Once the drivers are properly installed, the BST application can be installed from: http://www.fnarfbargle.com/bst.html On this page, we're looking to install the GUI IDE:

The bst suite of tools comprises :

- bstl - The command line loader

This little application simply allows you to load pre-compiled .binary and .eeprom files into your propeller.
It is a command line application that takes optional parameters and a file name.

- bstc - The command line compiler

bstc is a completely Parallax syntax compatible SPIN and PASM compiler and linker.
In addition to being able to compile and load a Propeller, it has a few additional features often requested by users (like being able to emit a list file, some basic optimisation, and zip file generation)

- bst - The GUI IDE

bst is a fairly complete Integrated Development Environment that aims (and still falls short) to be eventually comparable and compatible with the Parallax Propeller Tool.
bst is structured to be a work-alike to the Parallax Propeller Tool so that new users will find the Parallax documentation familiar enough to be able to start from scratch without being plunged into an unfamiliar environment.

The biggest hurdle for new users in getting bst functioning properly is the installation of a suitable Font. A modified version of the Parallax Propeller Font can be found linked from the "Propeller Wiki" here : http://propeller.wikispaces.com/Propeller+Font Please install this font prior to running bst the first time and it will ensure the smoothest installation.

Note : Do not simply copy the font from a Windows installation of the Propeller Tool, it will not work

Mac users : please install the FTDI SIO driver from the ftdichip website.

Like bstc, bst has several features not found in other Propeller development tools, such as an integrated code listing window, basic serial debug terminal and complete project file management. bst also allows you to associate each editor window to a Propeller to allow easy management of multiple Propeller projects.

Bugs, niggles or issues with any of the tools can be reported directly to the author (proptools@NOSPAMPLEASEfnarfbargle.com) by removing the from NOSPAMPLEASE from the E-mail address.

Additionally, often updates, changelogs or bugs are reported in the Parallax Propeller Forums The development of bstl, bstc and bst can be followed on the Parallax forum threads linked below, and release notes and Changelogs are often posted in the top post.

