
Subject: Re: Very first impressions and.... [FEATURE REQUESTS]

Posted by [unodgs](#) on Wed, 12 Sep 2007 07:07:25 GMT

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Quote:-The editor is nice, and quite fast, but compared to scintilla found in some other IDEs (codeblocks, for example) it miss many comfortable commands, like rectangular blocks, comment blocks of code, and so on. Why not scintilla inside TheIDE ?

Because of a degree of control I know scintilla is a very advanced editor control, but it's easier to extend something that was built by us, something that perfectly fit in upp architecture. IMO editor needs:

1. rectangular blocks
2. ability to define syntax highlighting rules by user
3. default highlighting for xml, html (see point 2)

Commenting of blocks of code is available now. Just select block of code and press / or shift-8 or ctrl-/. Key / works if editor enclose selection is set.

Quote:-Too many toolbars are missing; I know that in some IDEs they're too much, but I really think that a SAVE button is a must!. Ok, CTRL-S does the job, but when you have a hand on mouse, it's more comfortable to hit the toolbar.

Frankly you don't need save button as theide saves the file each time you switch to another one or when you compile or close theide.

Quote:-I like the layout editor besides 2 points : the first is the way to add a widget... I'd prefer a bin 'a-la-borland', for example. The second is the location of 'anchors' (springs, ecc...);

You mean each widget should have icon on toolbar? I vote for it, but only for the most common ones. Anchor system is ok as it is now IMO.

Quote:- Draggable and dockable toolbars and panels. If you write a customizable app with many many commands (a cad, for example) they are a must.

Absolutly, it was discussed before and it will show up soon or later.

Quote:and fixed toolbars are difficult to customize by end user.rd.

It's on todo