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

Posted by [mirek](#) on Sun, 27 Apr 2008 16:49:33 GMT

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Novo wrote on Sun, 27 April 2008 12:26luzr wrote on Sat, 26 April 2008 02:11

BTW: I mostly care about "optimality" with U++. If I would care about "popularity" more, I would certainly use another path and boost would be the part of it.

I still do not get the strategy behind U++. You are saying you do not care about "popularity", but you have posted almost five thousand messages on this forum. It looks to me like you care very much about users and "popularity".

Eh, I wanted to say that "optimality" has priority. Not that I do not care about "popularity" at all. Sure I do.

Quote:

And how do you understand "optimality"?

Something that makes my life as programmer easier.

Quote:

As I understand, U++ is a self-contained application framework, which is planned with two goals in mind: performance and easiness to use.

Everything that doesn't match these goals gets ignored. That includes third-party libraries like boost, dll-based builds, makefiles for Unix and project files for MSVS.

I guess you got it right. Although most things are now ignored only because of lack of time/energy and it seems they are going to be supplied by community over time.

Quote:

IMHO, before investing resources in making U++ more popular it is absolutely necessary to understand (and clearly explain to others) what actually U++ is, and what it is going to be. Otherwise you will just confuse new users.

I agree. Note that this thread was revived after almost a year.

In fact I am in process of reviewing U++ strategy. We are now in quite different state than 4 years ago where basically there were 2 people in the world with deep knowledge of U++. This has changed quite a lot

