
Subject: Re: Compiling a U++ Program with eclipse
Posted by [filipenf](#) on Wed, 13 Dec 2006 20:10:14 GMT
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But the problem is there: I want to use ultimate++ without using theIDE.

I've been programing on Eclipse/CDT for almost 2 years, I've developed plugins to improve the productivity, I use external plugins to connect to subversion repositories inside eclipse IDE and I don't want to lose this.

TheIDE is a very good programming envorionment (maybe better than eclipse) but currently I can't leave all behind and change my IDE.

If you search on the web you'll find tips of how to create applications with wxWidgets+Eclipse, I think that maybe a good "marketing" to make something like this to UPP also since there's a great number of people using eclipse and surely they may have reasons to not change their IDE.

Look, if you start making the compilation on eclipse more simple in a near future we can see eclipse plugins to draw the UI inside eclipse.

I think that a little tutorial of how to compile UPP applications inside Eclipse+CDT would be very helpfull.

Thanks...
