
Subject: Theide new look and new features
Posted by [unodgs](#) on Tue, 04 Jan 2011 16:33:29 GMT
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It's not the secret that theide doesn't look too modern these days. It's very useful and intuitive* but its look wasn't refreshed from a long time. I would like to do something about that. My plan is to create ide style that could be chosen in ide options and if it became accepted to make it default. First thing I tried are new splitters. Have a look:

Workspace seems to be cleaner now, and there is a little bit more space everywhere. Next step would be toolbar style and its icons, then help system - a better integration and navigation (for example I don't like help as a tab so I planned to add option to show it in a separate window or split it between editor and right side of ide like in qt creator). Docking must wait until I fix all errors there. If you have any opinion about that or any ideas please share

* Famous "insert package directory file" isn't intuitive - but only the first time you run theide

File Attachments

1) [ide.png](#), downloaded 1633 times

```
#include "Core.h"

#ifdef UPP_HEAP

#ifdef PLATFORM_POSIX
#include <sys/mman.h>
#endif // #ifdef PLATFORM_POSIX

NAMESPACE_UPP

#include "HeapImp.h"

static MemoryProfile *sPeak;

void *MemoryAllocPermanentRaw(size_t size)
{
    if(size >= 256)
        return malloc(size);
    static byte *ptr = NULL;
    static byte *limit = NULL;
    if(ptr + size >= limit) {
        ptr = (byte *)AllocRaw4KB();
    }
}
```

Invalid build method
Invalid build method
Invalid build method

OK. (0:00.10)

Subject: Re: Thelde new look

Posted by [koldo](#) on Tue, 04 Jan 2011 16:50:07 GMT

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Very good!

Subject: Re: Thelde new look

Posted by [fudadmin](#) on Tue, 04 Jan 2011 17:36:31 GMT

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some points:

1. Is it possible now in upp to choose style files from menu? Or styles are hard compiled?
 2. Could you, please, remove that MS windows sacred trio "cut-copy-paste" from the toolbar? I think, everyone knows those as shortcuts...
 3. One main menu tree would ok as in Opera.
 4. Configurable toolbar options
-

Subject: Re: Thelde new look
Posted by [mirek](#) on Tue, 04 Jan 2011 18:22:58 GMT
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Well, I guess is is about the time to improve looks...

WRT to icons, I guess we should use some free sets. The question is whether we should aim for configurable? (I mean, allow more sets of icons). I think it would not hurt and is relitevely easy to do.

Subject: Re: Thelde new look
Posted by [unodgs](#) on Wed, 05 Jan 2011 07:31:09 GMT
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mirek wrote on Tue, 04 January 2011 13:22Well, I guess is is about the time to improve looks...

WRT to icons, I guess we should use some free sets. The question is whether we should aim for configurable? (I mean, allow more sets of icons). I think it would not hurt and is relitevely easy to do.

Sure and this should not be only possible for toolbar but also for assist, designer etc.

Subject: Re: Thelde new look
Posted by [cbpporter](#) on Thu, 06 Jan 2011 10:53:26 GMT
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My priority would be the menus. They are organized in a way that is probably considered logical, even by me, but they tend to defy convention. And it confuses people. I've seen experienced and good coders stumble upon simple things like there is no "open file" in the file menu. And then proceeding to dismiss TheIDE as some cheap ide wannabe.

Not all menus need work. "Edit" is OK, but I would still move some find options out of the nesting menu. And add a "Help" menu. And it must be last.

I said this before: it is "Set main package..." not "Set main package..". Back then I lacked

confidence to change this without approval, but I might end up raiding SVN only to change this .

Also the 20 different places where you can put build options are confusing.

Those two lines after "Select all" (that is using a copy icon) seem redundant.

There was a lot of talk about using Tango icons. But I like the standard Windows icons for open, edit, etc. So it should be customizable.

I am kind of busy in this period, but after I'm done with my loc quota I could try and help.

Subject: Re: Thelde new look

Posted by [MatthiasG](#) on Thu, 06 Jan 2011 13:53:58 GMT

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not really something that has to do with ide look, but could someone implement to make the filelist of a package sortable in alphabetical order. or if something like this already exist point me to where to activate this.

greetings,
Matthias

Subject: Re: Thelde new look

Posted by [mr_ped](#) on Thu, 06 Jan 2011 14:14:25 GMT

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you can do it by hand in TheIDE by Ctrl+Alt+arrowsUp/Down (I think).

Or you may open the particular .upp file in OOo Calc (excel?) and use sort on lines (use selection to modify only file names, also take note of separators and sort only inside groups), fix ", " ";" at end of file names, save back. Open IDE back.

Subject: Re: Thelde new look

Posted by [mirek](#) on Fri, 07 Jan 2011 19:44:11 GMT

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MatthiasG wrote on Thu, 06 January 2011 08:53not really something that has to do with ide look, but could someone implement to make the filelist of a package sortable in alphabetical order. or if something like this already exist point me to where to activate this.

greetings,
Matthias

Not that I like this idea (I tend to carefully place files to groups etc..), but as option it might be nice.

The question is whether as "one time" operation, or "always sorted" option...

Subject: Re: Thelde new look

Posted by [unodgs](#) on Fri, 07 Jan 2011 19:52:05 GMT

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That can be useful if project consists of packages with lot of files. But sorting isn't trivial if file list have separators I think the best strategy here would be sorting separators first and then files within particular separator.

Subject: Re: Thelde new look

Posted by [MatthiasG](#) on Fri, 07 Jan 2011 19:52:33 GMT

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mirek wrote on Fri, 07 January 2011 20:44

The question is whether as "one time" operation, or "always sorted" option...

i would vote for an 'always sorted' option...

Subject: Re: Thelde new look

Posted by [unodgs](#) on Fri, 07 Jan 2011 19:56:06 GMT

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mr_ped wrote on Thu, 06 January 2011 09:14you can do it by hand in TheIDE by Ctrl+Alt+arrowsUp/Down (I think).

Or you may open the particular .upp file in OOo Calc (excel?) and use sort on lines (use selection to modify only file names, also take note of separators and sort only inside groups), fix ", " ";" at end of file names, save back. Open IDE back.

I missed very often here drag and drop support - it's much more convenient than holding key combo or modifying upp file.

Subject: Re: Thelde new look

Posted by [kohait00](#) on Tue, 11 Jan 2011 13:33:00 GMT

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[quote title=unodgs wrote on Fri, 07 January 2011 20:56][quote I missed very often here drag and drop support

[/quote]

yeah, me too

considering the filelist ColumnList:

it has a rather weird behavior when scrolling, the content that disappears from one column, will slide in lets say from bottom in the previous column. this makes scrolling less usefull. a la: 'i dont want to see the content again that i moved out of my sight' or 'i expect only unseen things to appear'

i definitely like the slim splitters, lets one focus on really important things.

it'd be great to make the global style persistable / exportable, this means, to simply be able to save all the things even chameleon could read in and later be able to restore / override its settings.

this implies all relevant controls beeing using CH_STYLE, where one can edit and override the StyleDefault i.e.

this also means, that things like size of splitter, not only it's Color is considered style. this is currently not the case.

check out StyleTest, some first steps on live changing Style infos of some controls / and the colors.

Subject: Re: Thelde new look
Posted by [mirek](#) on Tue, 11 Jan 2011 13:42:50 GMT
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kohait00 wrote on Tue, 11 January 2011 08:33
considering the filelist ColumnList:

it has a rather weird behavior when scrolling, the content that disappears from one column, will slide in lets say from bottom in the previous column. this makes scrolling less usefull. a la: 'i dont want to see the content again that i moved out of my sight' or 'i expect only unseen things to appear'

Well, but the only alternative is to have items sorted horizontally... Which IMO is much worse.

