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Subject: Re: A problem with UPP application scale . . . UPP exonerated, the rest of the story.

Posted by [jlfranks](#) on Sat, 14 Mar 2009 20:23:49 GMT

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Sorry for the work related delay in getting back.

You explained this well, yes I get the idea.

Regarding lines of code (using sloccount on Linux)  
for just UI related stuff . . .

SLOC = 24,741 for the Main UI

SLOC = 8,588 for custom UI libs to handle touchscreen, virtual  
keyboard, skinning, etc.

Regarding BLITZ - no we are not using it. We really did not  
know enough about it to feel comfortable with it when we  
first got started with UPP a couple of years ago. Now, we can't  
use it because it complains about some stuff that we don't  
have a clue as to how to fix.

Painter works GREAT on ARM AT91SAM9263, but we use a GNU  
cross-compiler that produces EABI code. This implements an  
efficient floating point emulation (compared to old method of  
processor exceptions for floating point emulation).  
All of this has really pretty good performance real-time  
displaying UPP gauges, meters, grids, etc.

We have frame buffer interface with DMA update of a color  
LCD color display (640 x 480) on a layered fabric inside the  
SOC all translating to very fast graphic processing for a  
little processor.

We didn't have to patch UPP a whole lot to make things work.  
Yes we would be interested in tying in to the latest UPP  
sources, and I think that will happen, but not right now.  
We are still on 2007.1 and can't move forward because our  
custom widgets are specializations of UPP lib hierarchy as  
it existed with 2007.1.

The refactoring and performance improvements in your  
Ultimate++ reflected in a drastic change to the UPP  
class hierarchy and our build would break. We have not had the  
time to go back and change our widget library in order to make  
use of new UPP. Maybe sometime in the future. We're still  
adding features to our product willy-nilly and don't have

a lot of resources to go back and fix stuff to work with new UPP.

Hope this provides an update that is helpful.

BTW: Just tied our project into Topic++. This is really great. Only problem is that we won't use it a whole lot since we target over eight languages and don't have resources to handle all the translation work that a comprehensive help system would entail.

--jlf

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