Subject: [ACCEPTED] New file
Posted by Klugier on Sun, 15 May 2016 17:57:32 GMT
View Forum Message <> Reply to Message

Hello,

I think we should find better (easier) alternative for "Insert package directory file". Here is my experimental solution. We need to allow user to create file from simply create (File -> NewFile). The user specific package (current by default) and the select type of file like .cpp .c or .lay file. After that then press next and select name for new file. Here is screen shot:

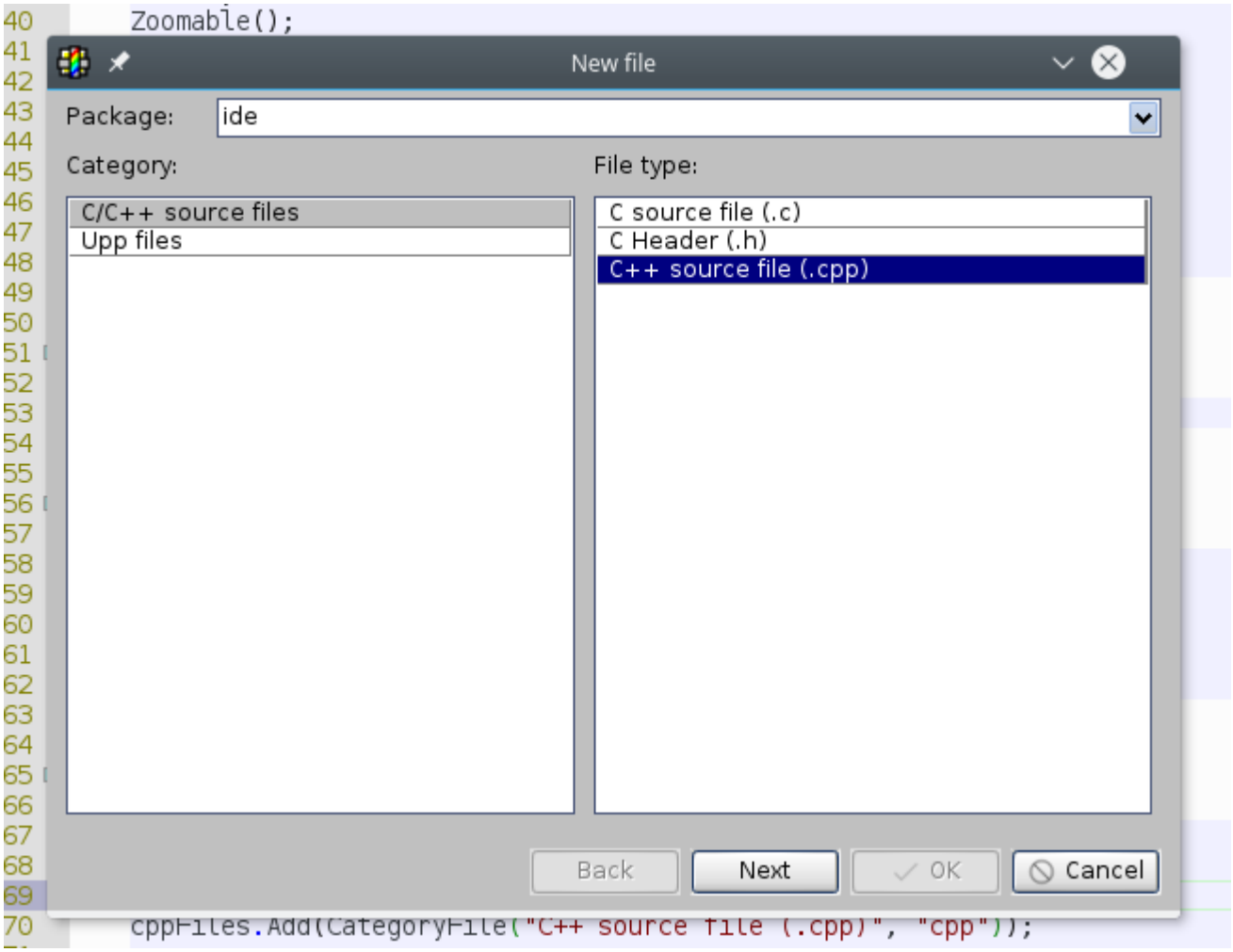
Redmine ticket: http://www.ultimatepp.org/redmine/issues/1447.

What do you think about this?

