Subject: Where I find other templates?
Posted by RDP9 on Sun, 21 Aug 2011 15:03:46 GMT

Not sure if this is the section for this thread.

I discovered Ultimate++ while I was looking for a good editor/compiler that wasn't full of unnecessary stuff on screen, like Visual Studio, Eclipse, or outdated and uncontinued like Dev-C++. So far, U++ fits my needs though would need some nice tutorials and better explained Help documents.

So, I first started with version 2007.1 two weeks ago, then found there was a newer version, as for this year. The thing is that in version 2007.1, when I was creating a new package, there were several option to choose as templates (Win32 API, Console non U++, etc.). Check the version to see what I mean. And now, that I have installed the latest version, the templates available for a new package are Core console project, and 2 others for the MyApps assembly, and just empty template for a new inserted assembly.

I would like to know why there is only 3 or 4 templates available only (I searched the uppsrc folder and found only 4 *.upt files, which I understand, from reading one thread, is the format for templates). Also, where I can find the other templates.
Is there a way I can transfer older templates to newer versions?

I would like to suggest that you could also make available those templates not included in newer version as download from the SourceForge site of U++, so we can get them easily. Please consider this suggestion.

Thank you.