Clicking this link will bring you to the FTP index, from here just select the latest version and your operating system. The file will then download to your Downloads folder, and from there you can move the application anywhere you like.
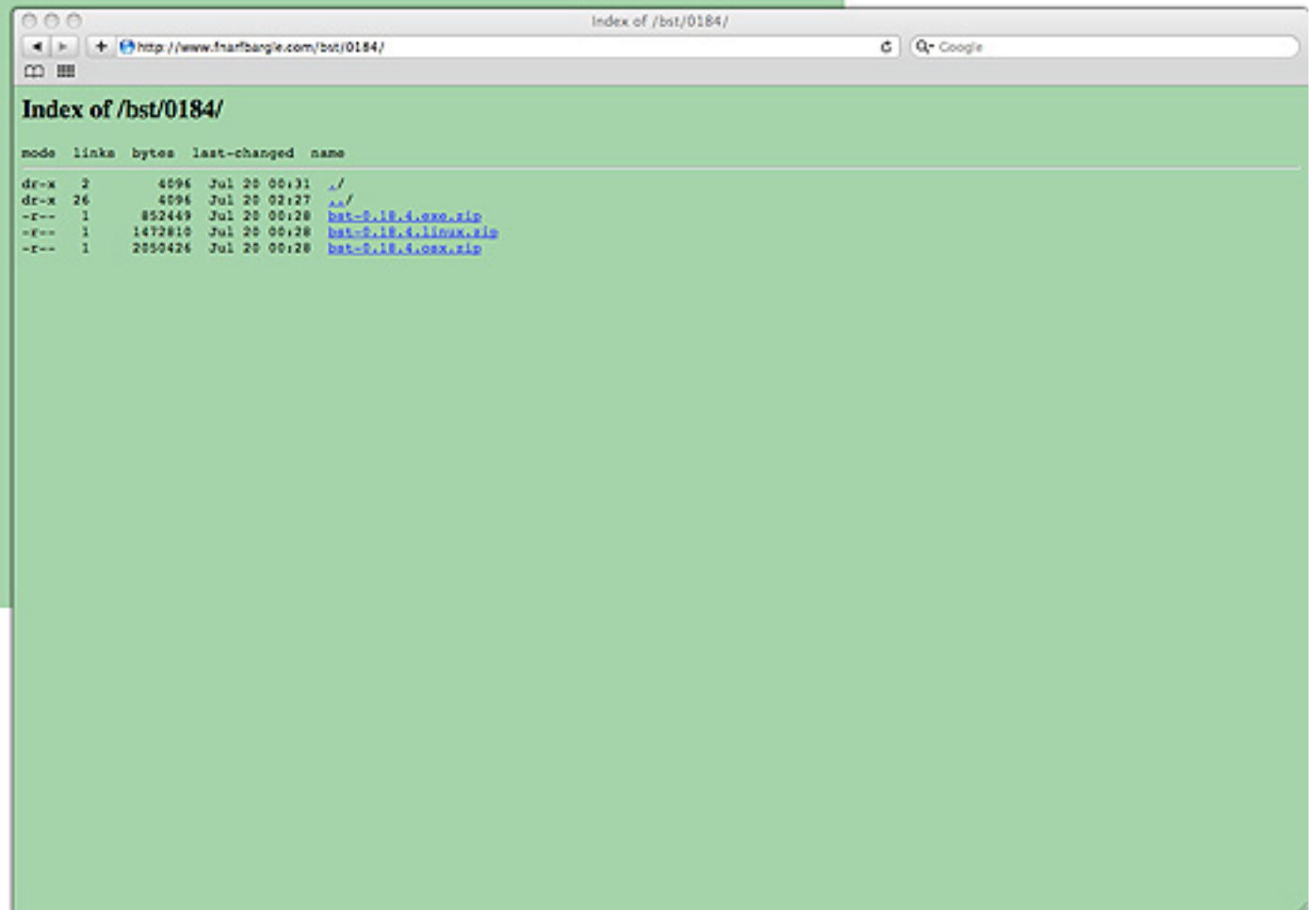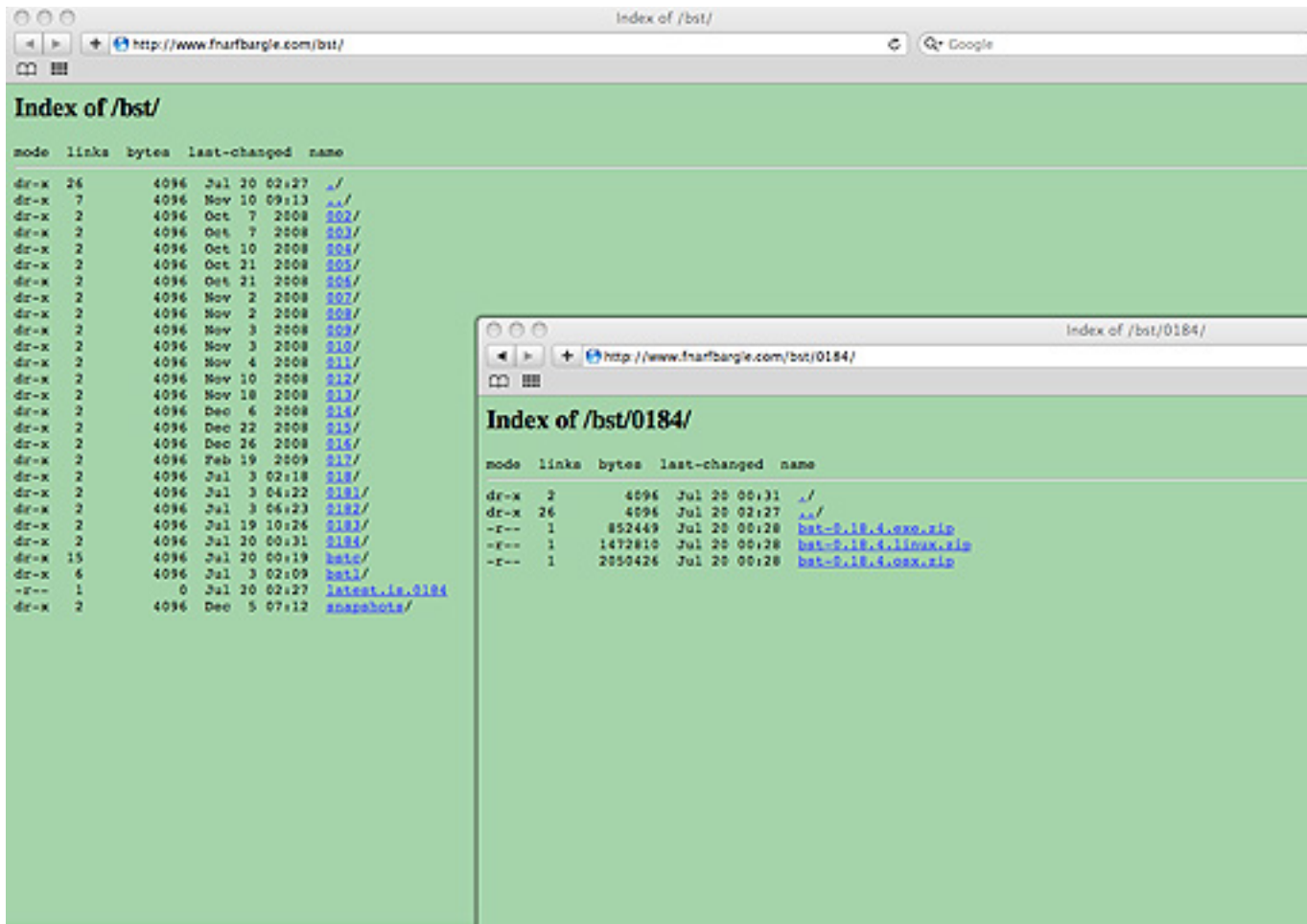
Customizing Brad's Spin Tool

