koldo wrote on Thu, 18 October 2012 14:41Hello crydev

I think yours has been a good achievement going to the right track.

It would be great that full U++ could be debugged and run from other IDEs like Eclipse and Visual Studio.


It is actually possible to use Visual Studion as debugger invoked from theide (that what that "External debugger" in build methods is useful for).

Quote:
It seems that the last problem are .icpp files. Perhaps with little effort they could be handled properly from other IDEs. If not perhaps we could consider to find a way to avoid them.

We tried in the past: you can notice there are "init" files in most directories (generated by theide), in theory all you need is to include "init" files of packages that you are directly using in one .cpp file (like #include <CtrlLib/init>), which in turn will include "init" of packages they are using. If package contains ".icpp", such file gets included by its "init".

Check plugin/png/init

Anyway, this will not resolve some other issues (like .brc files), so theide cannot be compiled this way. But perhaps it is OK for most of development.

What seems even more potentially promising is using umk and providing some sort of Package organizer plugins (for Eclipse or any other similar ide)...

(That said, theide is still my preferred hammer, so hopefully somebody else will do it. I have quite low motivation here...)

Mirek