
Subject: Using TheIDE/U++ and Visual Studio 2008/2010 IDE as a team in a project
Posted by [jonzun](#) on Sat, 18 Feb 2012 07:26:53 GMT

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Hi there!

I have a question about using TheIDE & U++ and Visual Studio 2008/2010 IDE (VS) as a team.

Im planning an application with 32 and 64 bit target as an experiment and to learn TheIDE/U++.
And my intention is to keep the source as portable for linux/gcc as possible.

My intention is to stick with the microsoft compiler for windows for debugging / profiling and "lolevel" stuff while using TheIDE and U++ as the GUI prototyping and main application skeleton development tool.

Plan:

- 1.First I expect to design the basic GUI application using U++ with its functionality as a prototype.
- 2.Then I will switch over to Visual Studio and create a compatible workspace/project type and add all existing source created inside TheIDE (sharing the sources across both IDEs) and build it inside Visual Studio. During this phase i may add external 3rd party libraries etc and build & test using Visual Studio.
- 3.If there are any changes required in the GUI during the development, i switch back to TheIDE. Now I either have to make the code added during phase 2 compilable inside TheIDE OR i maintain all "exterior code from VS as stubs with some ifdefs - whatever is easier. Then I iterate Phase 2 and 3 until the application is complete.

The Problems i expect will be to keep the project / compiler settings compatible across both IDEs as well as all project source files.

Questions:

What is your general opinion about this approach ?

Is there anything should I know to make things easier for me ?

Is it maybe better to always add source code inside the TheIDE structure, and then change in VS ?

kind regards

jz