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Subject: Re: A few new user questions and comments

Posted by [mirek](#) on Thu, 21 Jun 2007 03:35:53 GMT

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gerryw wrote on Wed, 20 June 2007 20:23

Apparently, the U++ library has a dependency on "theIDE"? Is this true?

More or less. No problem building U++ applications using makefiles, but compared to using theide, tedious task.

Alternatively, you can use TheIDE as "make" (in commandline mode). (BTW, this is not too much different with e.g. Qt - you also have to use a couple of trolltech utilities to build Qt programs. Just U++ has the GUI with it too...)

People are also working on getting it work with MSVC directly, more or less possible...

Quote:

I am very surprised by this. Especially After reading several places on the site that talk about superior object oriented design etc.. Don't get me wrong I'm not complaining. I just don't understand how this happened.

Well, the exact process was this: U++ was originally developed in MS Visual Studio. At one moment in the time (cca 2002), it was used in about 8 applications (commercial), but each of them used different parts of U++, different external libraries etc...

The task of managing project dependencies using MSVC became quite tedious. Therefore we attempted to create theide to automatize this task. So the main reason for theide is what you see if you invoke Project/Package organizer...

Quote:

Is there a layout container in upp similar to "sizers" ala wxWidgets? A sizer based container is very useful in laying out widgets on dialogs. If used properly, sizers pretty much eliminate the need for a GUI form designer completely.

No, U++ has GUI form designer...

Mirek

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