a list of include and exclude specifications. Each of these specifications can be applied to the file name, directory name, or the file's MIME type. A simple example would be to specify `*.pas` wildcard for matching Pascal files by name, or using the `text/html` mime type for all HTML files.

Multi-File Replace

When working with multiple files in the result set, Wing will by default open each changed file into an editor, whether or not it is already open. This allows you to undo changes by not saving files or by issuing **Undo** within each editor.

An alternate replace mode is also available from the Options menu. If you check the **Replace Operates on Disk** item, Wing will change files directly on disk instead of opening editors into the IDE. This can be much faster but is not recommended unless you have a revision control system that can get you out of hot water when mistakes are made.

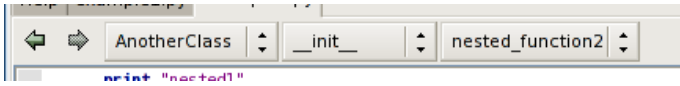
Note that even when operating directly on disk, Wing will replace changes in already-open editors only within the IDE. This avoids creating two versions of a file if there are already edits in the IDE's copy. We recommend closing all editors when working in **Replace Operates on Disk** mode, or select **Save All** from the file menu immediately after each replace operation. This avoids losing parts of a replace, which might lead to inconsistent application of the replace operation to the files in your source base.

1.9. Tutorial: Other IDE Features

There are a number of other features available in the IDE that are worth noting:

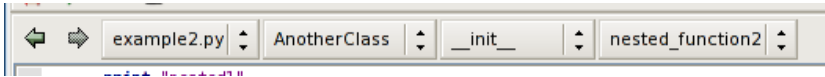
Source Index -- The top of the editor area displays a series of popup menus that act as an index into Python source files. Select from them to navigate around your source file.

Try this out by opening `example2.py` from your `tutorial` directory. If you place the cursor on the line that reads `print "nested2"`, you should see the following in the source index area:




Each subsequent menu lists the symbols available within the preceding nested context.

If you have turned off `Show Notebook Tabs` in the Editor Options Menu, the file selector menu will be prepended as follows:



Goto-Definition -- There are a number of ways to navigate to the point of definition of symbols in your source code. One is to right-click on the symbol and select `Goto Definition`. Another is to move the insertion cursor to the symbol and select `Goto Selected Symbol Defn` from the `Source` Menu (or press F4). The `Source Assistant` also contains links to points of definition.

Try this from `example2.py` with some of the symbols imported from `htmllib`, such as `HTMLParser` in the class definition for `MyHTMLParser`. Remember that the file `html-lib.py` is opened in non-sticky mode and will auto-close unless you toggle the stick pin icon to  or edit the file.

Duplicate substitution definition name: "stickpin-stuck".

Goto-Line -- Navigate quickly to a numbered source line with the `Goto Line` item in the `Edit` menu. In emacs mode, the line number is typed into the data entry area that appears at the bottom of the window. Press `Enter` to complete the action.

Keyboard-driven File Open -- Try the `Open from Keyboard` item in the `File` menu: This displays an interactive file selector at the bottom of the IDE window that can be much quicker for opening files than using the standard file selection dialog and allows file selection without moving your hands from the keyboard. Use `Esc` to cancel or `Enter`

to select a file and the arrow keys to browse around the auto-completion list that it presents as you type.

Auto-Indentation -- Wing auto-indents lines as you type according to its static analysis of your code. This can be disabled with the **Auto-Indent** preference.

Another way in which Wing uses code analysis is in auto-indentation as you type, and for altering indentation or wrapping of code. For example, when you select a block of code and press the tab key, the entire block is re-indented according to the correct position of its first line relative to the preceding non-blank line of code. The Justify Text option in the Source menu also uses the source analyser to constrain re-wrapping to a single logical line of Python code.

Block Indentation -- The Tab key is defined to indent the current line or blocks of lines, rather than entering a tab character (which can be done with **Ctrl-Tab**). The **Tab Key Action** preference can be used to customize how the tab key behaves.

One or more selected lines can be increased or reduced in indentation from the Indentation toolbar group, which contains the following icons for this purpose:



Single lines or whole blocks can also be indented automatically to their appropriate position, as determined by analysis of the preceding line. If a range of lines is selected, the whole block is indented or outdented without changing the relative indents within the block. This is done from the following toolbar icon:



Note that the indentation features are also available in the **Source** menu, where their key bindings are listed.

