
Subject: Re: About U++ plugin/port of Webkit
Posted by [Oblivion](#) on Sun, 22 Jun 2008 20:02:42 GMT
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Quote:

Currently I'm writing site engine using U++.

I could be in help but please give more specific info about what you want. There's a number of approaches for site creation, even under U++.

For example, in our country we have a common virtual hosting solution

FreeBSD+Apache+MySQL. So I decided to make cgi under U++ to make things easier. This is one approach.

You could choose another way, which is shown in one of examples - you may use U++ webkit's server classes and have everything working without any Apache servers. This is good solution but it requires dedicated server solution which is more expensive than virtual hosting.

Thank you very much.

But it seems that there is a misunderstanding. I am not working on a website/server or etc; nor do I have a such intention. What I am currently working on is, a U++ port (or plugin if you prefer) of WebKit API (see: <http://webkit.org/>) . Namely, a wrapper-class to integrate Apple's WebKit engine (Safari's HTML/DOM engine) in any U++ GUI application (as a HTML or Web viewer) easily (Such as WxWebKit).

Regards.