Sincerely and Thanks for discussion,
Klugier

File Attachments

1) Screenshot_20160515_191059.png, downloaded 890 times

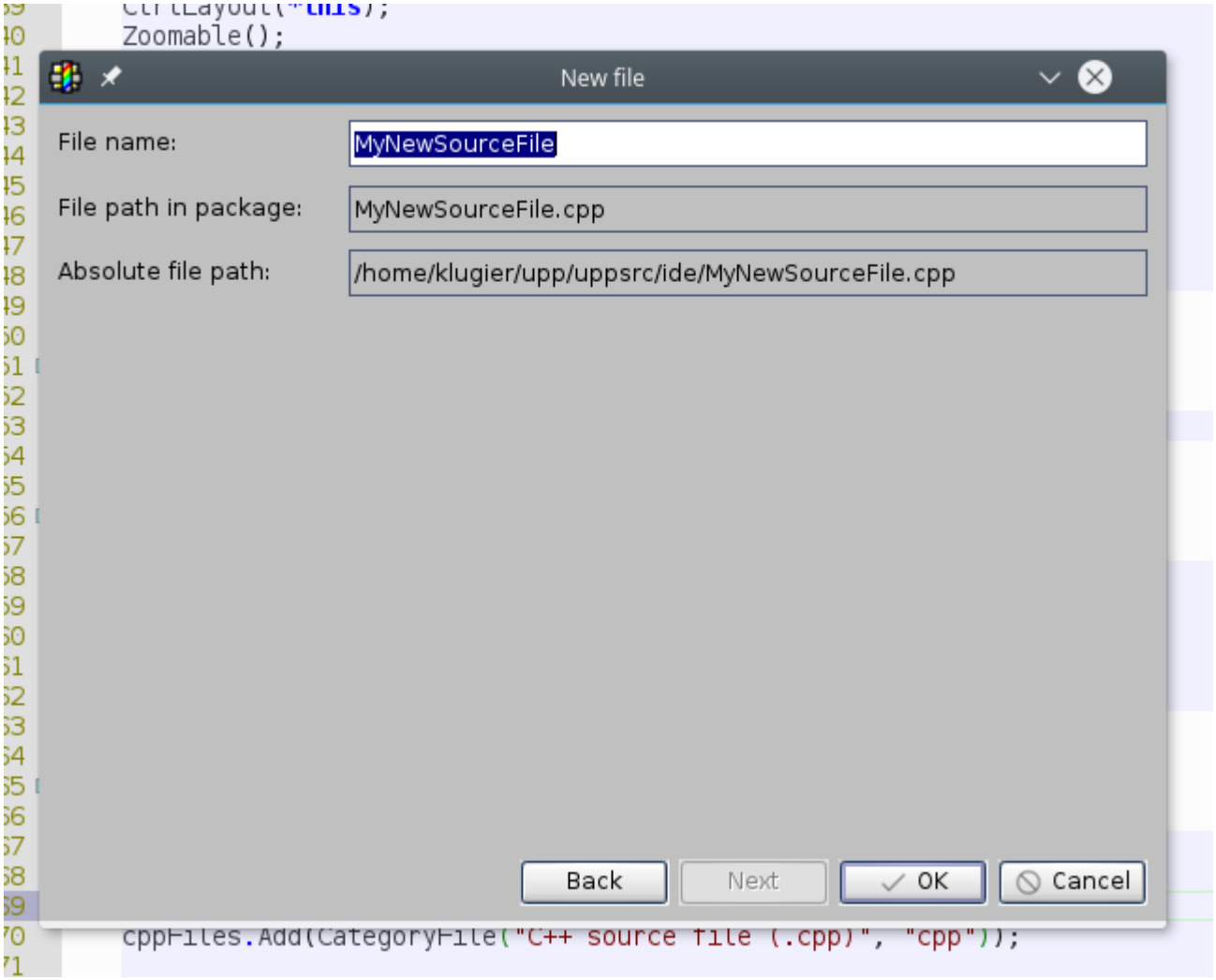


Subject: Re: [FEATURE DISCUSSION] New file
Posted by Klugier on Sun, 15 May 2016 17:59:15 GMT
View Forum Message <> Reply to Message

Second phase:

File Attachments

1) Screenshot_20160515_191121.png, downloaded 834 times



Subject: Re: [FEATURE DISCUSSION] New file
Posted by BioBytes on Mon, 16 May 2016 12:22:26 GMT
View Forum Message <> Reply to Message

Hi Klugier,

Very interesting. Cretain new project could then be similar to other RAD like Code Typhon.

Cheers
Biobytes

Subject: Re: [FEATURE DISCUSSION] New file
Posted by Klugier on Sun, 29 May 2016 16:13:30 GMT
View Forum Message <> Reply to Message

Hello,

I and Mirek decided to drop idea with wizard and replace it by something different. We improved package menu by adding "New" option. Here you can create any file (here need to specific extension by yourself). Alternatively you select predefined file extension by selecting category. This is super easy for new users, because they shouldn't know certain file extension.

