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Subject: Re: What Label.WhenAction supposed to do?

Posted by [mirek](#) on Wed, 22 Mar 2006 16:34:24 GMT

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forlano wrote on Wed, 22 March 2006 11:24

I would like to know, before to start to port one my program in U++ (the wich GUI is in C), if the approach you have showed could break at some moment, for example in complex interface.

Well, to be fair, probably yes - at some level you would have to start using more of C++ (mind you, U++ uses C++ very intensively).

OTOH, you will need not classes before they are really needed...

Mirek

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