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Subject: Other programming languages, built in compiler and an updater.

Posted by [Rishi](#) on Sat, 11 Sep 2010 05:56:32 GMT

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Hello,

Ultimate++ is suitable for developing other languages like php, java, tcl/tk and much more like the sucking eclipse. Is anyone interested in making upp for other languages? SciTe is also BSD licensed and it supports many programming languages, though it is not an IDE. you can integrate its code. You can also include a good thing, apache. when run button is preessed, autodetect the documentroot, run apache on documentroot, then wait for a second and open the url of php file.

This may take a lot of time, but it makes a better future like MSVS.

You can include llvm compiler(BSDish)/watcom compiler(BSDish) built in compiler.

LLVM commands are same as gcc.

LLVM is a reimplementaion of gcc in BSD license.

It is good to also include ++c, perl, ruby, html, java EE, fortran, BASIC

Java syntax is like c++...

.net has a complex syntax and it is hard to implement.

but if you implement it, you will overtake microsoft visual studio, really.

With good hope and great expectations,

Yours sincerely,

L.Rishikeshan

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Add support for Other programming languages and web development (total votes: 11)

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Like 4/(36%)

Neutral 6/(55%)

DisLike 1/(9%)

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [unodgs](#) on Sat, 11 Sep 2010 17:05:22 GMT

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I had a dream - about one cool ide for everything Unfortunately it's not possible. It would require lot of people working day and night for few years. And they should be paid to not give up. (take a look at microsoft and visual studio 2010. In spite of having many developers they had to give up on intellisense for managed c++)

What I like is ide that supports one particular framework / language at very good level. In this case authors don't have to look for common dominator for all kind of projects. They can provide solutions best for given framework. I think we should follow this way in Upp world. With limited resources we should improve what we already have instead of trying to support more kind of languages / frameworks especially that we will never reach quality of already existing tools. Of course we could make the ide more modular and let you or other people to write plugins for other languages and maybe this is the way to satisfy all upp users but now I'd prefer to use your time to improve or to fix existing parts of theide. For example I would gladly see better xml editor (I mean

syntax highlighting here) or new platform independent good looking skin or better searching (like in sublime text (<http://www.sublimetext.com>))

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [Novo](#) on Sat, 11 Sep 2010 18:17:18 GMT

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unodgs wrote on Sat, 11 September 2010 13:05(<http://www.sublimetext.com>)

Looks like vim to me ...

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [281264](#) on Mon, 13 Sep 2010 14:58:56 GMT

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Please, take Fortran into consideration.

Thanks you,

Javier

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [cbpporter](#) on Mon, 13 Sep 2010 17:22:58 GMT

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I'm with Uno(Daniel) on this one. I constantly go from not using U++ at all (=> not having time to improve it) to using U++ for extended periods of time (=> not having time to improve it). When I'm using it I absolutely love the library itself, but TheIDE is in need of a lot of final touches. The big ones would be things like make the "go to" fail proof once and for all (when not dealing with macros) and namespace support. The small ones would be disabling double click on the tab bar or fixing the stupid temporary scroll on mouse wheel.

With so many areas where one could bring improvements, I don't think we fit other languages in the schedule. I would rather improve TheIDE from a 8/10 editor to a 9/10 then keep it as 8/10 and also make it a 3/10 something else editor. But small touches like XML editor can be added safely.

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [Rishi](#) on Tue, 14 Sep 2010 15:07:26 GMT

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Ok, Upp can't overtake MSVS but it can definitely overtake sucking Eclipse.

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [Rishi](#) on Tue, 14 Sep 2010 15:12:02 GMT

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SciTe Supports something useful to other programming languages. I use it to edit PHP

Anyone at least add LLVM.

Someone can 'port' the code of SciTe to upp...

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [dolik.rce](#) on Tue, 14 Sep 2010 20:41:04 GMT

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Rishi wrote on Tue, 14 September 2010 17:12Anyone at least add LLVM.

You can use LLVM compiler if you want to. Just set llvm-g++/clang as a compiler. Thanks to the same syntax it should work just fine.

Honza

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [Novo](#) on Wed, 15 Sep 2010 03:39:50 GMT

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dolik.rce wrote on Tue, 14 September 2010 16:41Rishi wrote on Tue, 14 September 2010 17:12Anyone at least add LLVM.

You can use LLVM compiler if you want to. Just set llvm-g++/clang as a compiler. Thanks to the same syntax it should work just fine.

Honza

In my case it produces executables twice bigger than with GCC. Probably linker should also be substituted. But this is not possible because it is hard-coded in C++. Actually, hard-coded names of tools make impossible to use MinGW compiler on Linux. You can replace name of a compiler, but linker and librarian cannot be replaced.

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [dolik.rce](#) on Wed, 15 Sep 2010 10:25:34 GMT

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Novo wrote on Wed, 15 September 2010 05:39In my case it produces executables twice bigger than with GCC. Probably linker should also be substituted. But this is not possible because it is

hard-coded in C++. Actually, hard-coded names of tools make impossible to use MinGW compiler on Linux. You can replace name of a compiler, but linker and librarian cannot be replaced.

The sizes can be slightly bigger for llvm, but I don't see that as a problem. For me the results for compiling theide are following:

	Debug	Optimal	Size
llvm-g++	31 MB	7.3 MB	7.1 MB
g++	49 MB	5.3 MB	5.0 MB

The linker is called through the compiler, so there is probably not much we can do about it.

Honza

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [cbpporter](#) on Wed, 15 Sep 2010 10:46:21 GMT

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Size is not a big issue IMO. The question is the speed and the quality of generated code.

How are the compile times?