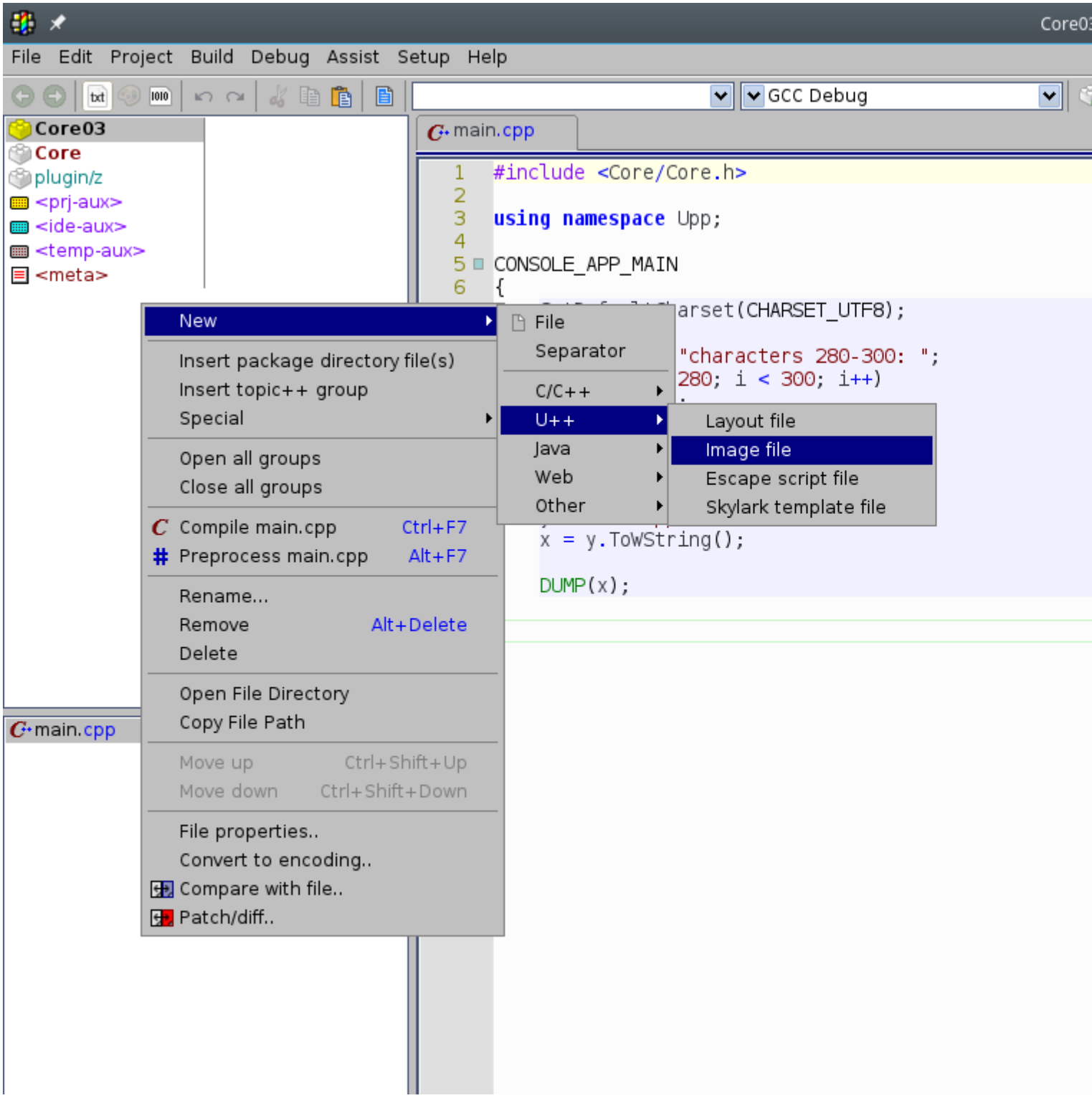
Here is screen-shot:

What do you think guys about this solution? I will be happy if I received feedback from you. You can test it from version 9891.

Sincerely,
Klugier

File Attachments

1) NewFileTrunkVersion.png, downloaded 755 times


File Edit Project Build Debug Assist Setup Help
GCC Debug
Core03
Core
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
main.cpp
#include <Core/Core.h>
using namespace Upp;
CONSOLE_APP_MAIN
{
"characters 280-300: ";
280; i < 300; i++)
x = y.ToWString();
DUMP(x);
New
Insert package directory file(s)
Insert topic++ group
Special
Open all groups
Close all groups
Compile main.cpp Ctrl+F7
Preprocess main.cpp Alt+F7
Rename...
Remove Alt+Delete
Delete
Open File Directory
Copy File Path
Move up Ctrl+Shift+Up
Move down Ctrl+Shift+Down
File properties..
Convert to encoding..
Compare with file..
Patch/diff..
File
Separator
C/C++
U++
Java
Web
Other
Layout file
Image file
Escape script file
Skylark template file