
Subject: Re: Compiling a U++ Program with eclipse
Posted by [filipenf](#) on Thu, 14 Dec 2006 10:35:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree with you in some points and disagree in others.

Eclipse is very good IDE, not only for C/C++ but for another languages. It have it's disadvantages, it's slow, consumes a lot of memory, and propably have others.

The point here is not eclipse itself nor vim or emacs, the problem isn't even my problem to compile my program with a GUI from UPP, I can solve my problem from several ways like creating the library like you said.

But what I'm trying to tell you is that some programmers that are begining with UPP (like me) may be intimidated with the need to use all the platform.

luzr has commented that nobody has tried so far, but maybe that many people has 1-abandoned eclipse to use theIDE or 2-abandoned theIDE to use eclipse with other toolkits, we can't know what happend.

So, I think my problem is minor, I can solve it quite easy but my concern it's with the future ways of U++.

How I've said before I use subversion plugins inside eclipse that makes easy to commit/compare versions/etc with the repository, this is a feature that is shared by java and c++ programmers of eclipse, and it's a very good tool.

Eclipse also haves UML-modeling tools, refactoring, integrated debugging, etc.

By the way I'll look to luzr suggestion to use the "umk" tool.

Thanks and sorry for my poor english.
