**Subject: Associate with *.c files**
Posted by _Seven_ on Mon, 26 Mar 2007 18:36:53 GMT

Hi all! I would like so see the U++ associate with files would be nice. Taking a .c file, cliking on it and U++ open the .c file, when i try to do this association (on Windows XP), i do a double click on a *.c file U++ opens but opens without the file.
It's a feature included in the ToDo list?

Sorry if it is a repeated topic.
Cya guys

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**Subject: Re: Associate with *.c files**
Posted by mirek on Thu, 29 Mar 2007 18:49:36 GMT

_Seven_ wrote on Mon, 26 March 2007 14:36Hi all! I would like so see the U++ associate with files would be nice. Taking a .c file, cliking on it and U++ open the .c file, when i try to do this association (on Windows XP), i do a double click on a *.c file U++ opens but opens without the file.
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Sorry if it is a repeated topic.
Cya guys

No, this is the first time.

I guess the reason is that U++ is about complex projects. Opening single C file is not very helpful there...

Mirek

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**Subject: Re: Associate with *.c files**
Posted by unodgs on Fri, 30 Mar 2007 05:27:25 GMT

luzr wrote on Thu, 29 March 2007 14:49
No, this is the first time.
I guess the reason is that U++ is about complex projects. Opening single C file is not very helpful there...
Mirek
I don't need it too, but TheIde could ask if add this file to the current project or if to create the new empty project with this file as main file.

## Subject: Re: Associate with *.c files
Posted by mirek on Fri, 30 Mar 2007 08:12:43 GMT

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unodgs wrote on Fri, 30 March 2007 01:27luzr wrote on Thu, 29 March 2007 14:49
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Mirek
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Hm, so I will have to study how associations are made after all?

Mirek

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## Subject: Re: Associate with *.c files
Posted by unodgs on Fri, 30 Mar 2007 09:52:43 GMT

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luzr wrote on Fri, 30 March 2007 04:12
Hm, so I will have to study how associations are made after all?
Mirek
Well, yes  I can send you a code from ultimate player, but it works only in xp, in vista everything changed... Unfortunately I don't know how to make associations in gnome and kde.. I think it would be great if this was wrraped in some nice class and become part of upp. Such "System" class could also solve problems with single instance of application and passing parameters between apilications. This is a cross-platfrm problem so it's worth considering solving it.

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