Subject: How add multiple source files?
Posted by neo_in_matrix on Fri, 03 Jun 2022 14:58:08 GMT
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TheIDE only allows me to add one single file or import a whole directory. That is not very convinient most of the time in that I mostly want to add a few files from another directory.

I tried dragging & dropping some files into current packgage, but the files are added under <temp-aux> node. It's very confusing. Should I create a feature request?

Subject: Re: How add multiple source files?
Posted by mr_ped on Mon, 06 Jun 2022 02:04:18 GMT
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You can also open the .upp file of the project and edit it directly, it's simple text file (I sometimes used that to reorganise the project).

But the drag'n'drop thing sounds like something people may try to do and would be nice if it would work? Can't think of any downside right now.

Subject: Re: How add multiple source files?
Posted by neo_in_matrix on Mon, 06 Jun 2022 06:14:19 GMT
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mr_ped wrote on Mon, 06 June 2022 04:04You can also open the .upp file of the project and edit it directly, it's simple text file (I sometimes used that to reorganise the project).

But the drag'n'drop thing sounds like something people may try to do and would be nice if it would work? Can't think of any downside right now.

Manual edting is not what I want because I have to manually collect filenames (how?) and paste them into text editor. Drag & drop is the common easiest way on Windows platform.

I see that U++ team is focused on the framework itself (which is excellent), but they do not quite focus on tiny user-friendly IDE features.

Subject: Re: How add multiple source files?
Posted by mr_ped on Mon, 06 Jun 2022 12:54:14 GMT
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The U++ team is mostly Mirek in recent years, so you have to scale expectations appropriately.

The feedback of fresh eyes is IMHO always very valuable, so keep on going, but if you ever feel also like digging into U++/ide source and try to patch something yourself, it often accelerates

results.

But even just mentioning issues and suggestions may eventually lead to change, Mirek is often on fire...

Subject: Re: How add multiple source files?
Posted by Klugier on Mon, 06 Jun 2022 19:24:38 GMT
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Hello,

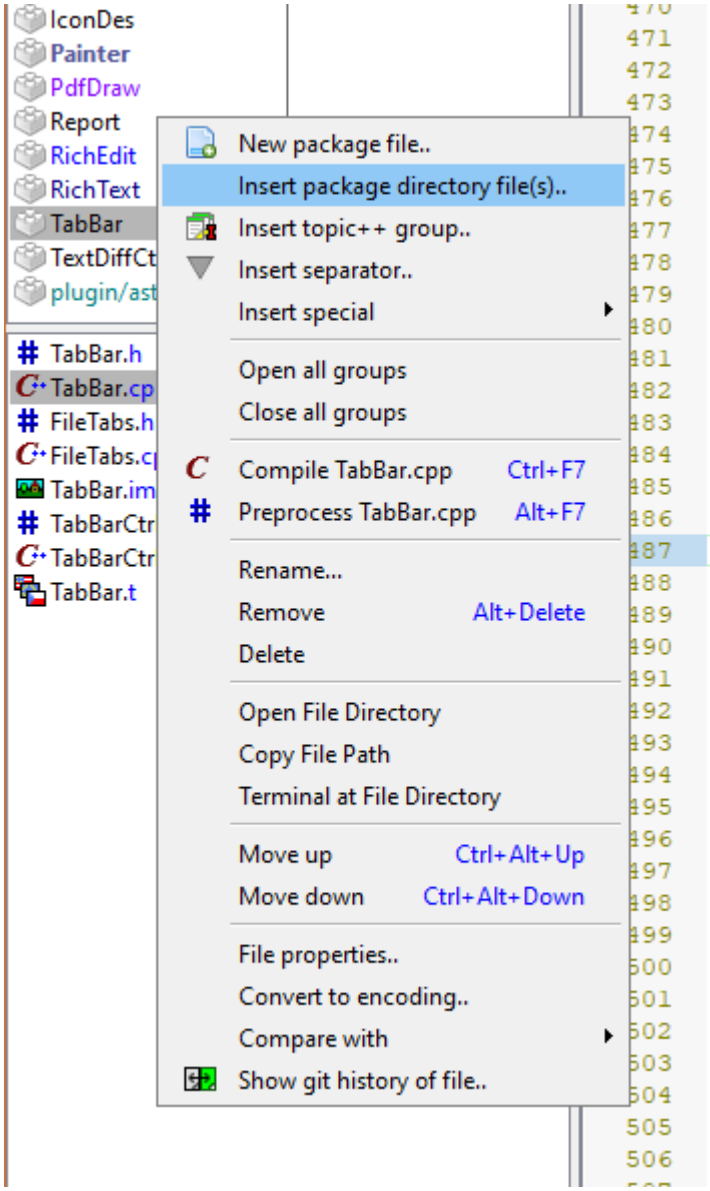
The true thing is that it is already implemented. You can do it via "Insert package directory files(s)..". This option is below "Insert package file.." in package menu. In the past we used this option to add new file, but you could create several files on your disk and then add them manually.

Any contribution are welcome, however it must be thought out. So, if you plan to do bigger contribution, let's discuss it firstly and of course Mirek must like it Today, we have PR mechanism, so the code can be easily reviewed and aligned.

Klugier

File Attachments

1) Screenshot 2022-06-06 212457.png, downloaded 771 times


IconDes
Painter
PdfDraw
Report
RichEdit
RichText
TabBar
TextDiffCt
plugin/ast
TabBar.h
TabBar.cp
FileTabs.h
FileTabs.c
TabBar.im
TabBarCtr
TabBarCtr
TabBar.t
New package file..
Insert package directory file(s)..
Insert topic++ group..
Insert separator..
Insert special
Open all groups
Close all groups
Compile TabBar.cpp Ctrl+F7
Preprocess TabBar.cpp Alt+F7
Rename...
Remove Alt+Delete
Delete
Open File Directory
Copy File Path
Terminal at File Directory
Move up Ctrl+Alt+Up
Move down Ctrl+Alt+Down
File properties..
Convert to encoding..
Compare with
Show git history of file..