The Propeller Tool from Parallax utilizing a special font for the editor and Character Chart. In order to achieve the same results in Brad's Spin Tool, a modified version of the Parallax Font can be downloaded here:
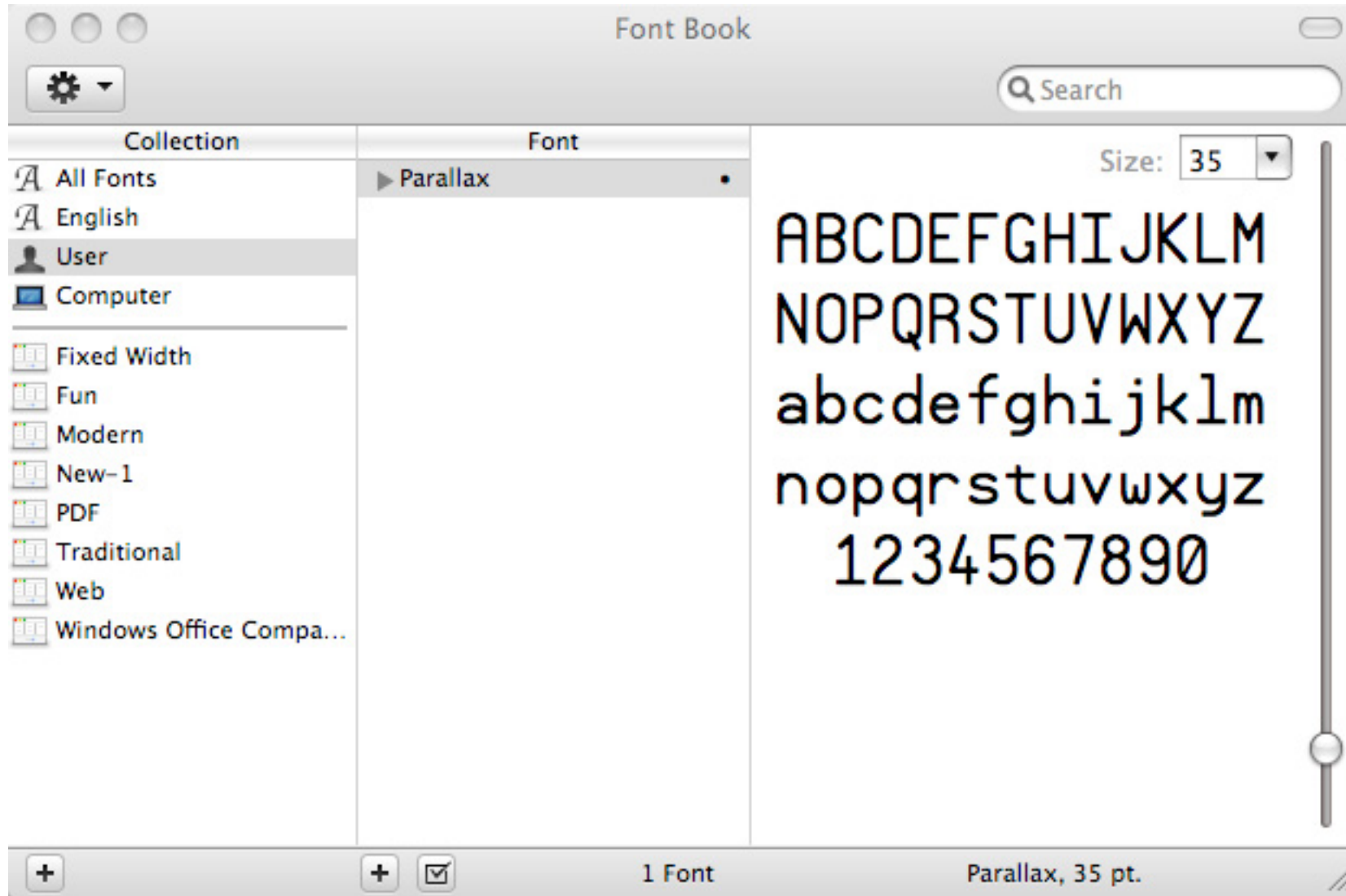
DOWNLOAD PARALLAX PROPELLER FONT HERE

