
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 1867 times

BuildAll - - TheIDE - [C:\Dev\uppl\uppsrc\Core\heaputil.cpp UTF-8] { uppsrc }

File Edit Project Build Debug Assist Setup

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)