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

Posted by [fudadmin](#) on Sat, 29 Jul 2006 00:36:58 GMT

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Another restructured quote from:

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

Quote:

Structure and features of Ultimate's theIDE:

1.1. Modular concepts:

With packages and assemblies - an original system to manage projects - Ultimate's theIDE introduces modular concepts to C++ programming. At the heart of which is a philosophy - "everything belongs somewhere".

1.2. Fast switching between compilers and configurations:

Ultimate's theIDE can work with GCC, MinGW and Visual C++ 7.1 or 8.0 compilers (including free Visual C++ Toolkit 2003 and Visual C++ 2005 Express Edition) and different configurations (like console, multi-threaded, GUI application, dll etc.)

1.3. BLITZ-build technology:

Ultimate's theIDE BLITZ-build technology enables to speedup C++ rebuilds up to 4 times.

1.4. Debugger:

Ultimate's theIDE also contains its own fully-featured debugger.

1.5. Layout (or forms) designer.

1.6 Icon designer.

1.7 Code assistant:

Ultimate's theIDE Assist++ is a C++ code analyzer which provides features like customizable code colorization, completion, navigation, transformation, filtered inheritance etc.

1.8 Documentation tool:

Ultimate's theIDE Topic++ enables programmers to use it as a help system and, at the same time while programming, create or expand code documentation in rich text format which later can be exported into PDF format with Ultimates's own editor called UWord.

1.9. Translation tool.

1.10. Application templating system:

Ultimate's theIDE has its own built-in interpreter called Esc which can be used to program templates of files or entire projects.

TheIDE can also be used to develop non-U++ applications.
