Subject: Re: Great (and funny) Linus' speach about GIT
Posted by mirek on Fri, 11 Jan 2008 17:37:38 GMT
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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