

U++ - Bug #1051

IDE - add release information

05/03/2015 02:24 PM - Zbigniew Rebacz

Status:	Approved	Start date:	05/03/2015
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2015.2 - NTH	Spent time:	0.00 hour
Description			
I think ultimate++ should somewhere have got information about release.			
I mean that we somewhere need to show "2015.1". Patch on the way...			
Related issues:			
Related to Feature # 730: POSIX Builds should contain version number (IDE)			Rejected 03/29/2014

History

#1 - 05/03/2015 02:32 PM - Zbigniew Rebacz

What dose this function do?

```
bool Ide::OpenMainPackage()
{
    String tt = "Select main package";
    //  tt << " (IDE " << IDE_VER_MAJOR << "." << IDE_VER_MINOR << ".r" << IDE_VER_BUILD
    //  << ", " << ::AsString(IDE_VER_DATE) << ")";
    #ifdef bmYEAR
        tt << " (TheIDE " << IDE_VERSION
        << Format(" %d-%02d-%02d %d:%02d)", bmYEAR , bmMONTH, bmDAY, bmHOUR, bmMINUTE);
    #else
        tt << " (TheIDE " << IDE_VERSION << ')';
    #endif
    String p = SelectPackage(tt, main, true, true);
    if(p.IsEmpty()) return false;
    main.Clear();
    if(!IsOpen())
        Open();
    SetMain(p);
    return true;
}
```

#2 - 05/03/2015 02:34 PM - Zbigniew Rebacz

- File *IdeRelease.diff* added

OK, I created simply version. Please notice that IDE_RELEASE can give us "do release update" option ;)

#3 - 05/03/2015 02:34 PM - Zbigniew Rebacz
- Status changed from In Progress to Patch ready
- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

#4 - 11/02/2015 09:07 PM - Zbigniew Rebacz
- Target version set to Release 2015.2 - NTH

#5 - 12/02/2015 12:48 PM - Zbigniew Rebacz
- Status changed from Patch ready to Approved

Files			
IdeRelease.diff	638 Bytes	05/03/2015	Zbigniew Rebacz