Subject: Constructive Ctiticism
Posted by pveach1 on Thu, 06 Aug 2009 15:09:51 GMT
View Forum Message <> Reply to Message

I have been playing with Upp for a few weeks now and have formed some opinions which I would like to share.

theIDE does not compile the file in the editor. It just says it does. It should compile the file in the editor whether it is in a nest or not. Note that this does not require tracking whether the file is "Dirty" or not. Pressing a compile button should "force" a compile of that file reguardless of its state.

On another subject, I have been trying to get some special effects into my program. Currently I am using Win32 API directly to implement animations and transparency. It occured to me that most C++ libraries just implement (re-implement) the same basic controls. It would be nice if U++ had an FX (Special Effects) package that dealt with these issues rather than each of us "Rolling our own" FX package. This would make it easier to implement Animated or Skinned controls like toasters, layered and masked windows, etc.

U++ already has strong GUI support, a good FX package with Advanced Controls would give it Superior GUI support.

Overall a great effort, Ultimate++ developers deserve an A++.