

Re: AfxGetApp() returns NULL

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Tue, 18 Dec 2007 22:51:45 -0500
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See below...

On Tue, 18 Dec 2007 20:08:16 GMT, "David Ching" <dc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

"Tom Serface" <tom.nospam@xxxxxxxxxxxxx> wrote in message
news:9603D9FB-B3A2-4E9F-8FAB-D4BD756F3178@xxxxxxxxxxxxxxxxxxxxx

Yeah, that makes sense to me. I guess my point is that there is no "standard". There are only lots of ways to do the same thing and, fortunately, the compiler gives us the opportunity to do it our way ...

True, there are no standards, but I guess you could call them "commonly accepted practices" so when the IDE makes it easy to follow those and hard or impossible to do anything else, well... that could be a good thing.

Indenting one space past the brace? No... I usually use the tab key and just set the tabs to whatever I want (could be one space). That way someone else who wants 4 spaces per tab can set their own value as well. I thought that was how it was supposed to work.

That's the way I was taught also, but I know programmers who do a search/replace of '\t' and replace it with " " (four spaces) the first thing they do. It is also true that if you have tabs only, it makes it harder to custom-align a second line underneath the first one, for example, if you want to call a function and put each parameter on a separate line, it is helpful to be able to start the new parameters at an arbitrary column so they exactly align with the one preceding it). I guess code like this won't look very good if you change the number of spaces per tab, but oh well.

A decent editor handles the continuation-of-parameters so easily that it doesn't even require work or thought. It just gets it right. My editor gets those parameters lined up in a column, and all I have to do is type each one, and hit <enter>! I don't need to hit

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a tab key at all. It gets switch statements, case statements, if/else statements, etc. indented perfectly with no use of the tab key at all! I only have to type a unique part of a class name and it auto-completes the class name. It creates function headers automatically, always gets the indentation right, gives me a browser that finds definitions quickly, handles many different languages including Perl, awk, HTML, XML, etc., handles my change notifications in a single command (two keystrokes), does fully-interactive paired-bracket matching, can be used without a mouse if I choose to (for a 70wpm typist this is important), switches views and buffers quickly, has abbreviation mechanisms that work very well indeed, the list goes on and on. I can edit many different kinds of files interchangeably at the same time, keep well over a thousand files active at the same time, compare two files incrementally with a single two-character command, run command shells, EDIT THE OUTPUT WINDOWS, edit file lists, buffer lists, etc, take a block of text and sort it (for example to alphabetize a list of value names), flow paragraphs in comments, and that's just the superficial stuff! Most of that doesn't exist in VS at all, and this is essentially out-of-the-box for a real product. The latest version can also handle Unicode files. Check out Epsilon, www.lugaru.com, to see what a REAL editor looks like. That's reality. All I want is the complete power of Epsilon in the VS editor. It isn't there, and no amount of VS extension programming will give me what Epsilon gives me with vastly less effort.

You're right about using the debugger. Also I've found Intellisense to be very useful jumping to the definitions of functions and even just displaying the prototype and any information written into the .h file near the prototype. When I think back to the "old days" the IDE we have now is so far superior that it's almost like rocket science. I'm all for improving it, but I'm not going back to 6.0 :o)

Yeah, when people talk about the "good old 6.0" I think mainly they are talking about ClassWizard, and they put on blinders regarding the numerous small (and not-so-small) improvements in the later IDE's.

As far as I'm concerned, the REAL power in the new VS versions is in the debugger, project management, and of course the vastly improved compiler and MFC. The editor keeps adding twiddles, but the base editor is still as bad as it ever was.

The same holds true with Vista vs. XP. Like VS.NET, there are gratuitous and unneeded changes from the previous version, but also improvements at every turn, so overall you miss out if you keep running XP (if your PC can run Vista at suitable speed, of course). Regarding the speed, I keep wondering why the people complaining about Vista's speed don't go back to running Windows 3.1, since that was so fast compared to Win95 and anything after it, there's really no comparison. ;)

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I prefer Vista these days because my Vista machine is so fast my compilations hardly take any time at all. Now if VS2005 hadn't broken compile-and-go it would be a habitable development environment. I hold out hope that VS2008 has fixed this critical feature. When I get my version I will install it.

joe

Cheers,
David

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