Subject: Re: Suggestions for improvements
Posted by mr_ped on Wed, 23 Nov 2005 00:21:29 GMT

"Minor" in terms of usability impact.

I don't care if your IDE source needs refactoring to implement it, it's up to you to choose what's worth of the effort, and what will stay in ToDo for months/years.

I'm still testing the IDE during work-breaks, so here are some further things:

- I don't like the static context menu. It always shows only undo/redo/Copy'n'paste functions. Check MS Visual Studio (with or without Visual Assist), or vslick ... both do change context menu according to context under which it is requested. (that's the matter why it is called context menu) (I believe this one will be difficult too)

- when I use "Go to definition/declaration" in this case:

```
void foo(void) {
  //cursor is standing somewhere on the "foo2" text
  foo2();
}
```

it will take me to the foo() definition (i.e. 2 lines up), not to the definition of foo2(). This is quite different behaviour from vslick/vassist.
I already found out the correct way is to use Ctrl+W to query word, and than double click on the result, but this requires keyboard + mouse action, while common "go to ..." from vassist/vslick is usually single hotkey.

...
I'm testing the IDE on dumb pure C small code snippets, so I'm not sure how does my experience comply with large C++ project.