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Subject: newbie questions about packages, widgets libs and dependancies...

Posted by [unknown user](#) on Wed, 18 Jan 2006 02:39:23 GMT

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I am new to Ultimate++, planing to switch from MFC to some other lib such as wxwidgets, qt or ultimate++. the ultimate++ is amazing, has no so many layers (I mean Inherit), small codebase, etc. it looks good and I notice it has pdfdraw package, that is what I want. I wonder if I can only use some of packages of this lib, I don't need database package and else, if can, can they be included into other IDEs as code::block, and what's the package's dependence?

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Subject: Re: a few question about widgets

Posted by [mirek](#) on Wed, 18 Jan 2006 07:42:53 GMT

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In fact:

"only use some of packages of this lib"

issue is closely related to

"can they be included into other IDEs as code::block, and what's the package's dependence".

The main and original reason for TheIDE existence is just that - introducing the modularity using package's dependence.

Each package "knows" what other packages are needed for it to work. Means e.g. SqlCtrls package (contains SQL related widgets) has dependency on "Sql" (core SQL stuff) and "CtrlLib" (basic widget library). Now "Sql" depends on "Core", whereas "CtrlLib" depends on "CtrlCore", and so on.....

Packages also contain all the info needed to compile them on any supported platform in any of supported modes (like debug, release, multithreaded etc....).

All of that means that converting Ultimate++ into the "regular" library, you have to handle all this stuff. Technically it is possible, but simplicity and effectiveness would be lost.

Then there are visual designers of TheIDE. We could make them separate programs, but once again, simplicity would be lost.

TheIDE dependency is scary, I agree. OTOH, we are trying to make TheIDE as good as possible and I believe that it is quite effective IDE, means there is a little advantage in using other IDE than TheIDE.

If there is anything in Code::Blocks that would be worth adding to TheIDE, post it to wishlist. Sooner or later, it will get implemented

Mirek

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