Subject: Re: What is the difference between learning U++ and Learning C++ through Microsoft Visual Studio?
Posted by peterh on Mon, 10 Jun 2019 08:27:31 GMT
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Novo wrote on Sun, 09 June 2019 16:21peterh wrote on Sun, 09 June 2019 04:14
If you use VS 17 or 19, then you can open the main.cpp of an U++ project. VS will analyze and crossreference the source code (be patient, it happens in background and takes some time) and if you point to an unknown operator VS displays nicely the type of the operator and can show its definition. TheIDE (the IDE of U++) cannot do this so fast and easy.

TheIDE can do that. It is doing that each time you are opening up a project. And it is doing this much faster. Useful short-cuts:
Alt-J - Context go to ...
Alt-I - Go to definition/declaration

You will find a lot of interesting stuff if you click on the "Assist" menu :roll:

I know this.
TheIDE doesnt do that for overloaded operators.
In VS, you point the mouse to an operator, variable or function and a popup window gives a short description for its kind and precise type.
Then you rightklick and you get the source embedded as shown above or goto the definition.
And UPP uses overloaded operators a lot. If you are a newbie and use these operators wrong, then you get a more or less cryptic error message at compile time, nothing more.
Possibly the compiler found an error in a template that is deeply embedded in some other templates and it is hard to figure this out.
In Freepascal Lazarus IDE, if you point to a property, variable or procedure you get an informative popup, this shows type and usage, eventually a short explanation and the choice to open the definition or declaration.

I still think Upp is great work, but to become more accepted, it should create a CMake project that can be used by mainstream IDEs.
"TheIDE" ist still needed and it is great to design and create the project.

I am currently working and learning with TheIDE, tracking down a compile error.
I have used Alt-J a lot in the past.
If I press Alt-I or Alt-J on B::WhenAction then nothing happens.
Apparently this doesnt work in templates.
It works in VS.
Edit: Sorry this was an error, it doesnt work in VS too.
I have to replace B by EditString, then it works in VS, but still doesnt work in TheIDE :d

I would not be too surprised, if it works in VS if I could build the project in VS.... but Im a beginner with UPP and VS, so I dont know.

All the best,

Peter

File Attachments

1) TheIDE.png, downloaded 725 times