Subject: Re: Very first impressions and.... [FEATURE REQUESTS]
Posted by mirek on Wed, 12 Sep 2007 12:46:15 GMT

mdelfede wrote on Wed, 12 September 2007 06:26
I missed this feature, I'll try it. But what I meant is the ability to insert external html help files on help menu. Maybe with indexing and word search. You could for example add boost or opengl help on the ide. I know that you can open the help out of the ide, but an integration is far more confortable. Codeblocks did it with their help plugin and it's really a nice thing.

You can, as long as you will make boost a package...

You cannot use HTML directly (yet?), but it should be trivial to copy&paste the help as RTF to Topic++.

Quote:
What I meant, and I don't knoow if it's possible, is to feed the code to cpp and then to your parser, to solve macro problems. this could be done in background... the only problem that can arise is if cpp can deal with partial files. I'll make an example of what I mean :
1-you start typing your code, and your parser does his job as usual.
2-when you type a #define or a #include, all the stuff is fed to cpp and then to the parser, in background.
3-from then, if you type things again, your new code is append to cpp output (without a need of another cpp slow run...) and then fed to your parser.
4-when you do some other preprocessor stuffs, the process is repeated.

The problem is that macros are in your file too.... You really would need to run .cpp each time you invoke the parser.

Solution is coming, but it really really is far from trivial...
(And it will include partial preprocessor; unfortunately normal preprocessor is not partial...).

Quote:
That should make a good compromise between speed and effectiveness.

We do not need compromise. We need to dedicate one month to solve it right

Mirek