Subject: Call tips
Posted by [lectus](#) on Mon, 13 Aug 2007 18:10:22 GMT

Any plans of implementing call tips in U++ IDE?
The completion for .method works OK, but what about completion for methods/function args?

Thanks

Subject: Re: Call tips
Posted by [fudadmin](#) on Mon, 13 Aug 2007 18:19:02 GMT

lectus wrote on Mon, 13 August 2007 19:10Any plans of implementing call tips in U++ IDE?
The completion for .method works OK, but what about completion for methods/function args?

Thanks

What the difference would you like to have?

Subject: Re: Call tips
Posted by [lectus](#) on Sat, 18 Aug 2007 13:01:46 GMT

I mean: Assist++ works for classes and structs from Ultimate++ library.
But if I want code completion and call tips for external .h file, like windows.h or winsock.h for example, I can't get the code completion.
I really won't need Windows API, because U++ is already a full GUI framework. But if I want to install other library, for example, it would be nice if the parser could provide completion for other external functions and methods too.
If we already use TheIde exclusively, because it manages package dependecy for us, it would be great if TheIde turned into a complete substitute for Visual Studio IDE, providing these missing details.
If TheIde already has this could you please point me how to enable it?

Thank you.

Subject: Re: Call tips
Posted by [mirek](#) on Sat, 18 Aug 2007 13:51:46 GMT

I see. Yes, we are aware about this problem and it is likely that improved parser will bring an improvement here as well.

The real problem here is that so far, parser ignores macros. That makes parsing of win32 API headers impossible...