More information about the Propeller font: http://propeller.wikispaces.com/Propeller+Font

Once downloaded, open the file, and install the font:
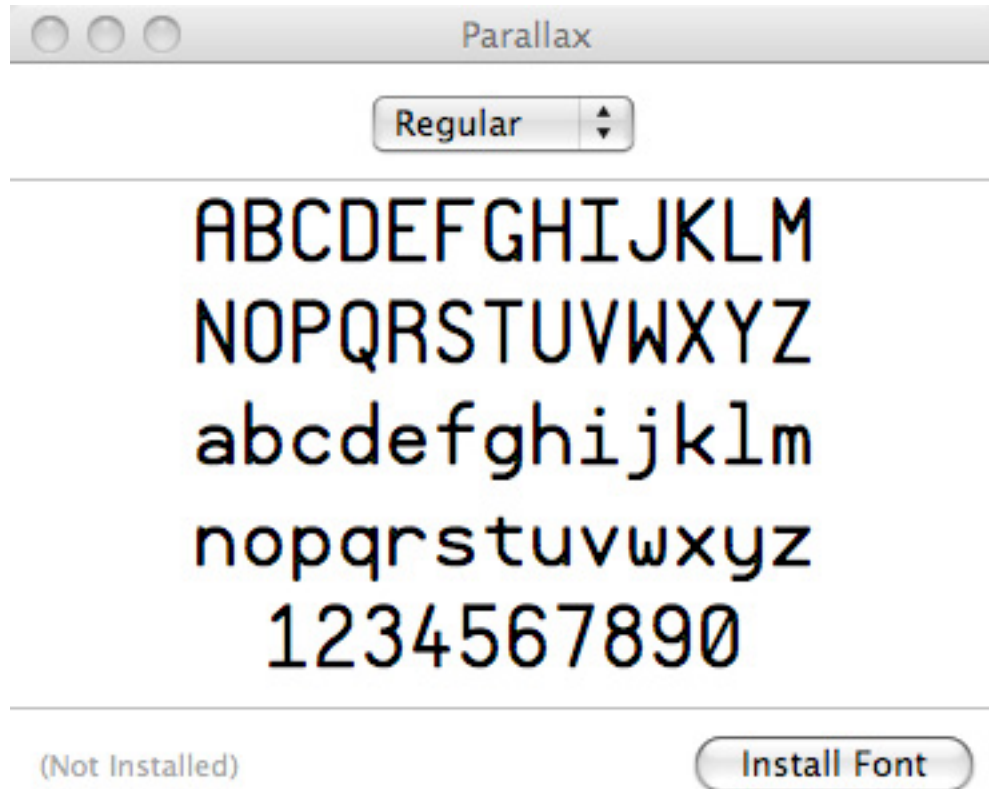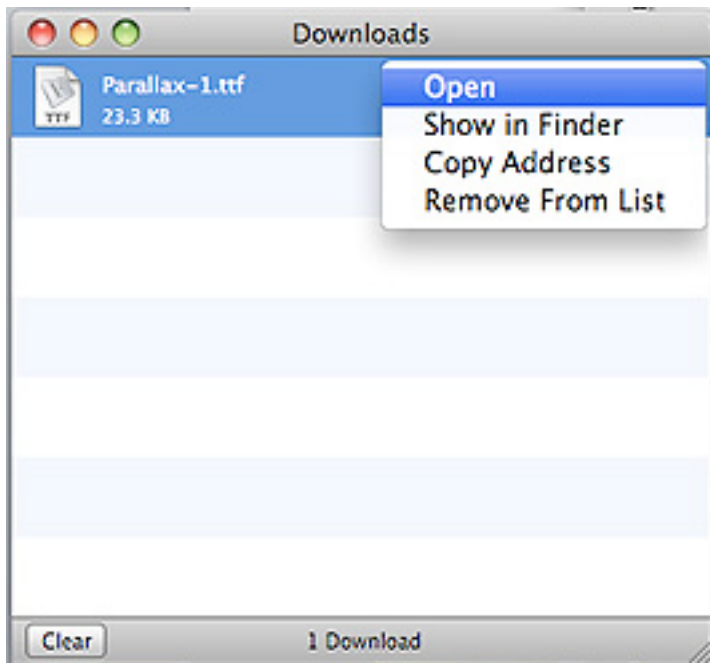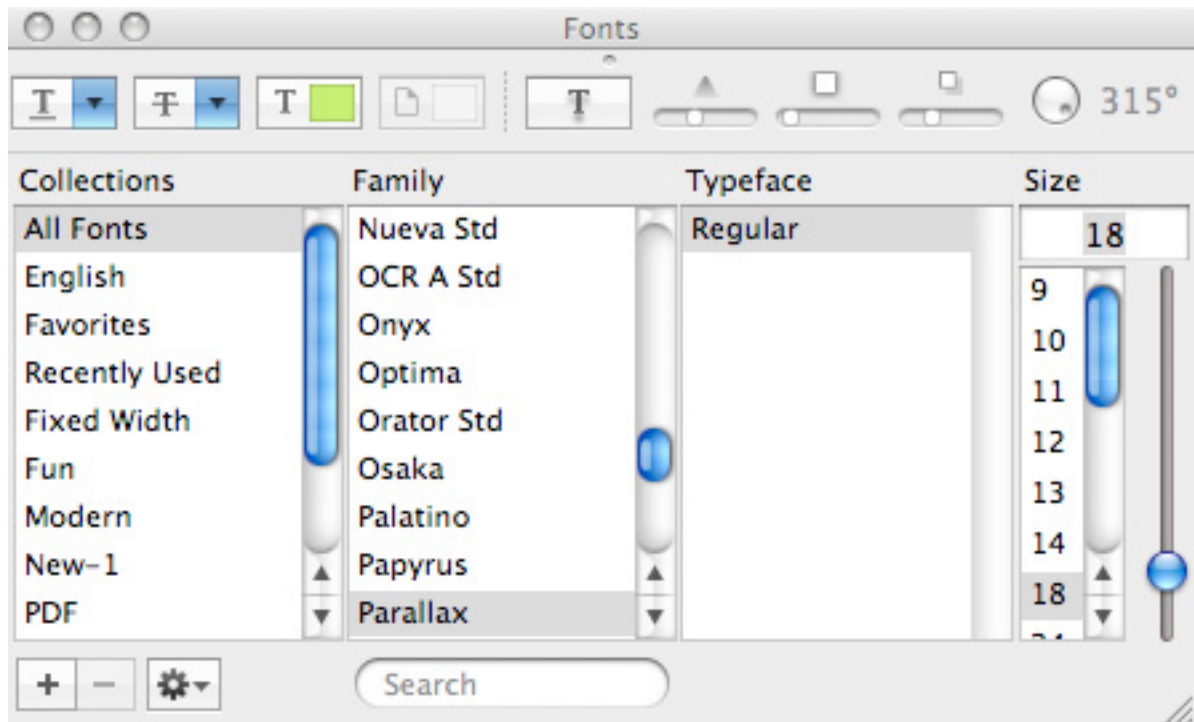
The font will then be installed in your Font Book for future use:

