Subject: WISH: "Execute" Button & "Rebuild package only" Button
Posted by kohait00 on Tue, 16 Feb 2010 11:04:08 GMT

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hi there

in many other IDEs there is a execute button directly on the toolbar, near/next to Build or Rebuild..
TheIDE should have it also. the functinality is already there using "Debug-Execute" or Ctrl+F5, but
why not via Mouse button?

second, the Rebuild All button is with reason pictured as a bomb. it rebuilds the *entire*
environment. build rebuilds only changes. there should also be something in between. "Rebuild
Main Package" i.e, ehich really rebuilds only the main package or a selected one. cause
rightklicking on a package one only can do a "Build" or "Clean". a build only would build changes,
but wouldnt rebuild.

so best would be: a functionality to trigger a rebuild of a single package, when rightclicking it..and
a function "rebuild main" next to Rebuild All, which triggers this same behaviour for the main
package only.

is that possible?

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by fudadmin on Tue, 16 Feb 2010 11:45:56 GMT

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I've got an execute button (yellow arrow) it in my version.
I can try to post pieces of the code if you'd like.

File Attachments
1) screenIdeButtons1.png, downloaded 783 times

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by kohait00 on Tue, 16 Feb 2010 11:59:41 GMT

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thank you fudamin, in my version i also have it placed..

in idebar.cpp:534

void Ide::MainTool(Bar& bar)
{
 Edit(bar);

```
 if(debugger)
  DebugMenu(bar);
 else
 if(!designer)
  bar.Separator();
 Project(bar);
 BuildMenu(bar);
 DebugMenu(bar); //new
 BrowseMenu(bar);
}
```

is the place.. but the separator doubles are kind of ugly..
mirek could do it better , i.e even place a "debug run" button, but a first shot is alright.

but the other part, rebuild main, is quite important as well, i think

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Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by fudadmin on Tue, 16 Feb 2010 12:10:52 GMT
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I've got

```
void Ide::MainTool(Bar& bar)
{
 Edit(bar);
// if(debugger)
 // DebugMenu(bar);
// else
// if(!designer)
//  bar.Separator();
 if (menu_shown)
  Project(bar);
 DebugMenu(bar);
 BuildMenu(bar);
 BrowseMenu(bar);
}
```

the idea is to comment
//if(debugger)

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button

Posted by **kohait00** on Tue, 16 Feb 2010 12:29:24 GMT
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isnt that kind of problematik, since this menu is used for both, MenuBar and ToolBar in TheIDE

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by **fudadmin** on Tue, 16 Feb 2010 12:51:27 GMT
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kohait00 wrote on Tue, 16 February 2010 12:29isnt that kind of problematik, since this menu is used for both, MenuBar and ToolBar in TheIDE

What kinds of problems?

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by **kohait00** on Tue, 16 Feb 2010 13:16:44 GMT
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you are absolutely right, the MainTool bar is already only for that purpose, and there is no change to DebugMenu..

any idea how to fix the other "whish"?

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by **fudadmin** on Tue, 16 Feb 2010 13:34:16 GMT
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kohait00 wrote on Tue, 16 February 2010 13:16you are absolutely right, the MainTool bar is already only for that purpose, and there is no change to DebugMenu..

any idea how to fix the other "whish"?

I think "Rebuild Main package" could execute this sequence:
1 clean the main package
2 buid the main package

But maybe it would be better just to add a separate Clean+Execute?
What do you and others think?

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by **kohait00** on Tue, 16 Feb 2010 14:54:07 GMT

---

clean is not that good, cause it really wipes out everything, but many times one has put things inside the output/execution forlder, so the stuff is gone as well.

a clean rebuild trigger is prefered, as of my part, just in the same way of Rebuild All, it neither "cleans" the output destinations before building (as far as i know). cleaning is done upon explicit whish of user

---

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by fudadmin on Tue, 16 Feb 2010 16:08:25 GMT

kohait00 wrote on Tue, 16 February 2010 14:54clean is not that good, cause it really wipes out everything, but many times one has put things inside the output/execution forlder, so the stuff is gone as well.

a clean rebuild trigger is prefered, as of my part, just in the same way of Rebuild All, it neither "cleans" the output destinations before building (as far as i know). cleaning is done upon explicit whish of user

Could "clean package" really wipe anything useful?

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by kohait00 on Tue, 16 Feb 2010 19:58:15 GMT

again, you are absolutely right.

i was talking of a different clean. the uppout clean. ofcorse, the package clean & package rebuild would obviously do the effect, since it would only clean the specified package's compile folder.

shouldnt be hard then, to implement something similar..

JUST FOR TERMS OF UNDERSTANDING:

3 types of clean (build) (all in Build submenu)

1) clean UPPOUT,
 cleans the final application's destination/execution folder, all content deletet. may have more than just the own executable if other applications compile wirh same config, say GUI MT

2) clean package (build package),
 cleans (builds) the (via right click) selected package, or the main package if triggered from build menu.

---

3) clean (build)
 cleans (builds) the entire workspace, including all sub packageds in any dependancy line.

so rebuild all is defined Clean/Build in ide/Builders/Build.cpp:600, so same way we could use the
rebuild package only stuff.

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by kohait00 on Tue, 16 Feb 2010 20:29:12 GMT
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ok seems to have worked, here comes the mini patch for the "Rebuild Package" feature

ide.h:848

```
  void  PackageClean();
  void  PackageRebuild();
```

ide.key:59

```
KEY(CLEANPACKAGE, "Clean package", 0)
KEY(REBUILDPACKAGE, "Rebuild package", 0)
```

Build.cpp:113

```
void Ide::PackageRebuild()
{
 PackageClean();
 PackageBuild();
}
```

idebar.cpp:389

```
 menu.Add(b, AK_CLEANPACKAGE, THISBACK(PackageClean))
  .Help("Remove all intermediate files of the current package");
 menu.Add(b, AK_REBUILDPACKAGE, THISBACK(PackageRebuild))
  .Help("Rebuild of the current package");
```

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by kohait00 on Tue, 16 Feb 2010 20:53:21 GMT
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to have it all together: the execute (and more stuff) in the toolbar feature..

execute
idebar.cpp:536

```
void Ide::MainTool(Bar& bar)
{
 Edit(bar);
// if(debugger)
//  DebugMenu(bar);
// else
// if(!designer)
//  bar.Separator();
 Project(bar);
 BuildMenu(bar);
 DebugMenu(bar);
 BrowseMenu(bar);
}
```

open output directory
idebar.cpp:445

```
 menu.Add(!IsNull(target), "Open output directory", IdeImg::opposite(),
THISBACK(OpenOutputFolder));
```

run in debuger, i used own recolored Navigator image from ide.iml, named debug_debug()
idebar.cpp:464

```
  menu.Add(b, AK_DEBUG,  IdeImg::debug_debug(), THISBACK1(BuildAndDebug, false))
   .Help("Build application & run debugger");
```

seems as if everything having an image will be displayed also in the toolbar, so what ever you like to have in toolbar, give it an icon for..

Subject: Re: WISH: "Execute" Button & "Rebuild package only" Button
Posted by fudadmin on Tue, 16 Feb 2010 23:46:26 GMT
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Quote:
seems as if everything having an image will be displayed also in the toolbar, so what ever you like to have in toolbar, give it an icon for..
AFAIK, it has been this way for some time.

Btw, good work, kohait00! Hopefully, we will exchage more improvements for the ide.