Block Commenting -- Units of code can be commented out or un-commented quickly from the **Source** menu.

Brace Matching -- Wing highlights brace matching as you type unless disabled from the **Auto Brace Match** preference. The **Match Braces** item in the **Source** menu causes Wing to select all the code that is contained in the nearest matching braces found from the current insertion point on the editor. Repeated application of the command will traverse outward and forward in the file.

Text Reformatting -- Code can be re-wrapped with the **Justify Text** item in the

Source menu. This will limit wrapping to a single logical line of code, so it can be used for wrapping an argument list or long list or tuple without altering surrounding code.

Converting Indentation Styles -- Wing's **Indentation** tool can be used to analyze and convert the style of indentation found in source files. See **Indentation Manager** for details.

1.10. Tutorial: Further Reading

Congratulations! You've finished the tutorial. As you work with Wing IDE on your own software development project, the following resources may be useful:

- [Wing IDE Support Website](#)
- **Wing IDE Reference Manual**
- **OS X Quickstart**
- **How-To Guides**

Migrating from older versions of Wing

Moving to Wing IDE 3.x from earlier versions should be easy. The first time you start Wing IDE 3.x, it will automatically convert your preferences from Wing IDE 1.x or 2.x and place them into your **User Settings Directory**.

Wing IDE 3.x can be installed and used side by side with older versions of Wing and operates completely independently.

- **Licensing**

Licenses for Wing IDE 2.x or 1.x must be upgraded before they can be activated for Wing IDE 3.x.

Wing IDE 2.x licenses can be upgraded in our [online store](#) -- for free if purchased on or after May 2nd 2006, or for half price if purchased before that date.

Wing IDE 1.x licenses must be upgraded by contacting sales@wingware.com

- **Converting Projects**

Wing IDE 2.x project files will be converted as they are opened and marked untitled so they can be saved under a new name. You should not overwrite your old project files as long as you still plan to use your earlier version of Wing IDE with them. Wing IDE 3.x project files cannot be read by earlier versions of Wing.

When projects are converted, Wing will automatically replace your old project's file list with one or more auto-updating directory entries. You may wish to prune the project's contents after conversion, by adding and removing items, or editing their settings by right clicking on them and selecting **Directory Properties**.

- **New Features**

These are the major new features introduced by Wing IDE 3.x:

Multi-threaded debugger -- inspect the state of any thread while debugging

Debug value tooltips -- hover over variable names in editor, debug probe, and interactive shell to see their current value in the debug process

Autocompletion in shells -- easier error-free typing in the integrated Python shell and Wing Pro's debug probe

Automatically updating project -- Directory content is auto-updated as the contents of disk change

Introduction of Wing IDE 101 -- a free edition for beginning programmers

New .deb packaging -- available for Debian and Ubuntu

Stackless Python -- version 2.4 and 2.5 are supported by the debugger

64 bit Python -- versions 1.5 and 2.0 through 2.5 are supported by the debugger on Windows and Linux

Why Use Wing IDE?

Wing IDE is a powerful software development environment for Python programmers. By cutting down on coding and debugging time, Wing can help you build quality code more rapidly.

“The best Python IDE currently available.”

-- *Stephen Scherer, Ed.D., Jan 2004*

“A real power tool to use for the development and debugging of complex Python applications”

-- *InformIT, Sep 2001*

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- **Faster, more accurate coding** -- Wing presents you with context-appropriate code completion options and documentation, offers quick navigation to point of definition, and flags syntactical errors as you type your code. A plethora of keyboard-driven search and editing features, including Vim, Emacs, Visual Studio, and Brief keyboard bindings, keep plenty of coding power at your fingertips.
 - **Speedier debugging** -- Wing finds bugs fast by detecting and stopping immediately on unexpected exceptions, letting you step through and inspect your code in the context of the problem. Conditional breakpoints, symbolic and object reference value watches, and command line interaction with your paused debug program speed the process of isolating a bug and designing a fix for it. Flexible launch options and remote debugging allows working with code in context, even if running under a web server, when embedded as a scripting language, or when launched from the command line.
 - **Quicker code learning** -- Wing lets you understand unfamiliar code quickly, using its powerful search capabilities, source code browser, editor navigation menus, goto-definition, and the debugger’s ability to watch programs in action.
 - **Easier unit testing** -- Wing’s integrated test facility makes it easy to write, run, and debug unit tests for your code base.

More product information is available on our website at www.wingware.com.