Or, of course, have only single column.

Having said that, ColumnList already has RowMode (thanks mrjt!).

So the only thing missing is some flag in Setup/Environment (or perhaps even local menu of filelist).

Subject: Re: Thelde new look
Posted by [gprentice](#) on Wed, 12 Jan 2011 11:29:20 GMT
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mirek wrote on Wed, 12 January 2011 02:42kohait00 wrote on Tue, 11 January 2011 08:33
considering the filelist ColumnList:

it has a rather weired behavior when scrolling, the content that disappears from one column, will slide in lets say from bottom in the previous column. this makes scrolling less usefull. a la: 'i dont want to see the content again that i moved out of my sight' or 'i expect only unseen things to appear'

Well, but the only alternative is to have items sorted horizontally... Which IMO is much worse.

Or, of course, have only single column.

Or, do what Windows explorer does when in "list" mode - it shows multiple columns sorted column-wise with a horizontal scroll-bar. When you move the scroll-bar, the display jumps one column at a time - which is really awful to use.

Another possibility is to allow the top and bottom panes to be side by side instead of vertically aligned - but that would waste some screen space by having two full-height scroll-bars.

P.S. I like it the way it is.

Graeme

Subject: Re: Thelde new look
Posted by [raxvan](#) on Sat, 15 Jan 2011 10:38:07 GMT
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Hello,

I would like to get a bit involved in this because the ide now needs a lot of improvements . First of all i like the 1 pixel border and reminds me of OllyDbg. With this the ide looks alot better but i believe there should be alot of improvements regarding:

1. Ide Colors to be customizable (all of them): Ollydbg has a nice simple yellow as a background, Also SublimeText is very interesting as it uses a dark color as a background, keeping your eyes relaxed after reading alot of text.

See: <http://www.sublimetext.com/>

2. Ide Icons. This is a must do.

3. Add docking: at least the source file should be detachable from the interface because right now the IDE can't be used with dual monitors.

I believe these are the first thing that have to be addressed.

Thanks,
Raxvan.

Subject: Re: Theide new look
Posted by [Mindtraveller](#) on Tue, 18 Jan 2011 08:01:46 GMT
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File Attachments

1) [theide.png](#), downloaded 1423 times

```
Silos - GUI MT IO - TheIDE - [F:\PROJECTS\Silos\Silo.cpp UTF-8] { PROJECTS }
File Edit Project Build Debug Assist Setup
socket.cpp Silo.cpp Silo.h
Silo *|UpdateButton(int x, int y): EdgedButtonOption *
}
void DividerDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, d
{
    w.DrawRect(r.left, r.top, r.Width(), r.Height(), SColorFace);
}
EdgedButtonOption * Silo::UpdateButton(int x, int y)
{
    if (!core || !params)
        return &button;

    static const int BUF_W = 100;
    static const int BUF_H = 280;
    static const int D_H = 30;

    double _h1 = params->_h1 ();
    double _h2 = params->_h2 ();
    double _h3 = params->_h3 ();
    double _d1 = params->_d1 ();
    double _d2 = params->_d2 ();
    double _d3 = params->_d3 ();
    double _l = params->_l ();
    double _r = params->_r ();
    double _hcr = params->_hcr ();

    core->RecalcMinValue ();
    double h0 = (_d2-_d1 < 0.0001) ? 0. : _h1*(2*_r-_d1)/(_d2-_d1)
    double sensorValue = core->GetSensorValue ();
    double dp, hp;
    int _w, _h;

    ImageBuffer ib(BUF_W, BUF_H);
    BufferPainter bp(ib);
    RGBA nullRGBA;
    nullRGBA.r = nullRGBA.g = nullRGBA.b = nullRGBA.a = 0;

    bp.Clear (nullRGBA);
```

Subject: Re: Thelde new look

Posted by [chickenk](#) on Tue, 18 Jan 2011 08:26:59 GMT

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Very interesting layout. I like it very much.

Apart from that, I feel that the fonts are too blurry, and both the rendered text and icons lack some contrast. I don't like pure black text, I appreciate a small grey tint, but maybe a little darker... And the icons look nice, but lack contrast too IMHO.

Keep up the effort! I guess we'll need a lot of screenshots from a lot of different people to get a common direction and agreement. Thanks for that.

regards,
Lionel

Subject: Re: Thelde new look
Posted by [cbpporter](#) on Tue, 18 Jan 2011 08:54:34 GMT
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Wow, you certainly have something there! I especially love the package browser, even though it takes up a little to much space. And are those "merged" c++/h entries for files?

Is this done in an image editor or though code?

Subject: Re: Thelde new look
Posted by [kohait00](#) on Tue, 18 Jan 2011 09:35:36 GMT
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definitely cool, the new package explorer gives a lot more space, and it stays in background keeping eye focus on the blank edit screen, for which there is more space now..

the graphics is a second feature, which is more sort of taste related. i also prefer the sharpness to the blurry antialised fonts. but keep going..certainly this is a good direction.

Subject: Re: Thelde new look
Posted by [Mindtraveller](#) on Tue, 18 Jan 2011 10:19:31 GMT
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Blurry fonts are just an artifact.
I would appreciate any comments on how to improve "current file" selector as it looks unnatural here.

Subject: Re: Thelde new look
Posted by [mirek](#) on Tue, 18 Jan 2011 21:01:32 GMT
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Speaking about improving TheIDE...

Recently I am thinking a lot about Web development or OpenCL development. I think these two things have one thing in common - you need some text files that are not .cpp (or, more specifically, should not be build, but somehow 'exported').

So I am now thinking that we should add some support to this, and I can see three ways:

- files are somehow copied to .exe directory
- files are somehow included into .exe uncompressed
- files are somehow included into .exe compressed

I guess these methods would enable a lot of interesting stuff to be done with theide..

Subject: Re: TheIde new look
Posted by [Mindtraveller](#) on Tue, 18 Jan 2011 21:41:05 GMT
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The way to choose depends on specifics.
If these datafiles are rarely more than 1 MB of size and should be accessed immediately, the only way is to import them into binary "as is". If not, you do already have cross-platform mechanism of compressing data and including it into binary (for images).

Subject: Re: TheIde new look
Posted by [mirek](#) on Tue, 18 Jan 2011 23:33:17 GMT
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Actually, I wanted to use all three methods - make it settable on per-file basis, perhaps with some default action.

Subject: Re: TheIde new look
Posted by [281264](#) on Wed, 19 Jan 2011 09:23:30 GMT
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Hi chaps,

As an external observer I must say: Excellent work this.

Regarding OpenCL it is no necessary to have special files; so your write the code in OpenCL and used it in some easy examples and works fine with U++ (the same arrangement is used with OpenGL Shading Language).

Thank you.

Best wishes,
Javier

Subject: Re: Thelde new look
Posted by [mirek](#) on Wed, 19 Jan 2011 09:36:36 GMT
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281264 wrote on Wed, 19 January 2011 04:23Hi chaps,

As an external observer I must say: Excellent work this.

Regarding OpenCL it is no necessary to have special files; so your write the code in OpenCL and used it in some easy examples and works fine with U++ (the same arrangement is used with OpenGL Shading Language).

Ah, you perhaps misunderstand what I propose, which is nothing quite complicated.

The only problem I am trying to solve is how to have these files in package (to keep U++ modularity concept) and in the same time accessible with release version of application, without too much hassle.

