Subject: Re: XVT comparison missing
Posted by XVT_rocks on Tue, 18 Mar 2008 15:50:20 GMT

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[quote title=luzr wrote on Tue, 18 March 2008 02:57]XVT_rocks wrote on Mon, 17 March 2008 18:52

First time I hear about it.

```
void CPokerWin::DoCommand( long theCommand, void * theData )
{
 switch( theCommand )
 {
```

is all I need to know

Mirek

Who doesn't love good, crisp sarcasm? That was funny, and no good comes from us taking ourselves too seriously.

But c'mon Mirek, come out and play for a bit, along the lines of "Compare and discuss other platforms, frameworks, IDE, toolkits, libraries, programming tips etc..."

XVT has been around for 18 years, and we have customers all over the world, from big names to two man shops happily pounding out and supporting their multi-platform-market product(s). Given the job you are tackling and the work you have done, I know you are much more capable than to merely dismiss a product like XVT out of hand from a snippet. We certainly assume you are doing some good work with your product, and it just might be the case we are as well. Both of us--and especially our user communities--can gain from a little joint exploration. Both of our products might become the stronger for it, and that is the real fun of our work.

Here is a starter intro: XVT supports both C and C++. You can write code on one development platform and port the same code to 12 other platforms, and compile it to run natively. These platforms include: Win32, Linux32, Win64, Linux64, Mac OS, Solaris, HP-UX and AIX.

XVT supports all Microsoft compilers, all gcc compilers, Xcode on the Mac, Sun Studio on Solaris, aCC on HP-UX and Visual Age on AIX. We have a Net version requiring only a recompile of existing XVT application to run a thin client with native look and feel across the internet. As to documentation, we have over 2,000 pages for our API alone.

Our GUI layout tools are clean and easy to use, supporting RAD development, and they deliver ANSI compliant C and C++ code.