

U++ - Feature #1220

Add "New package.." entry in PackageMenu

07/31/2015 09:49 PM - Zbigniew Rebacz

Status:	Approved	Start date:	07/31/2015
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 it would be nice to create new package from bar:

ide/SelectPkg.cpp

```
void SelectPackageDlg::PackageMenu(Bar& menu)
{
    bool b = GetCurrentName().GetCount();
    menu.Add("New package..", THISBACK(OnNew));
    menu.Add(b, "Rename package..", THISBACK(RenamePackage));
    menu.Add(b, "Delete package", THISBACK(DeletePackage));
}
```

History

#1 - 11/02/2015 09:02 PM - Zbigniew Rebacz

- Status changed from New to Patch ready
- Target version set to Release 2015.2 - NTH

#2 - 11/03/2015 12:12 AM - Miroslav Fidler

- Status changed from Patch ready to Approved