
Subject: How's it going?

Posted by [cbpporter](#) on Wed, 05 Feb 2014 09:49:41 GMT

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Hello everybody!

Long time no see!

How is everybody doing?

I'm working on a small personal side project and I'm using U++ again after so many months. What's new with U++? Hope it is going stronger than ever.

Subject: Re: How's it going?

Posted by [koldo](#) on Wed, 05 Feb 2014 10:14:42 GMT

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Hello cbpporter

Nice to see you again!

In my case I use extensively U++ for professional projects. And some people in my organization is working with U++ so I am rather happy .

Now I have few time to propose improvements. However I am testing a new thing that I hope to finish this year .

Subject: Re: How's it going?

Posted by [forlano](#) on Wed, 05 Feb 2014 18:01:07 GMT

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cbpporter wrote on Wed, 05 February 2014 10:49: What's new with U++? Hope it is going stronger than ever.

Definitely yes. You missed something magic prepared by our guru (Mirek). He showed us an experiment: an Upp application working in a web browser.
Stay tuned...

Luigi

Subject: Re: How's it going?

Posted by [cbpporter](#) on Thu, 06 Feb 2014 09:09:20 GMT

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That's great to hear!

And it's fun to use U++ again. The library is still great and several times better than what I've been using professionally in the past few months.

TheIDE on the other hand is absolutely horrible, especially at debugging . But I do enjoy the left panel with your packages and code structure, which is better than the fiddly tabs in Visual Studio.

Might have to try to use U++ with Visual Studio for the first time. And precompiled headers? Those things are somewhat faster than BLITZ for small projects with very rigorous and strict include rules.

Subject: Re: How's it going?

Posted by [mirek](#) on Thu, 06 Feb 2014 11:17:59 GMT

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cbpporter wrote on Thu, 06 February 2014 04:09

Might have to try to use U++ with Visual Studio for the first time.

It is quite useful to use Visual Studio just for debugging, as 'external debugger' (defined in build method alt+f5).

As for theide looking ugly, I guess it is something we should concentrate on this year... My preferred idea is to create independent team for this, retaining the basic codebase (like builders, maybe CodeEditor) and build something new and shiny on that (while perhaps retaining current theide as it is).

Subject: Re: How's it going?

Posted by [cbpporter](#) on Mon, 10 Feb 2014 09:24:16 GMT

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Hmmm, I' m not sure exactly how to do that.

Couldn't the debugging support be improved instead of the looks of TheIDE? I may be mistaken, but in the past the debug tooltips seemed to work better than they do today.

Subject: Re: How's it going?

Posted by [mirek](#) on Mon, 10 Feb 2014 09:39:48 GMT

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cbpporter wrote on Mon, 10 February 2014 04:24Hmmm, I' m not sure exactly how to do that.

If you are speaking about using Visual Studio for debugging, that is quite simple (or it was last time I have done that, which admittedly is 5+ years ago): You can just open resulting .exe file in Visual Studio. You can pass it on commandline too, that is what Alt+F5 does. You just have to fill something like 'msvc' in the build method's "External debugger" field...
