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Subject: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Thu, 09 Mar 2006 11:11:54 GMT

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please, comment:

1. structure and listing order?
2. style of short descriptions : should it be playful or dry accademic?
3. other things

Quote:

Ultimate++ can also be called "C++ cross-platform rapid application development suite" - it includes a stand-alone integrated development environment application (theIDE) and a set of libraries (GUI, SQL, etc..)

#### 1. Ultimate's IDE - TheIDE tools and features:

##### 1.1. Packages and assemblies - a revolution system to manage your projects.

Tired of thinking how to connect your projects? How to organize your directories?

With use of packages and assemblies and "everything belongs somewhere", the IDE introduces modular concepts to C++ programming (read more...).

##### 1.2 Fast switching between compilers and their configurations

theIDE can work with GCC, MinGW and Visual C++ 7.1 or 8.0 compilers (including free Visual C++ Toolkit 2003 and Visual C++ 2005 Express Edition) (read more...)

##### 1.3. Shorter building times with BLITZ-build technology.

Frustrated waiting for ages all compiles to finish after a small edit?

TheIDE features BLITZ-build technology to speedup C++ rebuilds up to 4 times (read more...)

##### 1.4. Debugger.

the IDE also contains a fully-featured debugger (read more...)

##### 1.5. Layout (or form) designer.

Do not fancy creating all widgets by programming? Want them quickly?

TheIDE built-in Layout designer comes to help (read more...)

##### 1.6 Icon designer.

Want to create nice icons?

You don't need an extra application. Ultimate's powerful IconDesigner is integrated into the IDE. (read more...).

##### 1.7 Code assistant

navigation and transformation (read more...)

##### 1.8 Documentation tool

Ultimate's Topic++ enables programmers to use it as a help system and, at the same time while

programming, create or expand code documentation in rich text format. (read more)

1.9 Application templating system  
Which programmer likes .... (read more)

TheIDE can also be used to develop non-U++ applications.

U++ distributions combine U++ with 3rd party tools like MinGW compiler or SDL library to provide an instant development platform.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)  
Posted by [mirek](#) on Thu, 09 Mar 2006 14:03:32 GMT  
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Not bad, however, save the time a start developing it as topic in uppweb package of uppbox, with proper formatting etc.. (personally I would prefere bullets to numbers here).

Just do not link it to the main page yet. BTW, I am using that package to develop "PR" texts quite often...

Mirek

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)  
Posted by [zsolt](#) on Thu, 09 Mar 2006 20:32:11 GMT  
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"free C++ cross-platform rapid application development suite"

You should mention the translation framework as well, I think.

Maybe layout-designer, BLITZ, Assist++ and debugger should be on the top of the list in this order.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)  
Posted by [fudadmin](#) on Fri, 10 Mar 2006 01:29:32 GMT  
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zsolt wrote on Thu, 09 March 2006 20:32"free C++ cross-platform rapid application development

suite"

You should mention the translation framework as well, I think.

Yes, definitely.

zsolt wrote on Thu, 09 March 2006 20:32

Maybe layout-designer, BLITZ, Assist++ and debugger should be on the top of the list in this order.

I think, "packages and assemblies" is the most distinctive feature of U++. No other IDE's have got it. That's why it should be on top.

Then BLITZ. But it must be "introduced" by mentioning compilers.

Next logical part of compiling section - debugger.

This correlates with the usage sequence of "the most universal case" (framework independant, not U++ .):

1. Choose package.
2. Choose compiler-configuration.
3. Compile.
4. Debug.

Then maybe it would be logical to list Assistant++, because of its "universal" usage?

Generally speaking, I want the IDE to look more attractive as IDE for non U++ users. What do you think?

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Fri, 10 Mar 2006 07:17:53 GMT

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Ok, I've created a topic file for this and tried to upload it via uvs2 (uppbox) but it started pumping 5.7 MB, so I tried to cancel. What do I need to change in uvs2 just to upload e.g 1 file?

Edited:

Sorry, this was the wrong file.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [mirek](#) on Fri, 10 Mar 2006 08:39:19 GMT

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fudadmin wrote on Fri, 10 March 2006 02:17Ok, I've created a topic file for this and tried to upload it via uvs2 (uppbox) but it started pumping 5.7 MB, so I tried to cancel. What do I need to change

in uvs2 just to upload e.g 1 file?

Inside the IDEOverview file, there is "Reference examples" title and single sentence. Is that correct?

Mirek

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Fri, 10 Mar 2006 08:53:42 GMT

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luzr wrote on Fri, 10 March 2006 08:39fudadmin wrote on Fri, 10 March 2006 02:17Ok, I've created a topic file for this and tried to upload it via uvs2 (uppbox) but it started pumping 5.7 MB, so I tried to cancel. What do I need to change in uvs2 just to upload e.g 1 file?

Inside the IDEOverview file, there is "Reference examples" title and single sentence. Is that correct?