IMO, means that in most cases simple copy to output directory would be enough (.exe can easily read it from there).

Subject: Re: Thelde new look
Posted by [mirek](#) on Wed, 19 Jan 2011 09:37:49 GMT
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281264 wrote on Wed, 19 January 2011 04:23

Regarding OpenCL it is no necessary to have special files; so your write the code in OpenCL and used it in some easy examples and works fine with U++ (the same arrangement is used with OpenGL Shading Language).

BTW, if you have something like package using OpenCL and are willing to share, I would like to see it...

Mirek

Subject: Re: Theide new look
Posted by [mirek](#) on Wed, 19 Jan 2011 18:47:49 GMT
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Thanks.

FYI, what I am after is this line:

Quote:

```
std::ifstream file("C:/MyApps/OpenCL/example1_kernels.cl");
```

which should become something like

Quote:

```
FileIn file(GetExeDirFile("OpenCL/example1_kernels.cl");
```

or perhaps

Quote:

```
String file = GetResource("OpenCL/example1_kernels.cl");
```

(all of that as part of build process).

Mirek

Subject: Re: Theide new look
Posted by [mirek](#) on Thu, 20 Jan 2011 14:04:47 GMT
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Another feature I am missing from theide is that while in theory the editor is only limited by available memory, working with files >10MB is painful (but mostly because too long load/save time).

As such files are almost never supposed to be edited, perhaps we should provide view mode for them instead, not loading them into the memory.

The only thing missing here is a good nice widget for such viewer

(See e.g. Total commander for inspiration...)

Subject: Re: Theide new look
Posted by [unodgs](#) on Thu, 20 Jan 2011 14:26:57 GMT
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mirek wrote on Thu, 20 January 2011 09:04: Another feature I am missing from theide is that while in theory the editor is only limited by available memory, working with files >10MB is painful (but mostly because too long load/save time).

As such files are almost never supposed to be edited, perhaps we should provide view mode for them instead, not loading them into the memory.

The only thing missing here is a good nice widget for such viewer

(See e.g. Total commander for inspiration...)

You could allow editing big files only in overwrite mode (no saving problems). From time to time it can be useful.

Subject: Re: Theide new look
Posted by [mirek](#) on Thu, 20 Jan 2011 15:34:30 GMT
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unodgs wrote on Thu, 20 January 2011 09:26: mirek wrote on Thu, 20 January 2011 09:04: Another feature I am missing from theide is that while in theory the editor is only limited by available memory, working with files >10MB is painful (but mostly because too long load/save time).

As such files are almost never supposed to be edited, perhaps we should provide view mode for them instead, not loading them into the memory.

The only thing missing here is a good nice widget for such viewer

(See e.g. Total commander for inspiration...)

You could allow editing big files only in overwrite mode (no saving problems). From time to time it can be useful.

Well, maybe, but you still need that view widget first

Subject: Re: Theide new look

Posted by [unodgs](#) on Fri, 21 Jan 2011 13:57:47 GMT

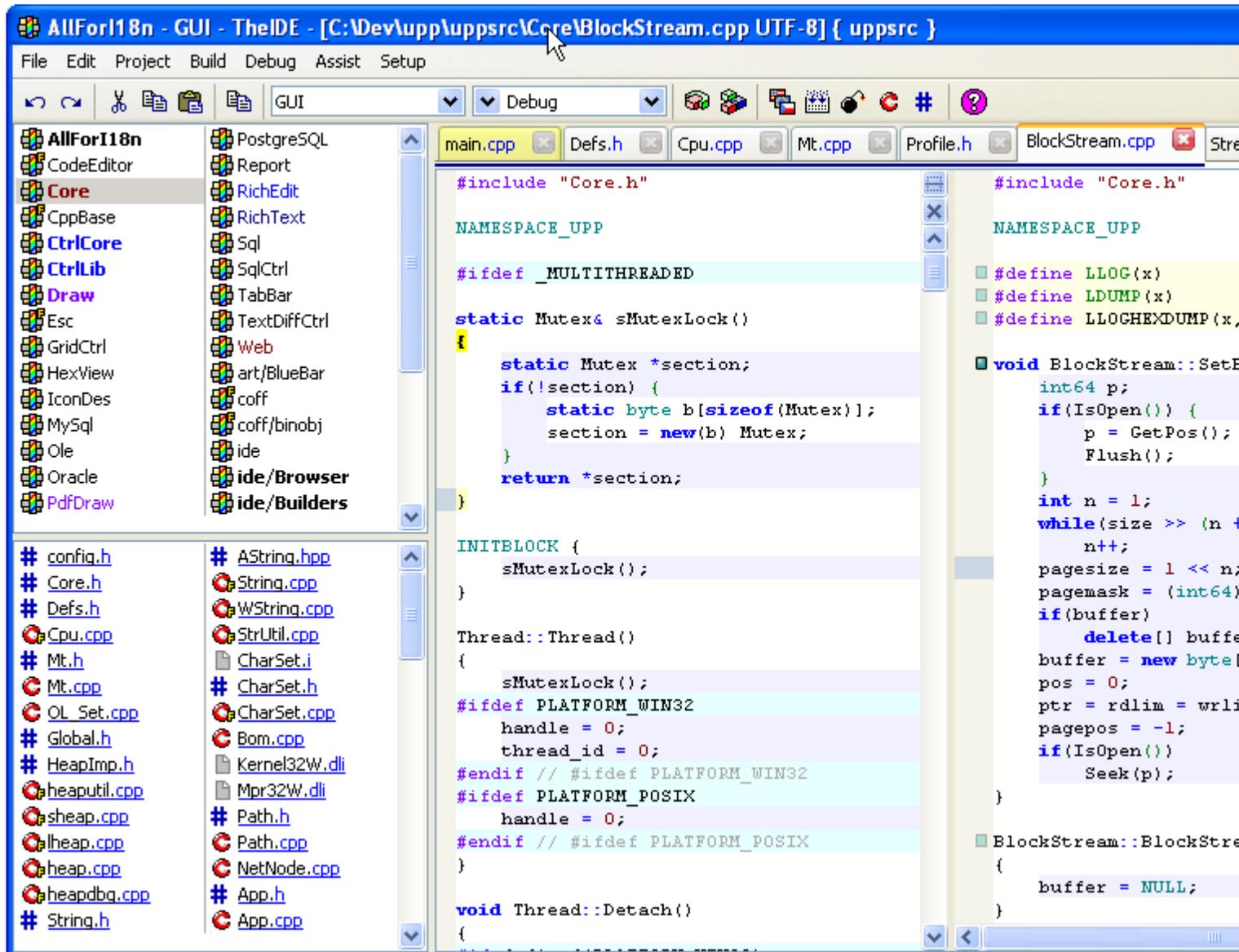
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Before I comment all excellent ideas in this thread (especially Mindtraveller's prototype) I would like to ask you what do you think about this change. I removed second tab bar from theide in editor split mode. Instead the second edited file tab has different color (on the screenshot yellow - don't worry about it - this is only for test purposes). I think this is better, especially if there are many tabs. Normally after split you would get two tab bars with long scrollbars what makes navigating cumbersome. What's more important if you would close some tabs from the second editor and quit split mode and enter it again all those tabs would be restored. So there is no real advantage from having second tab bar. Besides one tab bar makes theide code simpler and splitting editors a little bit faster. Screenshot:

Tell me please what you think about it. If there won't be any objections or complaints I'll commit the change.