Once the font is installed, BST can be opened for the first time. Before entering any code, we can change some IDE preferences so that BST more closely resembles the Propeller Tool from Parallax. The first is to set the font to the Parallax font. This can be done through **Tools -> IDE preferences**.
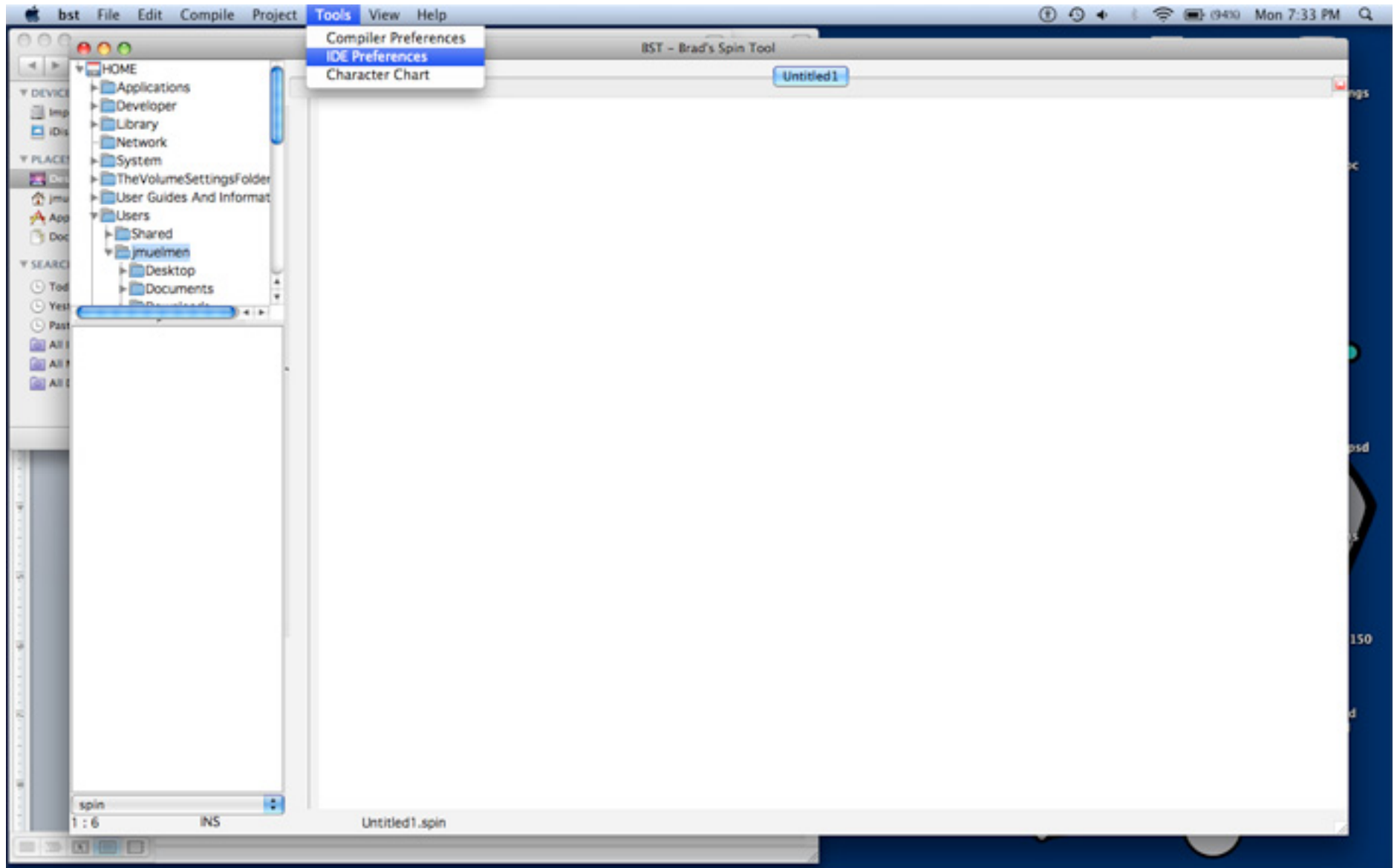
You can change the editor font by selecting the appropriate button. Choose the Parallax font installed earlier for the most accurate appearance.

Fonts

Collections	Family	Typeface	Size
All Fonts	Nueva Std	Regular	18
English	OCR A Std		9
Favorites	Onyx		10
Recently Used	Optima		11
Fixed Width	Orator Std		12
Fun	Osaka		13
Modern	Palatino		14
New-1	Papyrus		18
PDF	Parallax		

Search

315°

You can also have the editor color-coordinate its code blocks by selecting the "Enable Colour Syntax Highlighting" checkmark.

