Subject: TheIde new look and new features
Posted by unodgs on Tue, 04 Jan 2011 16:33:29 GMT
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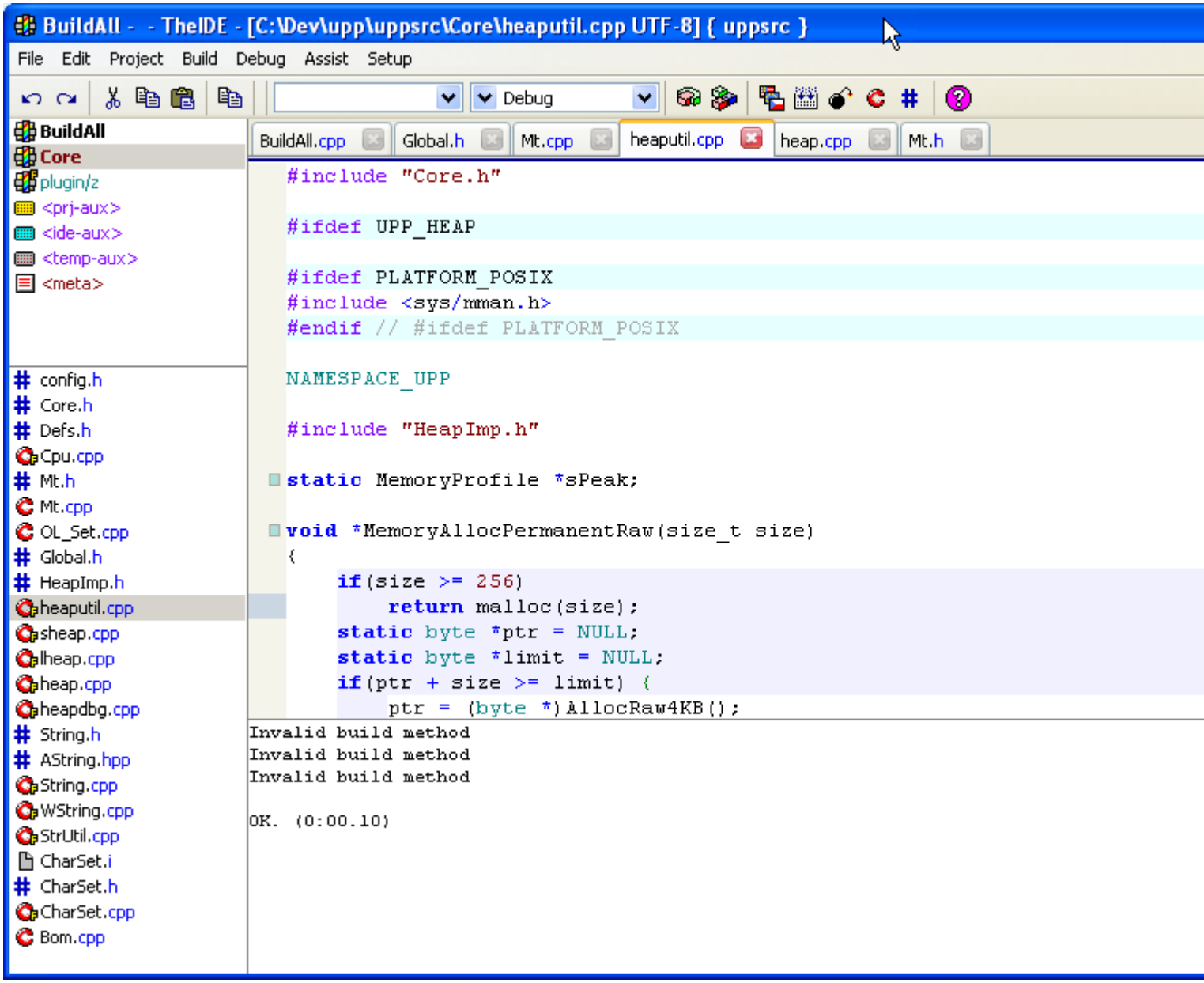
It's not the secret that theide doesn't look too modern these days. It's very useful and intuitive* but its look wasn't refreshed from a long time. I would like to do something about that. My plan is to create ide style that could be chosen in ide options and if it became accepted to make it default. First thing I tried are new splitters. Have a look:

Workspace seems to be cleaner now, and there is a little bit more space everywhere. Next step would be toolbar style and its icons, then help system - a better integration and navigation (for example I don't like help as a tab so I planned to add option to show it in a separate window or split it between editor and right side of ide like in qt creator). Docking must wait until I fix all errors there. If you have any opinion about that or any ideas please share

* Famous "insert package directory file" isn't intuitive - but only the first time you run theide

File Attachments

1) ide.png, downloaded 2175 times


BuildAll - - TheIDE - [C:\Dev\upp\uppsrc\Core\heaputil.cpp UTF-8] { uppsrc }
File Edit Project Build Debug Assist Setup
Debug
BuildAll
Core
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
config.h
Core.h
Defs.h
Cpu.cpp
Mt.h
Mt.cpp
OL_Set.cpp
Global.h
HeapImp.h
heaputil.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
String.cpp
WString.cpp
StrUtil.cpp
CharSet.i
CharSet.h
CharSet.cpp
Bom.cpp
BuildAll.cpp
Global.h
Mt.cpp
heaputil.cpp
heap.cpp
Mt.h
#include "Core.h"
#ifdef UPP_HEAP
#ifdef PLATFORM_POSIX
#include <sys/mman.h>
#endif // #ifdef PLATFORM_POSIX
NAMESPACE_UPP
#include "HeapImp.h"
static MemoryProfile *sPeak;
void *MemoryAllocPermanentRaw(size_t size)
{
if(size >= 256)
return malloc(size);
static byte *ptr = NULL;
static byte *limit = NULL;
if(ptr + size >= limit) {
ptr = (byte *)AllocRaw4KB();
Invalid build method
Invalid build method
Invalid build method
OK. (0:00.10)