
Subject: A new and quite interesting opinion (on CodeBlocks)

Posted by [Werner](#) on Mon, 17 Jul 2006 20:23:11 GMT

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I just thought it might be informative - or even funny - to read this message which I found in the Code::Blocks-forum:

Quote

Well May some of you know something about Ultimate++, does it work on Code::Block
We don't directly support it (there is no template or anything), but there is no reason why you should not be able to use it with Code::Blocks.

Personally, I find the style of Ultimate++ scary (almost repulsive), but what they do is beyond any doubt valid C++, and it is certainly a lot more concise and more efficient than for example wxWidgets. If you can live with this particular coding style (which is a pure matter of taste), then Ultimate++ is a very good thing.

Ultimate++ works with gcc, and therefore you can use Code::Blocks to develop with Ultimate's toolkit (gcc is Code::Blocks' default compiler).

All you have to do is build the library (and create some application templates if you need any).

URL: <http://forums.codeblocks.org/index.php?topic=3518.msg27759>

Werner

Edit by fudadmin : topic title

Subject: Re: A new and quite interesting opinion

Posted by [mirek](#) on Mon, 17 Jul 2006 21:34:56 GMT

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Werner wrote on Mon, 17 July 2006 16:23I just thought it might be informative - or even funny - to read this message which I found in the Code::Blocks-forum:

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Werner

Yes, I have noticed that one too. Just a note: you cannot expect them to love us - TheIDE competes with CodeBlocks... (there are other posts about TheIDE in forum I think).

Mirek

Subject: Re: A new and quite interesting opinion
Posted by [unodgs](#) on Mon, 17 Jul 2006 21:35:37 GMT
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I wonder what he means saying "style of u++"..

Subject: Re: A new and quite interesting opinion
Posted by [mirek](#) on Mon, 17 Jul 2006 21:41:19 GMT
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Well, I guess that is not too hard to decipher.

And in fact, 8 years ago (at the beginning of the process), I would find `_curent_` U++ scary too

I remember a lot of debates with Tom e.g. about overloading operators... But in the long run, my laziness has won and we simply started to use anything that leads to avoiding repetitive tasks and reducing complexity of coding (which in the end is what it is all about)

Mirek