Subject: Re: New to Ultimate++. First impressions and sugestions to improve
Posted by mirek on Wed, 27 Sep 2006 08:41:56 GMT
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Quote:Hi!
Although I think it lacks better documentation

Docs should get much better in 611 version.

Quote:
I really noted that Mingw that comes with Ultimate++ compiles/links faster then the normal Mingw. Then, I downloaded Ultimate++ latest dev version, and for my surprise compiling/linking with it seems slower (the real compilation time, after the lib is already built).

Well, this is something new In theory, there is no reason, the mingw is same, the linker (which is our version reimplemented from the scratch) is the same.

The only explanation I can see is that "BLITZ" is not active. Also, is not it possible you are building release mode? (That is much slower; by default BLITZ is active in debug mode only because in the release mode it causes larger executables.)

Could you please verify these claims and also make some real benchmarks to help us to resolve this?

Quote:
 Also it doesn't use the widgets look 'n feel of the other version (which I found cool), but draws native-looking widgets.

Well, most consider this as major advanatege

Quote:
How to use the other look?

In your app, place

ChSetStyleStd();

at the beginning of GUI_APP_MAIN.

you can also use ChSetStyleClassic() to force Win98 look. This will likely grow in future.

In TheIDE, you can choose this theme in Setup/Environment/IDE.

Quote:

Is it possible to do skinning on the GUI?

Yes, see reference/Chameleon.

Quote:
What happened to the new version being slower? Will it change at final release?

If you help us to find the cause...

Quote:
Also, size of built executables could be improved. I don't know how, but if possible implement it please.

That is mingw. There is little that can be done with it, other than to use Visual C++, which produces much better code (and is 2-4x faster at the same time).

Quote:
Also, I don't like the fact that the project is built to the \out folder. Can it be changed to built to the project path? (ex: C:\MyApps\MyPrj\MINGW.Blitz.Force_size.Gui\)

You can redirect where .exe is stored (in Output mode..), but storing intermediate files into project is something we consider a very bad idea - in fact, it was one of reasons to create TheIDE (before TheIDE we were using Visual Studio for development - and this behaviour was quite annoying).
