Subject: Re: U++ as .lib
Posted by cbpporter on Sun, 23 Sep 2007 08:19:38 GMT
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My conclusion is that it's not worth it. These times are quite awful (unless you are using a really old computer, which I hope is not the case). And anyway I wouldn't download such huge libs when I can compile them from source.

But if we could get U++ in a state in which it can be recompiled in TheIDE and other more traditional environments (make, and I hope cmake), than that certainly would give more choice. And I also would like to get my hands on a new stable version, this one has a lot of bug and I'm already maintaining a list of bug fixes even though I barely started using U++.

And I think it would be very useful to have an article on exactly how BLITZ works, what do you have to do to achieve it and why is it faster. Maybe other projects could benefit from it (like at my work place where the slightest modification in a file requires a 1-2 minute rebuild).