Subject: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Fri, 28 Jul 2006 18:23:52 GMT
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Please post here your sentences for Materials for Articles : "Ultimate++ as an IDE and debugger":

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Sat, 29 Jul 2006 00:14:45 GMT
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This is a restructured quote from one former post:
http://www.arilect.com/upp/forum/index.php?t=msg&goto=20 31&#msg_2031
Quote:
...
Plus side:
1. the speed of start was great
2. not resource hungry (it doesn't also eat too many system resources.)

Bad side (discussable) :
1. Otherwise TheIDE is still way behind MS VisualStudio
1.1 in terms of easy-to-find - bad
1.2 easy-to-use - as half of the functionality
1.3. [b](other half missing)), looks like some beta to me in many aspects.

Very bad side:

1. help is not working .... hit F1 .... bang bang bang ... *nothing* happens.

2. context menus not working when many functions are "hidden" (not shown in context menu (in correct context), sometimes even completely missing from upper menu, just listening to the hot-key).

3 .not intuitive for many people who are used to learn such software by exploring it functions, not by reading documentation.

Some conclusions:
1. This UI design is hopeless. Sorry. Lot of work to do.
2. not mature yet.
3. Can't find anything spectacular about the IDE itself.
4. good documentation will *not* help TheIDE in it's current state
5. the potential is there , it is really a great tool once you get used to it.
6. Probably already usable to develop big projects (even by other people, not just creators of U++),

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Sat, 29 Jul 2006 00:36:58 GMT
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Another restructured quote from:
http://www.arilect.com/upp/forum/index.php?t=msg&goto=20 31&#msg_2031

Quote:
Structure and features of Ultimate's theIDE:

1.1. Modular concepts:
With packages and assemblies - an original system to manage projects - Ultimate's theIDE introduces modular concepts to C++ programming. At the heart of which is a filosophy - "everything belongs somewhere".

1.2. Fast switching between compilers and configurations:
Ultimate's theIDE can work with GCC, MinGW and Visual C++ 7.1 or 8.0 compilers (including free Visual C++ Toolkit 2003 and Visual C++ 2005 Express Edition) and different configurations (like console, multi-threaded, GUI application, dll etc.)

1.3. BLITZ-build technology:
Ultimate's theIDE BLITZ-build technology enables to speedup C++ rebuilds up to 4 times.

1.4. Debugger:
Ultimate's theIDE also contains its own fully-featured debugger.

1.5. Layout (or forms) designer.

1.6 Icon designer.

1.7 Code assistant:
Ultimate's theIDE Assist++ is a C++ code analyzer which provides features like customizable code colorization, completion, navigation, transformation, filtered inheritance etc.

1.8 Documentation tool:
Ultimate's theIDE Topic++ enables programmers to use it as a help system and, at the same time while programming, create or expand code documentation in rich text format which later can be exported into PDF format with Ultimates's own editor called UWord.

1.9. Translation tool.

1.10. Application templating system:

Ultimate's theIDE has its own built-in interpreter called Esc which can be used to program templates of files or entire projects.

TheIDE can also be used to develop non-U++ applications.

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Sat, 29 Jul 2006 01:56:07 GMT
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Added to wikipedia:
Structure and features of Ultimate's theIDE
http://en.wikipedia.org/wiki/Ultimate%2B%2B
Please correct any mistakes.

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by mirek on Sat, 29 Jul 2006 06:03:22 GMT
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fudadmin wrote on Fri, 28 July 2006 21:56Added to wikipedia:
Structure and features of Ultimate's theIDE
http://en.wikipedia.org/wiki/Ultimate%2B%2B
Please correct any mistakes.

Nice.

The only minor flaw I have seen is historical perspective

Actually, U++ started as Oracle interface library, not NTL (but that was the part too). Initialy, it was developed in MS C++ VisualStudio 6.0, applications were using MFC for GUI.

The "oldest" classes in U++ are Value, Date, Time, Nuller, Ref, Sql, OracleSession and NTL containers. Of course, most of them were rewritten 1-3 times during 8 years of development.

Mirek

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Sun, 30 Jul 2006 14:46:13 GMT

U++ history should be something like that?:

Ultimate's U++ "oldest" classes (Value, Date, Time, Nuller, Ref, Sql, OracleSession) started gaining shape in 1998(?) as a supplement to MS MFC for Oracle GUI applications. At that time already Ultimate's authors were using NTL containers as a replacement for STL containers.

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by mirek on Sun, 30 Jul 2006 14:57:48 GMT

At the same time NTL containers started gaining the shape too

But of course, it this is not the most important thing in the world.

Mirek

Subject: Re: Materials for Articles : "Ultimate++ as an IDE and debugger"
Posted by fudadmin on Sun, 30 Jul 2006 15:39:16 GMT

Can post?:

Ultimate's U++ "oldest" classes (Value, Date, Time, Nuller, Ref, Sql, OracleSession) started gaining shape in 1998 as a supplement to MS MFC for Oracle GUI applications. At that time already Ultimate's authors were using (and improving) NTL containers as a replacement for STL containers. As Ultimate++ has been constantly expanding since, a lot of older classes (including containers) have been completely rewritten in a quest to become "the most effective C++ set of libraries" from Ultimate's authors points of view.