
Subject: Re: Great (and funny) Linus' speach about GIT

Posted by [mirek](#) on Fri, 11 Jan 2008 17:37:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Fri, 11 January 2008 12:19luzr wrote on Fri, 11 January 2008 18:04mdelfede wrote on Fri, 11 January 2008 10:09

OTOH, if you're concerned about c++ problems, you could make a c interface both on theide side and on sdk side... that would open the plugin system to other languages too.

Actually, each time I start thinking in this direction, I end with plugin as separate process and using something like Corba or SOAP for interface...

Well, it seems to me a bit complicated for the scope, but....

Quote:

As Zsolt pointed out, this is incorrect. Plus, in .dll style components, you have to write some "development time" code too. So the only difference is that in U++, you write "development" code as .usc script...

well, that's true. But in .dll style you're forced to do if (), with esc code you end up with half finished components.

But again, as components are used only by developers, I agree that your way is not bad at all (of course, it doesn't allow closed source components).

For plugins I see it a bit different.

BTW, I've got a small question about writing an enhancement to theide.... I want to make a 'reformat code' menu point, using astyle. How (if it's simple to tell me...) should I handle the editor change and the undo stuff ? My code should read the full buffer as a string and write it again inside editor once formatted.

Ciao

Max

Generally, undo works on pretty low level - there are only two basic operations supported by editor - insert and remove. Both store records to undo queue.

In your case it would mean that if you perform your replace as "remove" / "insert", it should work... (I guess you will want to support selection reformatting as well, so this is more than natural IMO).

Mirek