Subject: Re: First view is too complicated?
Posted by jimlef on Thu, 01 Oct 2020 15:22:07 GMT
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I'm new to all of this myself, U++, even C++ (although I've been programming various since the early 90's).

I downloaded the package (on linux mint) about 2 weeks ago and followed the directions.
Extracted to dir - in my case '/home/james/upp'.
Ran 'install' in terminal (dependencies were met in advance, so no sudo).
Ran TheIde.
Compiled examples and started programming.
Took a few minutes to get used to the right-click idea, but the layout and function seemed very programmer-friendly. My only "issues" were/are all about my lack of knowledge regarding U++/C++, and reading the forums / website and asking questions helps with that :). If the terminology is a little different from my preconceived expectations, I have to ask to understand.

I'm all for keeping things simple. I now have a program that I have started to use (still a few features left to implement though), because it was simple enough. All I can say is I'm grateful to everyone involved, for providing this and keeping it alive. If I were to change anything at all at the outset, I'd make the root of the output folders not hidden by default (.cache/upp.out -> output or just upp.out), but that can be changed in the settings.

Finally, I agree with Klugier in that I do find theide to be strongly bound to uppsrc. The layout editor may be converted to another use - with not insubstantial effort, perhaps - and theide can be used easily enough as just an editor apart from uppsrc, but for me the whole point was the combination ide/layouteditor/libraries, and their cross-platform compatibility. I can also confirm it is much easier (and better looking) for me than say wxWidgets in that regard. I've converted two of my other c# programs for native use on Mint last month, both using python (and one with wxWidgets), and while neither had the complexity of my latest effort, they did convince me that u++ is the way to go ;)

Jim