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Subject: Re: A little proposal on code analysis

Posted by [Mindtraveller](#) on Sun, 10 May 2009 06:59:41 GMT

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luzr wrote on Sun, 10 May 2009 10:39 Well, for record, displaying is not necessary wrong behaviour, U++ (and most othre GUIs) are designed this way since first MacOS. I agree with this approach in general but in this case it is important as U++ is positioned as agile and very effective development platform. Any new members will test U++ by using TheIDE. And making it lag is not the best thing for U++ reputation. We already do have Qt which (since version 4) became monstrouse and lagging. U++ could fit into the market of more effective frameworks but this presumes i.e. effectiveness of TheIDE (if development IDE breaks, how could I possible wite effective programs with this framework - one will ask himself).

IMO the most lazy thing should be could analysis.

Less lazy is GUI changing (I mean status bar, menu, etc.).

But keyboard/mouse respond is to be immediate - it is vital consumer appeal and a "face" of U++, especially for newcomers.

P.S. Even latest M\$ Studio 2009` code editor doesn`t lag on my (and even older) PC`s. Good for Balmer. )

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