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Subject: Re: U++ talk

Posted by [Mindtraveller](#) on Sun, 07 Sep 2008 21:34:40 GMT

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I wonder if it really makes sense - making text version of such a complex library. For me it is hard to imagine typical scenario where text support should be necessary.

99% of modern PC handle graphics - they don't really need text mode support. Those who don't (some kind of controllers or may be very special purpose computers) usually don't have wide support for advanced character work (such as on-screen character attributes support) - so text version of library should be mostly unsupported.

Speaking about old-linux (or BSD) text-style UI... I do really believe that well designed graphics mode file manager will be much easier than Midnight Commander with it's text mode UI.

The only disadvantage I see is that U++ based apps with static linked library are rather heavy. Much heavier than they would have been with text-only support. But this problem, I believe, should be solved with dynamic linking and having U++ dynamic libs shipped with \*nix distros.

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