Subject: u++ rules
Posted by lindquist on Tue, 21 Mar 2006 16:29:25 GMT
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Hi all.

I found Ultimate++ a few weeks ago looking for a good GUI toolkit for my 3D heightmap editor.

My first thought about your "rapid development" in C++ postulate was: "yeah right...", but I must say I'm convinced.

I managed to get up and running extremely fast and I now agree that this library has a somewhat scripting like speed of implementation.

The only thing I dont like is the naming. I'm personally very careful not to litter the global namespace when writing libraries and place everything inside namespaces. I would really have like CtrlLib to fit inside a Ctrl namespace:

Ctrl::TopWindow etc. but I know this is a matter of personal opinion, and UPP is still way too powerful to give up for such reasons.

I'm definitely going to use UPP for my future GUI apps.

So thank you all UPP devs for this great library. I really hope you get the GL control implemented for X11 soon ;)

Thanx,
- Tomas