Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project
Posted by mr_ped on Mon, 17 Nov 2008 09:36:33 GMT
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What do you mean exactly? The U++ can be compiled by MS C compiler, so if you set up the build process correctly, you can compile the very same source under MSVC too (except you lose the easy way of working with packages and BLITZ build mode).

If you want to remove U++ libs code completely, you should probably tell at first what the U++ projects already does use from U++, so what should be replaced by different API or lib.