

MPS User's Guide

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Welcome to MPS. This User Guide will navigate you through the many concepts and usage patterns that MPS offers and will give you a hand whenever you need to know more details about any particular aspect of the system.

First, the Introduction section will offer a high-level overview of the basic notions and their roles. In the second section, named Using MPS, you'll get familiar with the interface through which you'll communicate with MPS. Although very small, there still are some differences between how you interact with MPS and how you typically use other common programming tools.

In the third section, called Defining Languages, we'll get to the meat of MPS. We'll show details on how to define the many aspects of your custom languages - their structure, editors, generators and type systems rules. The IDE integration section will then provide some additional context necessary to help you improve the IDE aspect of your languages and integrate them nicely into MPS.

The Platform languages section gives you details on all languages bundled with MPS including the corner stone language of MPS - the BaseLanguage. Whatever didn't fit the mentioned scheme was placed into the last Miscellaneous section.

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 - Build Language
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7. Tutorials
- JetBrains MPS tutorial
 - Markus Voelter's tutorial
 - Mirko Richter's tutorials
 - Extending MPS BaseLanguage by Example - created by Mirko Richter
8. Copyrights



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