File Attachments

1) [idetabs.png](#), downloaded 1052 times



Subject: Re: TheIde new look

Posted by [mirek](#) on Fri, 21 Jan 2011 14:14:07 GMT

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I agree with this change. Also, there is quite annoying issue with that "explorer" thing (you have it off on your screenshot). That one should perhaps occupy the whole space independent from the editor split.

Well, I sense in the air we will have a period of extensive theide development soon. So my only objection to immediate commit is:

What about a nice little U++ release first?

Subject: Re: Thelde new look and new features
Posted by [mr_ped](#) on Fri, 21 Jan 2011 14:29:06 GMT
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I certainly support single tab bar, looks more usable to me.

Some tiny objections from me (not a showstoppers, just areas to research if it can't be improved even more):

I don't see clearly which pane is active (only hint is cursor).

edit: also the left bar with doc edit rectangles is available only with active tab, still the difference is minor.

That said you have orange line over top of active tab, in my IDE (host theme in WinXP with classic theme) there's no visual clue at all except having red cross for closing tab.

Also what if active tab and secondary tab are too far away from themselves? You can see name of tab by switching to it, so it's probably enough, or may it get annoying? (and we should pin somewhere into edit window the name if tab is gone?)

Can we color the inactive big bar on left (line nums + doc edit + recently modified lines)? Maybe just the base color for unchanged lines. I'm sure it would make identification of panes easy, but I have no idea if it will look good and natural, maybe it will be even more annoying. Something to try out.

Also I think I would LIKE to have active tab colored in same way for example with that light orange. And in the end I would love to see ColorfulTabs in IDE.

Subject: Re: Thelde new look and new features
Posted by [Mindtraveller](#) on Sun, 23 Jan 2011 23:03:51 GMT
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2nd version of U++ IDE look:

Let's collect what do we have here:

- * menu & toolbar in one line which saves precious vertical space
- * code navigator fits into much smaller space while doing the same (it is 100% equivalent to current navigator)
- * in-code search, which I personally need much: just press Ctrl-I and type search string inside search entry; pressing Ctrl-I will cycle through samples found (should also draw a count of found items inside the "zoom" icon)
- * areas for manual text entry now have white color background, while mouse-controlled areas are gray
- * packages and files now reside single control. Pros: single scroller, and now you may view a number of packages files' at once. Underlining is substituted with more graphically "nice" (IMO)

icon color approach.

Packages are always sorted by the name. Exception is the main package which is on the top. Files with different extensions are collected into one record. File icon is coloured with the same rule as package icon.

Separators within package file list divide file list without making extra visual noise (IMO one of my best results in this picture).

* it is significantly much space for code. Besides, the left part of the window, which is more intensively caught by the human eye, is purified from any controls, making coding a more convenient process. All the navigators are moved to the top and to the right.

File Attachments

1) [theide2.png](#), downloaded 1030 times

```
Silos - GUI MT IO - TheIDE - [F:\PROJECTS\Silos\Silo.cpp UTF-8] { PROJECTS }
File Edit Project Build Debug Assist Setup
socket Silo
Silo *|UpdateButton(int x, int y): EdgedButtonOption *
}
void DividerDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, d
{
    w.DrawRect(r.left, r.top, r.Width(), r.Height(), SColorFace);
}
EdgedButtonOption * Silo::UpdateButton(int x, int y)
{
    if (!core || !params)
        return &button;

    static const int BUF_W = 100;
    static const int BUF_H = 280;
    static const int D_H = 30;

    double _h1 = params->_h1 ();
    double _h2 = params->_h2 ();
    double _h3 = params->_h3 ();
    double _d1 = params->_d1 ();
    double _d2 = params->_d2 ();
    double _d3 = params->_d3 ();
    double _l = params->_l ();
    double _r = params->_r ();
    double _hcr = params->_hcr ();

    core->RecalcMinValue ();
    double h0 = (_d2-_d1 < 0.0001) ? 0. : _h1*(2*_r-_d1)/(_d2-_d1)
    double sensorValue = core->GetSensorValue ();
    double dp, hp;
    int _w, _h;

    ImageBuffer ib(BUF_W, BUF_H);
    BufferPainter bp(ib);
    RGBA nullRGBA;
    nullRGBA.r = nullRGBA.g = nullRGBA.b = nullRGBA.a = 0;

    bp.Clear (nullRGBA);
```

Subject: Re: Thelde new look and new features
Posted by [kohait00](#) on Mon, 24 Jan 2011 07:11:54 GMT
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really nice, man. definitely a good way to go with it. looking forward to have it.

some more hints / ideas that maybe could even save some more space.

* get rid of tabs by trying to slightly highlight at right side those files that are opened. but well i sea, workspace explorer is not package explorer, so maybe this is no good otoh, a file droplist could replace the tabbar, and go to leftmost place in the horizontal bar, left next to the other droplists.

* side explorer blends in/over work area when mouse goes fully at right side, without causing moving/resizing the code area (dont cause visual noise . yields entire workarea for code, and accounts for occassional usage side bar.

Subject: Re: Thelde new look and new features
Posted by [mirek](#) on Mon, 24 Jan 2011 08:32:10 GMT
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Mindtraveller wrote on Sun, 23 January 2011 18:032nd version of U++ IDE look:

Just one question: Is this mockup or working ide?

Quote:

* it is significantly much space for code.

Well, about this... I guess you do not have widescreen yet.

In fact, putting code explorer where it is now was partly motivated by the fact that widescreen LCDs are much more standard then original 4:3 today. With widescreen, you have surplus of horizontal space...

Subject: Re: Thelde new look and new features
Posted by [Tom1](#) on Mon, 24 Jan 2011 08:40:12 GMT
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Mindtraveller,

I must say you have made an excellent prototype for the new IDE design. The simplicity, clarity and sophisticated style of the interface are really appealing. The improved efficiency in the screen area usage comes in handy especially when on road with the notebook PC.

The only thing I would change is to put the new package/file list on the left side of the source code area -- or maybe just an option to select either left or right side for it. This is to keep the most intensely looked-at window area right at the center of the screen. (That area obviously is about

the left half of the source code window.)

When can I get this?? I just can't wait!

Best regards,

Tom

Subject: Re: Thelde new look and new features
Posted by [dolik.rce](#) on Mon, 24 Jan 2011 09:03:52 GMT
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mirek wrote on Mon, 24 January 2011 09:32 In fact, putting code explorer where it is now was partly motivated by the fact that widescreen LCDs are much more standard then original 4:3 today. With widescreen, you have surplus of horizontal space...
You are right about the widescreen spreading everywhere, but the ratio is not everything - the "widescreen" on my primary machine is 1024x600 So I strongly support saving as much space as possible, both in horizontal and vertical direction.

Also Tom is IMHO right about keeping the package list on the left (or configurable) to keep the code in the center of the screen. And that is especially true on big screens, where the distance from left side to corner can be quite large.

Honza

Subject: Re: Thelde new look and new features
Posted by [unodgs](#) on Mon, 24 Jan 2011 09:15:26 GMT
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Don't worry about the side. With docking integrated it can be placed anywhere. Docking has also option to lock the layout that hides every ui element that is related to docking so application can look like docking was not there

Subject: Re: Thelde new look and new features
Posted by [unodgs](#) on Mon, 24 Jan 2011 10:22:36 GMT
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mr_ped wrote on Fri, 21 January 2011 09:29
I don't see clearly which pane is active (only hint is cursor).
edit: also the left bar with doc edit rectangles is available only with active tab, still the difference is minor.
That said you have orange line over top of active tab, in my IDE (host theme in WinXP with classic theme) there's no visual clue at all except having red cross for closing tab.

