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Subject: Re: Which is the biggest drawback of U++ "unpopularity"?

Posted by [Didier](#) on Sun, 30 Nov 2008 22:09:05 GMT

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Hello,

This is my first post on this forum.

I'm not used to doing GUIs since I mostly do firmware on specialized hardware but I find U++ amazing in it's concepts and ease of use.

The main drawback I see to U++ is its code editor and the apparent complexity to build a U++ graphical application without using the editor ( sorry, I haven't looked very much ).

I'm perfectly aware of the time and energy spent creating the code editor (and it's debugger) but it's far from being perfect and why create what already exists free and much more complete (I'm thinking about Eclipse CDT for example).

If Writing and debugging the code editor wasn't necessary, much more things could be done for the part that really matters, I 'meen:

- The U++ core library and concepts : FANTASTIC
- The Graphical editor and the class inheritance mechanism
- Additional evolutions / libraries.

My bet is that with few modification U++ could spread out very easily:

1 - Have an eclipse plugin that manages the graphical part.  
(CDT is starting to be a very popular C/C++ code editor)

2 - Change the build process to something more classical (blitz++ is perfect as far as i'm concerned but when you try to convince you're boss or a work colleague the usual reaction is Uhhh? a specific compilation process ?!?! Can we trust it? is it bug free ? Is there support for it ? And finally they say : "Forget it". and I understand that position).  
'Boost.build' could be a good candidate :it's free, multi-plateform, multi-tread, simple to use, has complete documentation.

But again The work accomplished is fantastic : great job !