Subject: make CodeEditor go to first line with an error automatically [FEATURE REQUEST]
Posted by waxblood on Sun, 07 Oct 2007 15:57:11 GMT
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This is one of the things which bewilder me about upp: why do I have to press F4 after every unsuccessful build?

David

Subject: Re: make CodeEditor go to first line with an error automatically [FEATURE REQUEST]
Posted by captainc on Wed, 06 Feb 2008 15:34:54 GMT
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Because the first error that shows up frequently points to file that is not the source of the problem. You have to follow the trace to the correct file. For example, the first error could point to the memory allocation of a Upp contianer while the error was the way you added items to your Vector in your source code.

Subject: Re: make CodeEditor go to first line with an error automatically [FEATURE REQUEST]
Posted by cbpporter on Wed, 06 Feb 2008 20:23:46 GMT
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captainc wrote on Wed, 06 February 2008 17:34Because the first error that shows up frequently points to file that is not the source of the problem. You have to follow the trace to the correct file. For example, the first error could point to the memory allocation of a Upp contianer while the error was the way you added items to your Vector in your source code.
Still, when there is an error, I tend to go through them in the order they appeared. It is hard to tell that not the first error is the real cause just by looking at a random error, so I had to scroll up in the output locate the first error, and so on. I think this would be relatively useful.

What I would find a lot more useful, is more compact list generated from the output error, which would allow simple one click navigation through the errors, with tool-tip for full error message and other features. Maybe a thought for the future.

Subject: Re: make CodeEditor go to first line with an error automatically [FEATURE REQUEST]
Posted by captainc on Thu, 07 Feb 2008 03:11:07 GMT
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Now that seems like a really good idea.