

Subject: : CodeBench

Topic: : Codebench: Problems with 0.8 beta

Re: Problems with 0.8 beta

Author: : madmonkey

Date: : 2009/2/8 16:00:38

URL:

@Rigo

Quote:

As Pete has already stated, folding can be added to the gadget with relative ease.

I await the next version. Hopefully folding will be present.

Quote:

Quote:

Popup hints,
Autocomplete,
Integrated Help,
Popup Bookmarks,

These are all something I intend to do, but I need to stabilise what I have first. This may very well come in an update, but not just yet.

Again nice to hear

Quote:

Quote:

Fully Redefinable Keyboard,

The gadget key bindings are user definable from the Prefs

Sorry bit lost here, how to i define multiple key combinations perform the same action - e.g. 'Ctrl' + 'X' cuts and 'Ramiga' + 'X' cuts and just for the sake of it F1 cuts.

Quote:

Quote:

Printing,

Should be trivial

Well hopefully this will be in the next release then

Quote:

Quote:

Unicode Support,

Is there any real point in supporting charsets that extend the ASCII standard? Can those characters actually be used in C code?

In my opinion yes, as I need to be able to edit resource files, documentation etc.. I don't want to have to go to another computer to do this. I appreciate that this is not a high priority and how difficult it is to implement due to

the complete lack of support for Unicode within the OS.

Quote:

Quote:

Version Control

There is already code in place for this, but until I get it working exactly as I want I'm not enabling it. I doubt it would go into the "free" version anyway.

Again nice to hear

Quote:

Quote:

and a GUI driven Debugger.

Well, writing a gui for GDB is one thing, but as we have already discussed, GDB is an outdated elephant. I plan to write my own ELF debugging system, but that certainly is not going to happen anytime soon.

Simon

Personally, I don't care whether a debugger sits on top of gdb or not, provided it works. I totally agree with you, gdb is an elephant, it's difficult to work with, arcane and i hate it too but hey it works. I'm glad that you are still planning a native debugger, it's sorely needed.