Subject: Compiling theide - what is the purpose ??
Posted by nlneilson on Tue, 10 May 2016 07:00:47 GMT

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The first time using using theide I had to compile it 'from the command line' and it was very time consuming. Now it is just pulling up uppsrc ide and compiling.
That works great. Good work by the devs.

The download of upp includes the executable ide.exe
Is compiling theide basically just an exercise?
I remember digging int that code to make changes so the edit / find and replace window would not just close, now it is in the code, great.
But other than making changes to the ide is there other reasons.

I am just trying to get some answers and figure out what upp is about.

The dlglay is very good.

 Is upp trying to get away from std C++ ??

I have used upp for several years, it is great.

But I have not found a comprehensive writing of the purpose of upp.

Doing a google search for wiki upp finds a british band, something about Dick Tracey, etc, etc.

Is there a link or several links where I can find more about upp?

This forum is great for specific questions or problems with upp.

When I recommend upp to another programmer what link can I give for an overview of upp ??

Subject: Re: Compiling theide - what is the purpose ??
Posted by Novo on Wed, 11 May 2016 04:10:21 GMT

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nlneilson wrote on Tue, 10 May 2016 03:00
I am just trying to get some answers and figure out what upp is about.

Upp is about thinking differently.

Subject: Re: Compiling theide - what is the purpose ??
Posted by mr_ped on Wed, 11 May 2016 07:53:10 GMT

Maybe Overview?

Subject: Re: Compiling theide - what is the purpose ??
Posted by cbpporter on Mon, 16 May 2016 18:16:59 GMT

What you can find on the site, the documentation and this forum is most of the information you will find. So you need to search this site for some appealing content.

There are some articles on some other sites too, with the older ones slightly outdated. But the new ones are pretty good.

There are also a few gems hidden in the source code, like regular expressions, CodeEditor and subpixel painting.