I agree, that there is no good visual clue, any ideas are welcomed

Quote:

Also what if active tab and secondary tab are too far away from themselves? You can see name of tab by switching to it, so it's probably enough, or may it get annoying? (and we should pin somewhere into edit window the name if tab is gone?)

Right, I thought about this issue too. File name in the editor corner seems good, but I also thought about right aligned tab (that cannot be scrolled) with two splitted file names on it. And in splitted mode this tab is always active. Now if you click on other tab this other tab doesn't become active - clicking on it just causes loading file pointed by it to the editor with focus and updating name on right aligned tab. This way you always see what files are edited without polluting editor space.

Quote:

Can we color the inactive big bar on left (line nums + doc edit + recently modified lines)? Maybe just the base color for unchanged lines. I'm sure it would make identification of panes easy, but I have no idea if it will look good and natural, maybe it will be even more annoying. Something to try out.

coloring ibb (inactive big bar) could be a good idea. I'll think about it.

Quote:

Also I think I would LIKE to have active tab colored in same way for example with that light orange. And in the end I would love to see ColorfulTabs in IDE.

I'm not fan of so many colors You would like to color those tabs automatically (then what is the algorithm - different file extension - different color?) or have possibility to set the color individually?

Subject: Re: Thelde new look and new features

Posted by [mr_ped](#) on Mon, 24 Jan 2011 10:30:43 GMT

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Quote:I'm not fan of so many colors Smile You would like to color those tabs automatically (then what is the algorithm - different file extension - different color?) or have possibility to set the color individually?

In firefox I'm using auto random coloring, although you can also assign manually. For me it works, I don't use those colors to recognize particular tab, just it makes easy to distinguish tabs and relax my eyes. With the number of source files I'm using it would be almost impossible to orientate by custom colors, and it would be tedious to assign them. (just checked my current project has 134 files already in IDE)

Subject: Re: Thelde new look

Posted by [unodgs](#) on Mon, 24 Jan 2011 10:48:02 GMT

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raxvan wrote on Sat, 15 January 2011 05:38

1. Ide Colors to be customizable (all of them): Ollydbg has a nice simple yellow as a background, Also SublimeText is very interesting as it uses a dark color as a background, keeping your eyes relaxed after reading alot of text.

See: <http://www.sublimetext.com/>

I saw this editor earlier. Good one But in Thelde you can change background of the editor or you mean the whole ide in dark colors?

Quote:

3. Add docking: at least the source file should be detachable from the interface because right now the IDE can't be used with dual monitors.

I'm interested in this one as well. I'm going to buy second lcd next month

Subject: Re: Thelde new look and new features
Posted by [unodgs](#) on Mon, 24 Jan 2011 10:51:31 GMT

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mr_ped wrote on Mon, 24 January 2011 05:30

In firefox I'm using auto random coloring, although you can also assign manually. For me it works, I don't use those colors to recognize particular tab, just it makes easy to distinguish tabs and relax my eyes. With the number of source files I'm using it would be almost impossible to orientate by custom colors, and it would be tedious to assign them. (just checked my current project has 134 files already in IDE)

I can add auto coloring tabs. It's very easy so why not One question? With many files open how do you find this small tab scrollbar. Is it convenient for you or you prefer multi line tabs?

Subject: Re: Thelde new look and new features
Posted by [mirek](#) on Mon, 24 Jan 2011 11:03:56 GMT

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dolik.rce wrote on Mon, 24 January 2011 04:03mirek wrote on Mon, 24 January 2011 09:32In fact, putting code explorer where it is now was partly motivated by the fact that widescreen LCDs are much more standard then original 4:3 today. With widescreen, you have surplus of horizontal space...

You are right about the widescreen spreading everywhere, but the ratio is not everything - the "widescreen" on my primary machine is 1024x600 So I strongly support saving as much space as possible, both in horizontal and vertical direction.

Also Tom is IMHO right about keeping the package list on the left (or configurable) to keep the code in the center of the screen. And that is especially true on big screens, where the distance from left side to corner can be quite large.

Honza

Well, clearly, we need all of that customizable...

That said, I really like "two-level" "package->file" approach for selecting files in the ide - I would have to maintain my own branch if proposed "hierarchic" selector would be the only option....

Subject: Re: Thelde new look and new features
Posted by [unodgs](#) on Mon, 24 Jan 2011 11:28:51 GMT
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mirek wrote on Mon, 24 January 2011 06:03

That said, I really like "two-level" "package->file" approach for selecting files in the ide - I would have to maintain my own branch if proposed "hierarchic" selector would be the only option....
I like this separation too. One explorer looks really good but if there are many packages with lots of file one would have to scroll a lot. In current approach I use scrollbar very rarely. Please notice (Mindtraveller) that both packages and files control can display many columns.
I really like freshness / clarity of Mindtraveller explorer and at the same time I like current approach. I wonder if there is a way to combine them somehow. Maintaining own branch for project explorer is not the way IMO. I see couple solutions:

1. Have current approach and the new one in one ide as two separate controls. User could switch between them.
2. Refresh current approach - add new look, sorting etc
3. Implement one control that support both ways of displaying data. Both ways shares most of the features (for example stacking files)

I would vote for 3rd one.

Subject: Re: Thelde new look and new features
Posted by [mr_ped](#) on Mon, 24 Jan 2011 12:15:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Mon, 24 January 2011 11:51
mr_ped wrote on Mon, 24 January 2011 05:30
In firefox I'm using auto random coloring, although you can also assign manually. For me it works, I don't use those colors to recognize particular tab, just it makes easy to distinguish tabs and relax my eyes. With the number of source files I'm using it would be almost impossible to orientate by custom colors, and it would be tedious to assign them. (just checked my current project has 134 files already in IDE)
I can add auto coloring tabs. It's very easy so why not One question? With many files open how do you find this small tab scrollbar. Is it convenient for you or you prefer multi line tabs?

I prefer current way. I use mouse wheel to scroll, but most of the time I don't need the tab list at all, at the start of task I close all old tabs, then I click trough needed files (in file list on left), then I use Ctrl+Tab most of the time. (usually I need to switch between two files, only rarely I move to other ones)

What is annoying me a lot:

when I close the tab, and I do Ctrl+Tab, it opens it back.

I think the closed tab should move beyond last of opened tabs. So if you have still 4 files open, you have to Ctrl+Tab 4 times to re-open the closed tab, only after you cycle through all 4 current files.

Subject: Re: TheIDE new look and new features

Posted by [tojocky](#) on Tue, 25 Jan 2011 07:39:35 GMT

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unodgs wrote on Mon, 24 January 2011 11:15 Don't worry about the side. With docking integrated it can be placed anywhere. Docking has also option to lock the layout that hides every ui element that is related to docking so application can look like docking was not there

Yes, I Agree with you!

Another good thing will be:

1. code folding;
 2. When select a whole word then automating mark all other same words in the screen view. It is very useful.
-

Subject: Re: TheIDE new look and new features

Posted by [cbpporter](#) on Tue, 25 Jan 2011 09:01:54 GMT

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This is a very interesting thread and the muck-ups look awesome. By the end of it, nobody should be able to say that TheIDE looks dated. Or maybe they will, since we still get a lot of requests to improve documentation, even if it one of the better ones out there in open source .

