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Subject: Re: Project questions...

Posted by [fudadmin](#) on Wed, 04 Jan 2006 04:30:24 GMT

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ChrisSE wrote on Tue, 03 January 2006 18:06:1. Where can I set preprocessor symbols?

2. Where can I set libraries to link with?

3. Is there a clear way to CLOSE the current package? I also find it frustrating that there is no File -> New option.

4. Are there templates available for creating a Win32 DLL or static library? DevC++ has a really nice interface for creating new projects. I wish Ultimate++ had this interface.

Thanks,  
Chris

AFAIK,

1,2 Options for compiler, linker etc. you can set in  
"Package Organizer"

accessing:

a) submenu from Project or

b) the 2'nd icon to the right from "Build mode" drop list.

then

after selecting your required files set your flags/options

For examples explore different existing packages.

3. If you start to work with a new existing package ("Set Main Package" from "File" menu), Ultimate++ removes the previous package from its "compiling scope".

And you can close all the files

except one active (I usually select one from a newly opened package to close the rest)

with Ctrl-Shift-U (or "Close all file tabs" from "File" menu)

My tip: I open several instances of Ultimate++ if I need samples (to use Ultimate++ as file viewer).

regarding New (File). At the begining it was unusual for me too...

But after some time I even forgot about it. In Ultimate++ you need less files in your projects and you can use other already existing packages as ready "bricks". I'd say it teaches more block-structural thinking than tree-of-files-and-classes. It's a bit unusual to change some programming habits.

But in the nearest future, I expect, the interface becomes even much more better.

4. About templates I expect the other guys can tell more...

Just one remark that, IMHO, Code::Blocks has much better interface than Dev++.

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