IDE Preferences

Editor Paths | Fonts and Colours | IDE Preferences | Tab Stops

Editor Font

Editor Font Sample

Font Colour

Editor Colour

Select Colour ☐ Override OS Highlight Colour

☐ Anti alias Editor font

☑ Enable Colour Syntax Highlighting
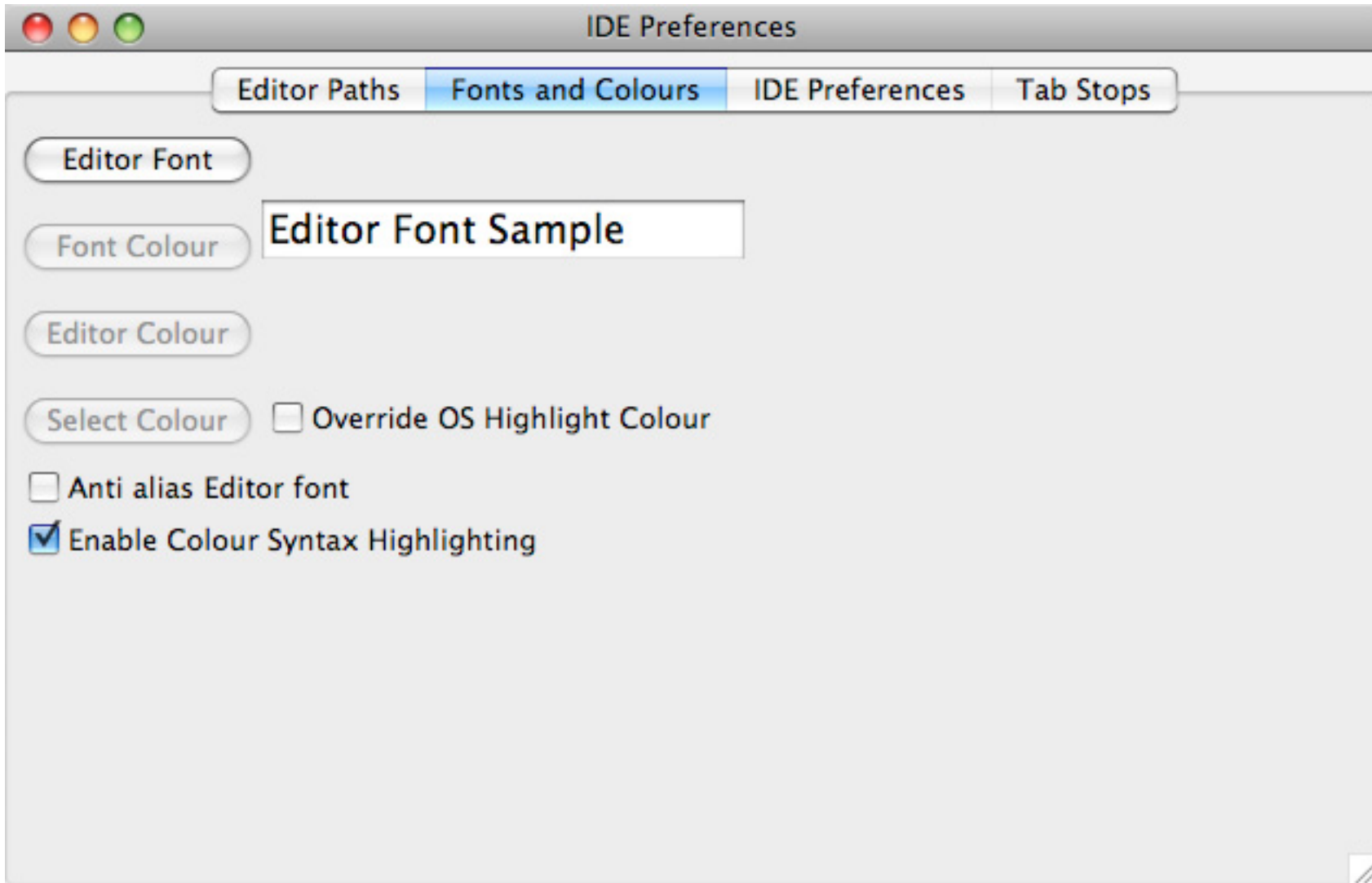
Through **Tools -> Compiler Preferences**, you can choose search paths for spin code. For example, one path could be for the code included in the Propeller library. The compiler will then search for any Propeller objects in that file path.