But we shouldn't ignore functionality either. In the last few months, I've been using TheIDE more intensively then before. Not as time, but as scope of the projects. And while the experience is generally very good, here are a few random nitpicks that I have discovered:

1. Middle-clicking on the tab bar very fast generates double clicks. This is annoying, making those situations where you have 40 tabs and want to get it down to 10 time consuming because I need to flail the mouse randomly.
2. When doing the above mentioned flailing, sometimes TheIDE crashes.
3. Sometimes it crashes on exit.
4. Sometimes it crashes with big projects if I write by mistake "public::" instead of "public:". It will crash again on start-up when loading the same file, so I have to use another editor and get rid of the extra ":". Reason for crash: out of memory.
5. It crashes when it the exe you ran fails to find .dlls.
6. Go-to-code and ctrl-clicking sometimes feel very random. I understand that we don't look at the types and numbers of parameters, but once I clicked apples in my package and got taken to oranges in Core somewhere. This could simply be improved. If the token and the destination is not the same as at the source, don't jump.

7. TheIDE does not understand namespaces. Makes most of assist useless.
8. Debugger does not kick in if you write your functions on a single line. I think this was an issue in VS too. Discourages you to write short but meaningful inline functions.
9. Debugger does not understand global variables. Sometimes you can't afford dynamic allocation and passing of pointers everywhere for huge buffers and data.
10. Mouse wheel scrolling!
11. Crashes if it can't find compiler binary.

These are some of the things I noticed and remembered. There are a few more.

Subject: Re: Thelde new look

Posted by [raxvan](#) on Tue, 25 Jan 2011 15:20:13 GMT

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unodgs wrote on Mon, 24 January 2011 11:48

raxvan wrote on Sat, 15 January 2011 05:38

...

I saw this editor earlier. Good one But in Thelde you can change background of the editor or you mean the whole ide in dark colors?

Yes , the menu and everything on the left (packages and source files) should have the possibility to change the color. I know that this is a really big change, but the way that sublimeText colored the environment is absolutely brilliant.

Razvan.

Subject: Re: Thelde new look

Posted by [Mindtraveller](#) on Tue, 25 Jan 2011 21:57:15 GMT

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Currently we have two QUICK code navigation features: ^G for local and ^J for global. IMO they are extremely useful. For now, I have a proposal how to make local navigation even more useful.

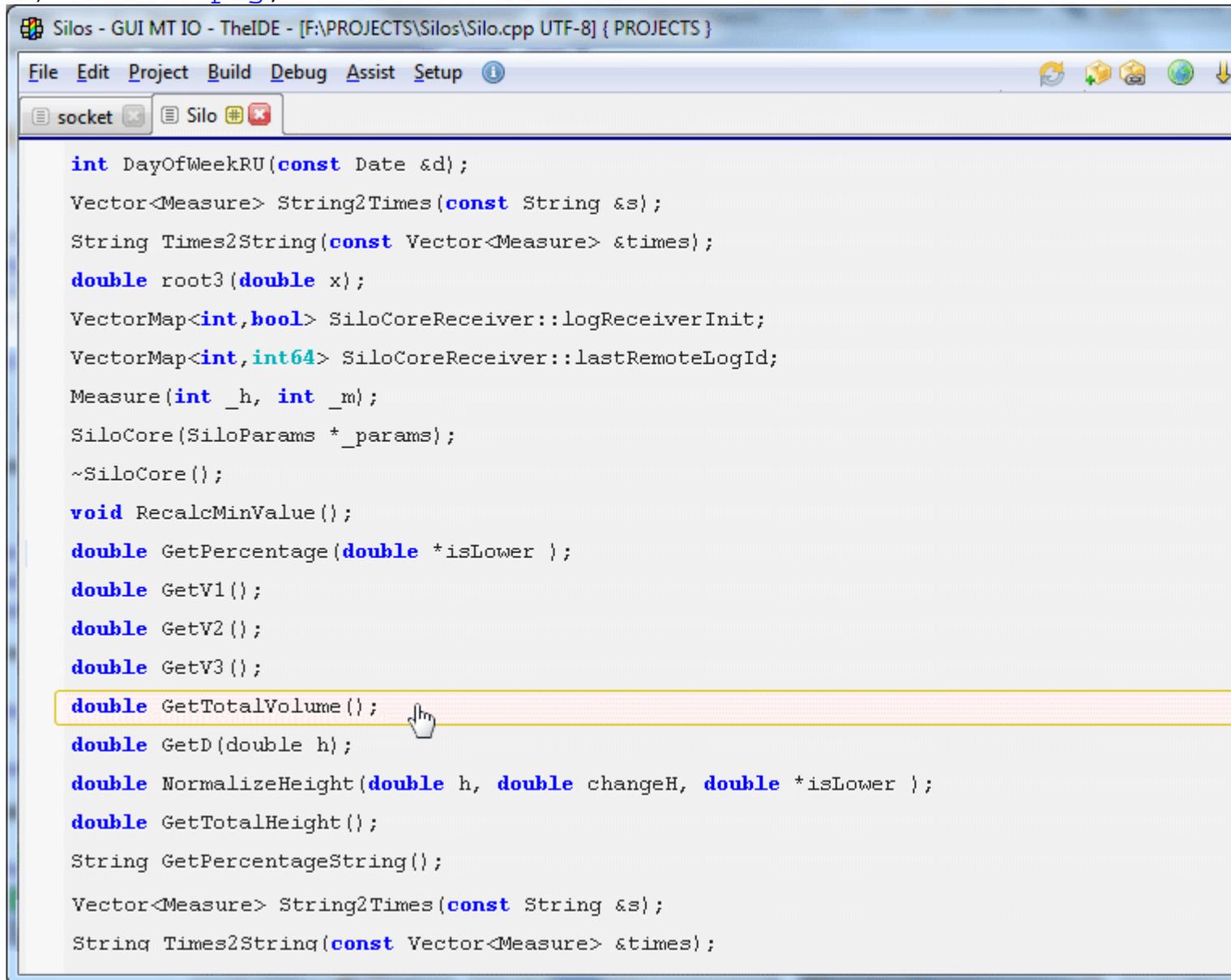
Simple scenario: one needs to find some function. He may do it with mouse scroller up/down (or just scroll with keys). Or he may press mouse scroller/middle button and switch to thumbnail view of current file where only declarations are displayed, then click one of them automatically switching to "normal view". It is just 2 mouse clicks (against current ^G + time to look at new window + double click). This may seem unimportant, but IMO this will greatly improve local navigation usability.

And finally I tried to imagine how local navigator could look like. Finally it is just the same navigator control (Go to line or symbol...), but placed in the main window and slightly customized:

IMO this feature almost completely replaces the need of code folding. Because finally folding is just a way of making function declarations more visible. We make the same thing without need of user manually collapsing new functions, we just collapse all the code and expand it back for him with only one click.

File Attachments

1) [theide3.png](#), downloaded 1235 times



Subject: Re: TheIde new look

Posted by [dolik.rce](#) on Tue, 25 Jan 2011 23:36:40 GMT

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Mindtraveller wrote on Tue, 25 January 2011 22:57 Simple scenario: one needs to find some function. He may do it with mouse scroller up/down (or just scroll with keys). Or he may press mouse scroller/middle button and switch to thumbnail view of current file where only declarations are displayed, then click one of them automatically switching to "normal view". It is just 2 mouse clicks (against current ^G + time to look at new window + double click). This may seem unimportant, but IMO this will greatly improve local navigation usability.

...

IMO this feature almost completely replaces the need of code folding. Because finally folding is just a way of making function declarations more visible. We make the same thing without need of user manually collapsing new functions, we just collapse all the code and expand it back for him with only one click.

That is very good idea. It would really allow much faster navigation in file scope. But I have to disagree with your opinion that it can replace code folding. Folding has much broader use than collapsing functions. E.g. I use it to collapse long for cycle, so that I can write code below it while still seeing variables defined above. Anyway, this feature looks great.

