mrjt wrote on Wed, 28 July 2010 10:03
....
I disagree on 5 personally, I find it very difficult to read heavily commented code. I want to be reading the code, not what the comments claim it does. And when written properly Upp code needs very few comments, just some hints here and there where something strange is going on.

What would be a real benefit IMO is something like <summary> in VS that lives in the code but can be hidden by TheIde. This would help when you just don't know what a function is supposed to be for.

Well.... I had *many* difficulties to figure out what does what in ctrlcore code when coding the DHCtrl for Linux.... I spent 99% time to figure out what was happening and 1% for coding the control. And, I'm still not sure that all what I did was ok

BTW, I agree with you, too heavily commented code can be cumbersome to read. What would be quite nice is the ability to comment code with some sort of "detail level", and insert in theide the ability to select on which level to stop displaying comments.
For example :

//1 Outermost level comment

//2 more detailed comment

//3 even more detailed one

......
//9 dumbly detailed comment

In theide, a menu to select the level.

Ciao

Max