And is it mature yet? How far away is it from production ready?

When will they finish support for Windows exceptions. I have a terrible time remembering what is missing and how the term is called? Is it SEH?

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [Rishi](#) on Wed, 15 Sep 2010 13:02:45 GMT

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It is

[edit] It has gcc-compilation syntax and arguments. It is bsd-ish. You can include it in ultimate++ because the target licenses match. It supports full c++ syntaxes

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [Novo](#) on Thu, 16 Sep 2010 03:32:09 GMT

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dolik.rce wrote on Wed, 15 September 2010 06:25Novo wrote on Wed, 15 September 2010 05:39In my case it produces executables twice bigger than with GCC. Probably linker should also be substituted. But this is not possible because it is hard-coded in C++. Actually, hard-coded names of tools make impossible to use MinGW compiler on Linux. You can replace name of a compiler, but linker and librarian cannot be replaced.

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	Debug	Optimal	Size
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g++	49 MB	5.3 MB	5.0 MB

Honza

In my case:

LLVM.Gui.Mt.Shared	4451280
LLVM.Force_size.Gui.Mt.Shared	4353696
GCC.Gui.Mt.Shared	2297152
GCC.Force_size.Gui.Mt.Shared	2174176

It actually looks like LLVM adds two megs of something in each case.

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [Novo](#) on Thu, 16 Sep 2010 04:01:12 GMT  
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dolik.rce wrote on Wed, 15 September 2010 06:25The linker is called through the compiler, so there is probably not much we can do about it.

Honza

You are correct. Sorry for producing noise.

I didn't realize that  
/usr/lib/gcc/i586-mingw32msvc/4.4.2/../../../../i586-mingw32/msvc/bin/ld  
is a correct application path + name.

But I still cannot link with MinGW on Linux. I added "-DflagWIN32 -UflagLINUX" options, but still getting a "cannot find -lgtk-x11-2.0" error.

Is there a way to tell TheIDE that I want to compile for WIN32 but LINUX?

Sorry for the offtopic.

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Subject: Re: Other programming languages, built in compiler and an updater.  
Posted by [jerson](#) on Thu, 16 Sep 2010 06:13:34 GMT  
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Quote:Is there a way to tell TheIDE that I want to compile for WIN32 but LINUX

Relevant question. How do you folks build the app for either Linux or Win? Compile on the relevant platform or use some compile time switches? How do you do it?

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [koldo](#) on Thu, 16 Sep 2010 06:19:54 GMT

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jerson wrote on Thu, 16 September 2010 08:13Quote:Is there a way to tell TheIDE that I want to compile for WIN32 but LINUX

Relevant question. How do you folks build the app for either Linux or Win? Compile on the relevant platform or use some compile time switches? How do you do it?

Hello Jerson

I think it is a matter of the compiler used. MinGW and MSC generates code for Windows. Gcc in Linux generates code for Linux.

If you would get a compiler that could generate code for Linux or Windows just changing a flag, TheIDE would handle it well.

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [Novo](#) on Thu, 16 Sep 2010 06:42:01 GMT

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koldo wrote on Thu, 16 September 2010 02:19jerson wrote on Thu, 16 September 2010

08:13Quote:Is there a way to tell TheIDE that I want to compile for WIN32 but LINUX

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Hello Jerson

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If you would get a compiler that could generate code for Linux or Windows just changing a flag, TheIDE would handle it well.

Could you post an example, please? I couldn't make it produce binary for Windows on Linux (without installing TheIDE under Wine).

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [dolik.rce](#) on Thu, 16 Sep 2010 09:28:13 GMT

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Novo wrote on Thu, 16 September 2010 08:42koldo wrote on Thu, 16 September 2010 02:19I think it is a matter of the compiler used. MinGW and MSC generates code for Windows. Gcc in

Linux generates code for Linux.

If you would get a compiler that could generate code for Linux or Windows just changing a flag, TheIDE would handle it well.

Could you post an example, please? I couldn't make it produce binary for Windows on Linux (without installing TheIDE under Wine).

One of the easiest and most common choices is wine+MSVC on Linux. There is a thread somewhere about how to set it up. This is for example how nightly builds for win32 are compiled

Honza

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [mdelfede](#) on Thu, 16 Sep 2010 11:07:31 GMT

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dolik.rce wrote on Thu, 16 September 2010 11:28

One of the easiest and most common choices is wine+MSVC on Linux. There is a thread somewhere about how to set it up. This is for example how nightly builds for win32 are compiled

Honza

Yep, I use wine+upp+msc8 to compile my app for windows, and it works perfectly.

There are some very minor graphic glitches, but just to develop is no problem at all.

To test the app in depth, I'd suggest a window machine or an emulator like vmware or virtualbox. You'd need it anyways as lately there are more incompatibilities between windows versions than linux ones

Ciao

Max

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [lectus](#) on Fri, 02 Aug 2013 02:22:34 GMT

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I think the only additional languages TheIDE has to support is HTML and Javascript.

So it can evolve the web side of the framework (for Skylark).

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Subject: Re: Other programming languages, built in compiler and an updater.

Posted by [piotr5](#) on Mon, 25 Nov 2013 17:01:28 GMT

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instead of adding new languages I think we should make u++ extensible by the users (i.e. without recompiling). the executables used for building along with some command-options still are hardcoded into the sources and not configurable. gnu make is more flexible than u++ here. what if someone attempts to make use of bison or similar code-generators? syntax-highlighting for other languages would be nice too (although not necessarily Assist unless it makes sense to connect them to c++), maybe even seek for some file-format describing it among the existing editors. some say vim is popular among c++ programmers, doesn't vim store syntax-highlighting info somewhere?

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