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Subject: U++ status on various platform

Posted by [johnevs77](#) on Sat, 21 Jul 2007 15:43:10 GMT

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Dear all,

When i first found u++ and saw the status, i got confused in U++ status on various platform.

For example, what are the differences between:

Win32: Mature, finished platform

AND

x86 Linux : Stable, finished and mostly matured.

Since i started pilot migration from wxWidgets to U++, i have to make presentation to my boss.

- If mostly matured, then what is not yet?
- if mature and finished, is it means as complete as MFC?

Please advice,

JE

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