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Subject: Re: Which is the biggest drawback of U++ "unpopularity"?

Posted by [Mindtraveller](#) on Tue, 22 Apr 2008 07:20:32 GMT

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The most significant causes of current U++ state are it's targeting for experienced C++ programmers and lack of adequate documentation. The first one isn't drawback, the second one should be improved in the near future.

1) U++ is heavily targeted for experienced C++ programmers.

That's it. And there's no way of feeling comfortable in U++ without strong experience in C++. This is NOT a drawback, it is just a professional instrument. It mustn't be as pretty and fancy looking as more beginner's ones. It just should work effectively.

This is what I love in U++. And, yes, it solves many problems which experienced programmers meet before U++ was created.

As for me, I can compare U++ team efforts with many others: starting with Turbo Vision (yes! good old under DOS by Borland), plain Win32 programming, custom GUI for DirectDraw, MFC, VCL (Delphi & BC++B), QT, wxWidgets - and finally U++ beats them. But it requires strong knowledge of C++ language and tricks. Because it is created with C++ tricks. So, to use it effectively, one must be good enough to understand all behind these tricks. This way you have smaller code, well organized program structure and powerful abilities of U++. Again - this professional tool mustn't have fancy look. It must be effective. And it is - if we talk about U++ and TheIDE.

2) Currently U++ authors targeted for widening framework abilities. And for now it has no appropriate documentation/manual/help system. Current documentation state covers most of basic things about basic abilities. Everything else you should find in forum or from sources. It is drawback but Mirek promised to focus on that in next major release. I hope he will also take into consideration community's ideas about documentation.

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