
Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"

Posted by [fudadmin](#) on Sat, 29 Jul 2006 00:14:45 GMT

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This is a restructured quote from one former post:

http://www.arilect.com/upp/forum/index.php?t=msg&goto=2031&#msg_2031

Quote:

...

Plus side:

1. the speed of start was great
2. not resource hungry (it doesn't also eat too many system resources.)

Bad side (discussable) :

1. Otherwise TheIDE is still way behind MS VisualStudio
 - 1.1 in terms of easy-to-find - bad
 - 1.2 easy-to-use - as half of the functionality
 - 1.3. [b](other half missing)), looks like some beta to me in many aspects.

Very bad side:

1. help is not working hit F1 bang bang bang ... *nothing* happens.
2. context menus not working when many functions are "hidden" (not shown in context menu (in correct context), sometimes even completely missing from upper menu, just listening to the hot-key).
- 3 .not intuitive for many people who are used to learn such software by exploring it functions, not by reading documentation.

Some conclusions:

1. This UI design is hopeless. Sorry. Lot of work to do.
2. not mature yet.
3. Can't find anything spectacular about the IDE itself.
4. good documentation will *not* help TheIDE in it's current state
5. the potential is there , it is really a great tool once you get used to it.
6. Probably already usable to develop big projects (even by other people, not just creators of U++),