
Subject: Re: XVT comparison missing
Posted by [mirek](#) on Tue, 18 Mar 2008 20:46:23 GMT
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[quote title=XVT_rocks wrote on Tue, 18 March 2008 11:50]luzr wrote on Tue, 18 March 2008 02:57XVT_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..."

Here is a starter intro: XVT supports both C and C++. You can

Sorry that you see this as sarcasm. It is just XVT design seems not really unique and definitely not interesting to us.

Each time I am introduced to new toolkit, I search for two things: how output events are handled and how dialogs are managed. So really, I have seen how output events are propagated and that is all I needed to know

Mirek
