

Subject: : CodeBench

Topic: : Codebench: Problems with 0.8 beta

Re: Problems with 0.8 beta

Author: : Rigo

Date: : 2009/2/8 11:43:02

URL:

@Hans

Quote:

Quote:

If CodeBench thinks the buildscript is stale, then it will prompt you to remake it. Adding or removing files from the project will trigger this action. Once the buildscript is no longer stale, it shouldn't ask again. Can you give me some more detailed steps to try and recreate this, I may have missed something

I was clicking "no" instead of "ignore." This is due to the warning about losing project settings, so I erred on the safe side. It would be better if it didn't ask to rebuild the makescript when the user supplies their own custom one.

So, in that case, and files are added or removed from the project, how would you prefer the system continues? Should it just ignore it and let you get on with it on your own?

Quote:

Disabling that will disable confirmation when I do a "save as" as well. I was hoping to not get a requester when I save a file over its own original, but to still ask for a confirmation when overwriting a different file.

Well, I don't really know what to suggest with this, short of making the "Save As" function always confirm...

Quote:

BTW, I just found one other problem. I don't have my makefile in the base directory of the project (there's a reason for this), and so some project files are in a higher directory. Performing a "save as" on these leaves the "/" in front of the file-name, which of-course won't save. It's no big deal, since one can easily delete that character, but it would be better if it weren't there.

I think a touch more clarity in this would help me to understand what you are doing.

Simon