Honza

PS: Oh, and please do not bind it to middle button click - I don't have such button Well, it can be emulated by right+left click, but it is hard to perform on my touchpad

Subject: Re: Thelde new look

Posted by [gprentice](#) on Wed, 26 Jan 2011 11:53:06 GMT

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Mindtraveller wrote on Wed, 26 January 2011 10:57

IMO this feature almost completely replaces the need of code folding. Because finally folding is just a way of making function declarations more visible. We make the same thing without need of user manually collapsing new functions, we just collapse all the code and expand it back for him with only one click.

I disagree. The purpose of code folding is to hide blocks of code, not whole functions. I think there are a lot more important things to do than code folding though, like improving code navigation and the help mechanisms.

Graeme

Subject: Re: Thelde new look

Posted by [tojocky](#) on Wed, 26 Jan 2011 14:20:59 GMT

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gprentice wrote on Wed, 26 January 2011 13:53Mindtraveller wrote on Wed, 26 January 2011 10:57

IMO this feature almost completely replaces the need of code folding. Because finally folding is just a way of making function declarations more visible. We make the same thing without need of user manually collapsing new functions, we just collapse all the code and expand it back for him with only one click.

I disagree. The purpose of code folding is to hide blocks of code, not whole functions. I think there are a lot more important things to do than code folding though, like improving code navigation and the help mechanisms.

Graeme

The code folding is very good to manage with big files.

What is your propose by improving the code navigation and the help mechanism?

Subject: Re: Thelde new look

Posted by [gprentice](#) on Thu, 27 Jan 2011 12:13:16 GMT

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tojocky wrote on Thu, 27 January 2011 03:20

The code folding is very good to manage with big files.

What is your propose by improving the code navigation and the help mechanism?

For code navigation

1. Thelde doesn't always find the correct overload of an overloaded function.
2. Cycle through bookmarks
3. Push/pop temporary bookmarks
4. Retrace where you've recently been.

Also, Thelde keyboard shortcut dialog should be resizeable and include Alt-Left for "go back" after context goto and Alt-Right for go forward.

Regarding the help. I've been looking into improving the help myself and I'm keen to do it but I haven't had much spare time so far. I think Thelde should have a help index along the lines of what I posted in the first post in this thread

http://www.ultimatepp.org/forum/index.php?t=msg&goto=21638&#msg_21638

and in this thread

http://www.ultimatepp.org/forum/index.php?t=msg&goto=30265&#msg_30265

so that all of the help is contained within Thelde instead of on the website, and with a proper index. Also I want to be able to press F1 with the cursor on a word and have the help window immediately show me the help relating to that word - like the stuff that you see if you hold the

mouse cursor over the little blue box in the gutter. The new help mechanism should work in parallel with the existing help mechanism and also provide bookmarks and history.

Graeme

Subject: Re: Thelde new look
Posted by [mirek](#) on Thu, 27 Jan 2011 22:48:05 GMT
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gprentice wrote on Thu, 27 January 2011 07:13
4. Retrace where you've recently been.

Do you know about Alt+Left/Right?

Mirek

Subject: Re: Thelde new look
Posted by [gprentice](#) on Thu, 27 Jan 2011 23:38:36 GMT
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mirek wrote on Fri, 28 January 2011 11:48gprentice wrote on Thu, 27 January 2011 07:13
4. Retrace where you've recently been.

Do you know about Alt+Left/Right?

Mirek

Yep, they're the ones that aren't listed in the keyboard shortcuts dialog as I mentioned in my previous post
They work like a web browser alt-left / right.

By retrace I meant that theide would remember the locations that the cursor has recently been, regardless of how you got there. I wrote an extension for SlickEdit that does this and I use it a lot. I have two retrace lists - one that steps through places in the code that you modified and one that steps through all. Hence you can jump straight to where you last modified some code or back and forth between the last two pieces of code you've been looking at etc.

By the way - context goto is quite a powerful feature. I'm not sure what its limitations are but it seems to work better than I thought. Possibly getting it to work for overloaded operators would be nice as ultimate++ uses them a lot. One of the top features of SlickEdit is its "intellisense"

capabilities (a.k.a "context tagging") and U++ seems a fair way there - though slick handles lots of languages including assembler.

Graeme

Subject: Re: Thelde new look
Posted by [mirek](#) on Fri, 28 Jan 2011 00:11:04 GMT
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gprentice wrote on Thu, 27 January 2011 18:38 / right.

By retrace I meant that theide would remember the locations that the cursor has recently been, regardless of how you got there.

Like left & right arrows?

Plus some location where cursor have been might not exist anymore..

Subject: Re: Thelde new look
Posted by [gprentice](#) on Fri, 28 Jan 2011 06:50:23 GMT
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mirek wrote
gprentice wrote

By retrace I meant that theide would remember the locations that the cursor has recently been, regardless of how you got there.

Like left & right arrows?

So in Thelde, if I jump to some other location using search (or page up or switch to another file), does Alt Left take me back to where I was. I'm not at home so I can't try it right now.

mirek wrote
Plus some location where cursor have been might not exist anymore..

It's not a problem. Slickedit provides line-markers (and stream markers) that are "attached" internally to a line. If a line gets deleted, so does a line marker. If a line gets inserted, the line marker moves with the line. Also, I remove "duplicate" line markers that are too "close" (configurable) to other ones myself so it's never a problem.

I wonder how theide handles bookmarks?

Subject: Re: Thelde new look
Posted by [mirek](#) on Fri, 28 Jan 2011 09:39:32 GMT
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gprentice wrote on Fri, 28 January 2011 01:50mirek wrotegprentice wrote

By retrace I meant that theide would remember the locations that the cursor has recently been, regardless of how you got there.

Like left & right arrows?

So in Thelde, if I jump to some other location using search (or page up or switch to another file), does Alt Left take me back to where I was. I'm not at home so I can't try it right now.

No, but it is debatable. I mean, what is going there that at some operations you simply store the position. Personally, I do not think this should happen with regular cursor movement. Maybe jump to the beginning of file or end of file. Or maybe we can even make it configurable, it is quite simple.

Anyway, mechanism is already there, I guess there is no need to create some new one, just to refine the existing.

mirek wrote
I wonder how thelde handles bookmarks?

Good point

Mirek

Subject: Re: Thelde new look
Posted by [mirek](#) on Fri, 28 Jan 2011 09:40:26 GMT
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Well, this is really a nice debate. Anyway, to get somewhere, might I ask Uno or somebody else to materialize it into Redmine tasks?

We can then assign priority and start working...

Subject: Re: Thelde new look
Posted by [unodgs](#) on Fri, 28 Jan 2011 10:19:22 GMT
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mirek wrote on Fri, 28 January 2011 04:40 Well, this is really a nice debate. Anyway, to get somewhere, might I ask Uno or somebody else to materialize it into Redmine tasks?

We can then assign priority and start working...
I'll do this soon

Subject: Re: Thelde new look
Posted by [mirek](#) on Fri, 28 Jan 2011 10:47:18 GMT
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unodgs wrote on Fri, 28 January 2011 05:19 mirek wrote on Fri, 28 January 2011 04:40 Well, this is really a nice debate. Anyway, to get somewhere, might I ask Uno or somebody else to materialize it into Redmine tasks?

We can then assign priority and start working...
I'll do this soon

Make it small.

I mean, make tasks as atomic as possible...

