Quote:IMO noobs should first read a tutorial, a little bit of documentation and then start to code - this is the way.

It's just I like the idea of giving information rightly when it's needed, which is IMO the best way to learn things (although many things still require reading heavy manuals   )

It's nothing more than the compiler's warnings, which I'm sure you feel useful.

Quote:a little bit of documentation
And what about the gotchas in the rest of documentation they haven't read yet?

Eclipse won a lot of consensus just for it's ability to check trivial errors, detect bad practices and for providing lots of useful information on each object on the screen.

The community is one of the greates strength of a project. Maybe we should provide an even more attractive warm enviroment to catch noobs scared by
Ultimate++ Overview Summary:
Quote:But be careful there: you should be prepared to throw away some old habits and usual ways of thinking about how "things are always done"

Ciao,
            David