

U++ - Feature #578

IDE tool bar should contain shortcuts for following operations: "Execute" and "Debug".

11/19/2013 12:51 AM - Zbigniew Rebacz

Status:	Approved	Start date:	11/18/2013
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	100%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description Personally, I think each app should be extremely friendly for new users. So, I decided to create two icons for one of the most usfull ide commands ("Execute" & "Debug") and add them to toolbar . P.S. <ul style="list-style-type: none">- This change is deffinitly not for power upp users (In my opinion, they will still prefer "F5" shortcut).- This change is friendly for new upp users (noouppers ;)).- In some cases it is aslow usfull for power user for instance: clicking on "Execute" icon can be faster than pressing SHIFT+F5 shortcut.- In the near future I will publish simillar update for debuggers (Stop debugging icon equivalent - "SHIFT+F5"). Moreover debugger toolbar needs additional fixes on POSIX.- I tried to design icons that will fit to upp global style. Of course, current design is only proposition, but I spend a lot of time to create them in its present form.			
Related issues: Related to Feature # 579: IDE tool bar should contain shortcut for "Stop debu... <div>Approved11/19/2013</div>			

History

#1 - 11/19/2013 01:23 AM - Zbigniew Rebacz

- File *ide.key* added

In my opinion, we need also to change two following commands names (ide.key):

```
KEY(DEBUGTO, "Run (in debugger)", K_CTRL_F10)
KEY(DEBUGEXT, "Run to cursor (in debugger)", K_ALT_F5)
```

to

```
KEY(DEBUG, "Debug", K_F5)
KEY(DEBUGTO, "Debug to cursors", K_CTRL_F10)
```

This is dictated by the fact that the brackets don't look nice in command name.

#2 - 11/19/2013 03:07 AM - Zbigniew Rebacz

- File *deleted (idebar.cpp)*

#3 - 11/19/2013 03:07 AM - Zbigniew Rebacz

- File *idebar.cpp* added

#4 - 11/19/2013 03:12 AM - Zbigniew Rebacz

- File deleted (*idebar.cpp*)

#5 - 11/19/2013 03:12 AM - Zbigniew Rebacz

- File *idebar.cpp* added

#6 - 12/02/2013 12:55 AM - Zbigniew Rebacz

- Status changed from *Patch ready* to *In Progress*
- Assignee changed from *Miroslav Fidler* to *Zbigniew Rebacz*
- % Done changed from *100* to *70*

I have new idea for this feature...

#7 - 12/02/2013 01:52 PM - Zbigniew Rebacz

- File deleted (*idebar.cpp*)

#8 - 12/02/2013 01:53 PM - Zbigniew Rebacz

- File deleted (*ide.iml*)

#9 - 12/02/2013 01:54 PM - Zbigniew Rebacz

- File *ide.iml* added
- File *idebar.cpp* added
- Assignee changed from *Zbigniew Rebacz* to *Miroslav Fidler*
- % Done changed from *70* to *100*

I think this patch is finished...

#10 - 12/02/2013 02:13 PM - Zbigniew Rebacz

BTW, Icons are smooth now.

#11 - 12/02/2013 05:08 PM - Zbigniew Rebacz

- Status changed from *In Progress* to *Ready for QA*

#12 - 12/03/2013 09:14 AM - Miroslav Fidler

- Status changed from *Ready for QA* to *Patch ready*

#13 - 12/18/2013 07:23 PM - Miroslav Fidler

- Status changed from *Patch ready* to *Approved*

Files

ExecuteDebugDemo2.png	155 KB	11/18/2013	Zbigniew Rebacz
ide.key	4.29 KB	11/19/2013	Zbigniew Rebacz
ide.iml	285 KB	12/02/2013	Zbigniew Rebacz
idebar.cpp	20.9 KB	12/02/2013	Zbigniew Rebacz