Mirek

### File Attachments

1) [IDEoverview\\$en-us.tpp](#), downloaded 1836 times

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [zsolt](#) on Sat, 11 Mar 2006 09:55:37 GMT

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It could be useful to create a poll with a question like Quote:What was the most interesting/valuable part for you in Ultimate++ when you started to use it?

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [zsolt](#) on Sat, 11 Mar 2006 10:01:33 GMT

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It could be useful to create a poll with a question like Quote:What was the most interesting/valuable part for you in Ultimate++ when you started to use it?

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [sephir](#) on Wed, 29 Mar 2006 23:22:10 GMT

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fudadmin wrote on Thu, 09 March 2006 20:29

Generally speaking, I want the IDE to look more attractive as IDE for non U++ users. What do you think?

My idea of attractive is not really about being colorful and kind of design rich like VC++'s "dockable panels" for instance. but something functional.

I am not sure if my words are very clear but I believe that an attractive UI is the one that is functional and provides easy to use macros. Well, I hope that may help anyway for your general brainstorming.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Wed, 29 Mar 2006 23:36:17 GMT

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sephir wrote on Thu, 30 March 2006 00:22fudadmin wrote on Thu, 09 March 2006 20:29

Generally speaking, I want the IDE to look more attractive as IDE for non U++ users. What do you think?

My idea of attractive is not really about being colorful and kind of design rich like VC++'s "dockable panels" for instance. but something functional.

I am not sure if my words are very clear but I believe that an attractive UI is the one that is functional and provides easy to use macros. Well, I hope that may help anyway for your general brainstorming.

Who was talking about beeing attractive as beeing colorful ?

The talk was: what features are needed for non U++ users (pure C++ etc.). Can you list any?

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [sephir](#) on Wed, 29 Mar 2006 23:48:15 GMT

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fudadmin wrote on Wed, 29 March 2006 18:36

Who was talking about beeing attractive as beeing colorful ?

The talk was: what features are needed for non U++ users (pure C++ etc.). Can you list any?

Well I am still testing the IDE and reading documentation but as far as I read I didn't still find a version control system or some wizards for snippets (like for instance, a macro for magically including a 2dArray skeleton). Correct me if I am mistaken please.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Thu, 30 Mar 2006 00:51:09 GMT

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sephir wrote on Thu, 30 March 2006 00:48fudadmin wrote on Wed, 29 March 2006 18:36

Who was talking about beeing attractive as beeing colorful ?

The talk was: what features are needed for non U++ users (pure C++ etc.). Can you list any?

Well I am still testing the IDE and reading documentation but as far as I read I didn't still find a version control system or some wizards for snippets (like for instance, a macro for magically including a 2dArray skelletion). Correct me if I am mistaken please.

Sorry for beeing not clear enough. But this forum section is about the documentation (and its roadmap) which comes with what you download and on the websites. This particular discussion has been about which existing features are the most useful (wrong word "needed"?) and how to present or emphasize them to potential users.

To suggest new IDE or library features please use "Wishlist" forums accordingly. BTW, there's a new topic about class wizards... We are happy to see active people around!

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [mr\\_ped](#) on Thu, 30 Mar 2006 08:09:08 GMT

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So far with my limited experience with TheIDE (on WinXP) I feel the speed of start was great and it doesn't also eat too many system resources.

Otherwise TheIDE is still way behind MS VisualStudio (in terms of easy-to-find + easy-to-use as half of the functionality is already there (other half missing)), looks like some beta to me in many aspects. Probably already usable to develop big projects (even by other people, not just creators of U++), but not mature yet.

Can't find anything spectacular about the IDE itself. Than again, I did use it just few times, still evaluating it.

I think even good documentation will \*not\* help TheIDE in it's current state, when many functions are "hidden" (not shown in context menu (in correct context), sometimes even completely missing from upper menu, just listening to the hot-key). As many people are used to learn such software by exploring it functions, not by reading documentation.

I just run TheIDE to test one basic thing right now ... Open any package ... hit F1 .... bang bang bang ... \*nothing\* happens. This UI design is hopeless. Sorry. Lot of work to do.

I think TheIDE is not a thing to advertise too much. Not YET.

OTOH I believe the potential is there, it is really a great tool once you get used to it.

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [sephir](#) on Sun, 02 Apr 2006 13:07:27 GMT

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fudadmin wrote on Wed, 29 March 2006 21:51  
please use "Wishlist" forums accordingly.

Mmmh... Isn't here the wishlist forum?

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Subject: Re: upp webpage: the IDE features and tools overview (draft...)

Posted by [fudadmin](#) on Sun, 02 Apr 2006 13:27:00 GMT

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sephir wrote on Sun, 02 April 2006 14:07fudadmin wrote on Wed, 29 March 2006 21:51  
please use "Wishlist" forums accordingly.

Mmmh... Isn't here the wishlist forum?

this one is for documentation- what and how to make documentation better. Please read the forum names.

Edit:

To be precise:

" U++ Documentation: Wishlist, Roadmap etc. "...

I was reffering you to:

"U++ TheIDE: Features Wishlist"

"U++ Library Wishlist"

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