Subject: Confusing compile-defaults
Posted by piotr5 on Thu, 21 Sep 2006 13:24:13 GMT
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recent versions of u++ show a confusing behaviour: changing general compile-options does not propagate to the current project, one does need to change the individual project's settings for "Shared" and "Blitz". with Blitz it would be easy to add the functionality that a grey square does indicate that the general default-options should be used, and similarily the choice between shared and static could be set to un-checked (and made un-checkable) since it's a radio-button.

therefore my feature-request. experienced users might have no problem with the current behaviour, but for beginners it might be confusing that changed options do not show effect in the currently open project! I propose that the compiler-settings in the settings-menu should stay as they are, and the settings in the compile-menu should by default have disabled all Shared vs static settings, and a grey square at the choice for Blitz, in both: debug and release-version. now it isn't even possible to switch Blitz (the option which is applied to all sub-projects) into a greened square, even less to remove the selected-property from all radio-buttons concerning shared vs static!

Subject: Re: Confusing compile-defaults
Posted by mirek on Thu, 21 Sep 2006 19:39:44 GMT
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The options are "copied" from build method when opening the main package for the first time. Is your observation consistent with this or something does not work?

Subject: Re: Confusing compile-defaults
Posted by piotr5 on Thu, 28 Sep 2006 13:03:58 GMT
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Yes, no problem here. it was just meant as a feature-request.