
Subject: First view is too complicated?

Posted by [Klugier](#) on Tue, 22 Sep 2020 22:12:26 GMT

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Hello,

After analyzing first view I came into conclusion that it is too complicated for the new user. It is also too easy to do something wrong here. The first impression is important - optimally without reading any tutorials I shouldn't fail here and do not break anything that will prevents me in further use.

Let's take a look at this wonderful layout:

My question here is:

- Do the new users needs to know about the nests and new that the first directory is the directory where his main package belongs to? Probably uppsrc should be added implicitly to the all other assemblies, so the new user should see `"/home/klugier/upp/MyApps"` instead of `"/home/klugier/upp/MyApps;/home/klugier/upp/uppsrc"`. We could add it when we detect in uppsrc in configuration.
- First view should warns when uppsrc is not set correctly or is set, but there are no essential packages like Core, CtrlLib;
- TheIDE is not usable when there is no uppsrc. The same is true for assemblies. You can not develop MyApps when uppsrc is missing...
- Some advanced mode when you really need different uppsrc. In 99% you need the default one.
- MyApps could be treated in some special cases - make it bold or draw star near to it. We should make it like the first level in Mario ;)
- We could treat bazaar on the same level as uppsrc, but only if assemblies will contain bazaar keyword (double implicit assemblies - uppsrc and bazaar).
- Package nests could be renamed to "Main package nest."
- tooltip on hovering assemblies. We could just pass some information here to inform what is what.

Please let me know what we can simplify here to make it more easy for the new users.

Klugier

File Attachments

1) [Assemblies.png](#), downloaded 840 times
