Subject: Re: Which is the biggest drawback of U++ "unpopuliarity"?
Posted by mirek on Tue, 17 Jun 2008 11:46:38 GMT

royalstream wrote on Tue, 17 June 2008 03:55
I'm sure the GUI_APP_MAIN macro is awkward enough to scare away some curious newbies.
Keep in mind "GUI_APP_MAIN" is about one fifth of what they see when the look at your Hello
World's source code.

Well, it is not very nice indeed, but one has to consider the only possible alternative:


```
#ifdef PLATFORM_WIN32
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPTSTR, lpCmdLine, int
nCmdShow) {
    InitWin32(hInstance, lpCmdLine);
#else
int main(int argc, const char **argv, const char **envptr) {
    InitPosix(argc, argv, envptr);
#endif
```


That is why GUI_APP_MAIN was introduced.

Mirek

P.S.: Concerning macros, I think it is good idea to avoid them when possible. Anyway, if they can
avoid repetitive tasks (and that way often bugs too), I am not the one to avoid macros just
because they are "ugly".