Subject: BIG thanks!
Posted by abductee on Fri, 01 Jun 2007 06:04:39 GMT
View Forum Message <> Reply to Message

hi there!

after spending a couple of days looking at all the IDEs available for linux(i recenty switched from Windows...), i have to say...
YOU GUYS ROCK!
theIDE is almost exactly what i wanted. (you guys even have nearly exact my coding-style)
anyway, i'll compile a list of the improvements that i think can make theIDE an even better IDE.(some are mayor, but most of them are only a few tweaks...) but, the question i wanna ask first is, can i do them all in one post? some possible improvements are interconnecting with others, so it might be good to do them all at once. or i could put them up at my webpage. so what do you think? (and yes: i did not want to look stupid at my first posting by breaking some rules or posting in a way that is not appreciated ...)

also, another question: is there any other way than paypal to fund?

cheers,
abductee

p.s.: here is some of the old stuff i did "back in the windows days":
http://abductee.untergrund.net/stuff/

Subject: Re: BIG thanks!
Posted by forlano on Fri, 01 Jun 2007 08:40:40 GMT
View Forum Message <> Reply to Message

abductee wrote on Fri, 01 June 2007 08:04hi there!
p.s.: here is some of the old stuff i did "back in the windows days":
http://abductee.untergrund.net/stuff/

Hi abductee,

welcome in U++ forum!
I had a look at your screenshots. They are very interesting. Have you used your own 3D engine or used something like Ogre?

Luigi

Subject: Re: BIG thanks!
Posted by abductee on Fri, 01 Jun 2007 08:50:08 GMT
View Forum Message <> Reply to Message

nope, thats actually all done from scratch. even the ui-lib is win32-api warpped c++ thingy. you can have a look if you like:
http://abductee.untergrund.net/moleui/moleui.zip
however it is discontiniued, since it's win32 only. this GPL'ed version of the ui only exists because i used it for a joband did not want to sell it. anyway...

so, where shall i put my recomendations?

/abductee

Subject: Re: BIG thanks!
Posted by mr_ped on Fri, 01 Jun 2007 09:07:08 GMT
View Forum Message <> Reply to Message

I think you can post it all in one post. Keep in mind the Upp is actively developed by 2-4 people right now, and there are like 20-30 people (like me especially) who just whine in forums about missing features.

So IMHO post it here everything, and than if you get someone to do fix something, get that part into individual post to make it a priority.

OTOH if you wait long enough, the IDE surely gets better with every release, and so far more than 50% of my suggestions got trough, so I'm *very* happy about the skills of the core team and about their response.

Subject: Re: BIG thanks!
Posted by mr_ped on Fri, 01 Jun 2007 09:08:23 GMT
View Forum Message <> Reply to Message

And there is "U++ TheIDE: Other Features Wishlist and/or Bugs" forum section, which is probably best for your list of wishes.

Subject: Re: BIG thanks!
Posted by waxblood on Fri, 01 Jun 2007 12:46:18 GMT
View Forum Message <> Reply to Message

@abductee:

It seems your graphics editor is based on the Werkkzeug model:

http://www.theprodukkt.com/theprodukkt#10

(For those who don't know it, first, BE UTTERLY ASHAMED, second go to see their incredible demos, and, moreover, look at the ridicolous SIZE of their animations - 64KB in most cases:

http://www.theprodukkt.com/demoscene
)

Their technology is wonderful for sure, but they say they won't release their program open source, nor they will port it to Linux, so I was wondering if there it is or there will be something like that in the future even for we penguins...

Looking at your screenshots, I was wondering if you could be the man for such a job - and maybe even with Upp!!!

Ciao,
David

Subject: Re: BIG thanks!
Posted by waxblood on Sat, 02 Jun 2007 07:49:17 GMT
View Forum Message <> Reply to Message

I've just read one article about procedural textures at blender.org and found this. It seems promising, I'll check it out:

http://www.fxgen.org/

http://sourceforge.net/project/screenshots.php?group_id=1892 84

Subject: Re: BIG thanks!
Posted by abductee on Sat, 02 Jun 2007 17:31:46 GMT
View Forum Message <> Reply to Message

actually, porting rendermole(the tool) to linux is part of the plan
however, the expected early frustration factor is still very high.
i have been using visual assist for like ... lots of years now, then switched to linux. lots of unported never released stuff to work on left.

/abductee

Subject: Re: BIG thanks!
Posted by waxblood on Sun, 03 Jun 2007 16:18:11 GMT
View Forum Message <> Reply to Message

Who did abduct you? The aliens? CIA ?

the penguins?