Subject: Re: Basic questions about u++
Posted by mr_ped on Tue, 06 Oct 2009 12:41:43 GMT
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1. U++ is C++, i.e. normally native code as long as you don't bend some managed compiler to compile U++ libraries.
U++ is supported either for MS C compiler, or G++ (from GNU GCC), both are classic "native" C++ compilers.

2. the core of U++ is BSD license. There are some optional special packages (SDL and maybe something in bazaar directory) under LGPL or maybe even GPL, so watch out when considering those, but as long as you use basic U++ libs, you are in land of BSD.

3. small but dedicated.

4. there are people trying to run U++ on embedded devices, and the main dev team is trying to keep it as portable as possible, i.e. indirectly supporting any embedded effort. But with some new device it's up to the one who needs it to try to port it and suggest patches afterward.

5. Qt is IMHO lot more bigger. Bigger commercial subject behind it, bigger community, bigger (more bloated?) API + code.
U++ is lean and maybe more C++ like (if you like to use full C++, you will like it, if your code is more C like, you will be maybe not that happy). Both are IMHO very powerful tools and good choices. If you are very skilled and a bit adventurous, I think U++ is better fit, as you are more in control. If you like to be one of many, Qt is probably safer choice.

6. U++ is cross platform, performance wise it's better, not directly tied to MS, and masters of U++ should be much more efficient in writing applications then MFC masters. It should be superior to it almost in every aspect. MFC was standard before MS started to bring out new platform/API every second year, thus pushing devs to move and move...