Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project
Posted by cbpporter on Mon, 17 Nov 2008 09:49:18 GMT
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Also, if some element of U++ in whole bothers you, you can also strip out the unwanted stuff, compile the rest under visual studio and make sure that new code uses other lib, and old code is only present so you don't have to rewrite a possibly large section of you code.

As for an estimate of how long it would take, it depends on the size of your code and the parts of U++ you are using. If you use GUI, I think it will be faster to scratch all GUI code, forget about porting it and rewrite. If you don't use GUI, you'll probably have it a lot easier and you can port everything one method/class at a time. For this approach I would recommend sticking with TheIDE until you have removed all U++ references, and then continue with VS.