

Subject: : AmigaOS4

Topic: : Game Coding for beginners?

Re: Game Coding for beginners?

Author: : Rigo

Date: : 2010/12/1 17:55:51

URL:

@Phantom

@kas1e

Firstly, thank you for your support and your use of CodeBench.

Unfortunately, there is no "full" version available to buy right now, although progress is steady and most bugs are fixed now (according to the testers who have been quiet for weeks and weeks).

I appreciate that the limitations of the free-version can be annoying (that's why they were put there), but I figured there would be a full commercial product available by now.

Rest assured there will be a retail version in the near future (as opposed to the distant future).

@kas1e

The ability to be able to use the editor outside of CodeBench is impossible right now due to the integration, and seperating it would be far more work than creating a stand-alone editor based on the integrated one.

I'll have a look at enabling the "New File" button without a project loaded and see how possible that would be.

This would allow you to edit files without having a project loaded.

To get back on topic: Feedback is appreciated, especially if it can help new programmers to get to grips with coding quicker, and hopefully CodeBench will ease their entry into the land of 0 and 1's :)

Simon