Subject: Re: Thelde new look
Posted by [gprentice](#) on Sat, 29 Jan 2011 00:09:37 GMT
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mirek wrote

No, but it is debatable. I mean, what is going there that at some operations you simply store the position. Personally, I do not think this should happen with regular cursor movement. Maybe jump to the beginning of file or end of file. Or maybe we can even make it configurable, it is quite simple.

Anyway, mechanism is already there, I guess there is no need to create some new one, just to refine the existing.

I didn't intend my comments to be a feature request. I was just trying to say that code navigation is more important than code folding because I'm navigating code continually but only need code folding occasionally. Code folding is useful for outlining of large functions. Attached is an example from a 1200 line function from slickedit "Slick C" source.

Most editors can display a list of function headings for the current source file (as MindTraveller suggested) but usually they do it through a separate dialog or drop-down list. Maybe the navigate in file dialog could let you restrict the list to function headings and use that to display a list of functions in the current file.

Go to matching brace is a common feature thelde doesn't seem to have - maybe context go to could do that when the cursor is on a brace.

Why doesn't the mousewheel work in the keyboard shortcuts dialog?

Regarding cursor retrace, I use it for swapping back and forth between two places in the code but also for cycling round the last few places I've been - which is a bit different to how web browser alt-left/right work because as soon as you go in a "new direction" the web browser throws away a bunch of places that you've just been to. Probably an easy one thelde could have is to jump back to the last place where you modified some code.

Anyway, I'm sure I could implement cursor retrace for thelde if I wanted to but my desire is to try and improve thelde help.

Graeme

File Attachments

1) [code-folding.PNG](#), downloaded 592 times

```

for (;;) {
    // reset the recursion information
    recurseRepString = false;
    lastOption = "";

    j=pos(PARSE_CHAR,command,j);
    if ( ! j ) {
    }
    _str ch=uppercase(substr(command,j+1,1));
    _str ch2='';
    int len=2;
    if ( ch=='P' ) {
    } else if ( ch=='Q' ) {
    } else if ( ch=='D' ) {
    } else if ( ch=='F' ) {
    } else if ( ch=='N' ) {
    } else if ( ch=='M' ) {
    } else if ( ch=='?' ) {
    } else if ( ch=='E' ) {
    } else if ( ch=='R' ) {
    } else if ( ch=='-' ) {
    } else if ( ch=='W' ) {
    } else if ( ch=='C' ) {
    } else if ( ch=='I' ) {
    } else if ( ch=='O' ) {
    } else if ( ch=='L' ) {
    } else if ( ch=='H' ) {
    } else if ( ch=='T' ) {
    } else if ( isdigit(ch) ) {
    } else if ( ch=='V' || ch=='D' ) {
    } else if ( ch=='(' ) {
    } else if ( ch=='[' ) {
    } else if ( ch=='B' ) {

```

Subject: Re: Thelde new look
 Posted by [mirek](#) on Sun, 30 Jan 2011 08:45:34 GMT
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gprentice wrote on Fri, 28 January 2011 19:09
 Go to matching brace is a common feature thelde doesn't seem to have.

Ctrl+[
 Ctrl+]

[http://www.ultimatepp.org/app\\$ide\\$Keys\\$en-us.html](http://www.ultimatepp.org/appideKeys$en-us.html)

Maybe we should put all these functions to the 'Edit' (in some 'Goto' submenu) only to make them exposed

Subject: Re: Thelde new look
Posted by [Novo](#) on Sun, 30 Jan 2011 16:11:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sun, 30 January 2011 03:45gprentice wrote on Fri, 28 January 2011 19:09
Go to matching brace is a common feature thelde doesn't seem to have.

Ctrl+[
Ctrl+]

[http://www.ultimatepp.org/app\\$ide\\$Keys\\$en-us.html](http://www.ultimatepp.org/appideKeys$en-us.html)

Maybe we should put all these functions to the 'Edit' (in some 'Goto' submenu) only to make them exposed

Behaviour of Ctrl+] is kind of strange. If cursor is positioned on '{' (looks like before, and it is a first character in a line) then it will jump to a next matching '}'. If cursor is positioned right after '{' (at the end of a line) then it will jump to a next '(' (next opening bracket).

Ctrl+[works slightly differently. If cursor is positioned on or after '}' (the only symbol in a line), it will jump to a correct matching '}'.

Subject: Re: Thelde new look
Posted by [dolik.rce](#) on Sun, 30 Jan 2011 17:35:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

gprentice wrote on Sat, 29 January 2011 01:09Go to matching brace is a common feature thelde doesn't seem to have - maybe context go to could do that when the cursor is on a brace.
Just for completeness: Context go to already jumps between brackets. But only if there's not something more interesting on the other side of the cursor See void Ide::ContextGoto0(), there is a lot of (probably undocumented) functionality for context jumps.

Honza

Subject: Re: Thelde new look
Posted by [mr_ped](#) on Mon, 31 Jan 2011 08:50:17 GMT
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mirek wrote on Sun, 30 January 2011 09:45 Maybe we should put all these functions to the 'Edit' (in some 'Goto' submenu) only to make them exposed

remove "Maybe".

Subject: Re: Thelde new look
Posted by [sergeynikitin](#) on Sat, 05 Feb 2011 17:55:14 GMT
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Friends!! Tabs in Thelde very beautiful, but only under Windows. I installed SVN 3149 under UBUNTU. Now is not visible while dragging the tab nothing. Previously, even a color bar - pointer to dragging.

And another problem under Linux. During compilation window Thelde always goes on foreground, closing the other windows. You can save the situation only minimize the window Thelde. In 2791 this was not.

Subject: Re: Thelde new look
Posted by [unodgs](#) on Wed, 16 Feb 2011 11:01:37 GMT
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sergeynikitin wrote on Sat, 05 February 2011 12:55 Now is not visible while dragging the tab nothing

Thanks. Confirmed. I'll fix this soon!

By the way: I'm little bit busy now but I'm planning to sum up all the things we were discussing here soon. Good news is I fixed one of critical bugs regarding docking in ide and I hope to get docking working sooner than I expected

Subject: Re: Thelde new look
Posted by [281264](#) on Sun, 24 Jul 2011 16:11:24 GMT
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Hi chaps,

When are you planning to issue a renewed (more modern look) version of U++?

Javier

Subject: Re: Theide new look
Posted by [koldo](#) on Sun, 31 Jul 2011 21:19:27 GMT
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Any idea ?

Subject: Re: Theide new look
Posted by [mirek](#) on Mon, 01 Aug 2011 06:39:35 GMT
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koldo wrote on Sun, 31 July 2011 17:19Any idea ?

Personally, I doubt I will have time to improve theide looks this year. Now that we have finished rainbow, I think the priority for me should be to support others while they develop Mac and Android ports.

Meanwhile, we need 'real' umake (without the need of X11), do some fixing in Linux look&feel.

And I would also like to start development of U++ as web framework... (I have some pretty nice idea, e.g. what about using .lay files for web?)

Anyway, 'ide' is open for community development, either as current package or perhaps a branch...

Mirek

Subject: Re: Theide new look
Posted by [unodgs](#) on Mon, 01 Aug 2011 07:28:22 GMT
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koldo wrote on Sun, 31 July 2011 17:19Any idea ?

I would really like to correct few thing in theide, unfortunately lack of time is the only reason that stops me. Similarly to Mirek I'm focused on rainbow right now as this is very important to my current project. However ide look is still an open discussion and I hope we'll get back to it as soon as possible.

Subject: Re: Theide new look
Posted by [koldo](#) on Mon, 01 Aug 2011 07:58:51 GMT
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Hello Mirek and Daniel

Your are really right. Rainbow and porting are strategic. It is not far now!
