Subject: U++ vs Qt
Posted by 281264 on Sun, 27 Jun 2010 13:54:03 GMT
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I have been exploring U++ and Qt (free version of it, of course). One advantage of Qt is how well documented the tool is. In this respect, in my humble opinion, U++ needs to improve. One advantage of U++ is its BSD license that allows you to create commercial applications without having to pay a fee (is this correct?)

I see U++ a bit inclined toward SQL applications. As my plan is to build an engineering application with extensive usage of OpenGL, do you think U++ is appropriate to do it? What limitations has U++ got?

By the way, I am finding problems with the debugger: it does not work properly.

Please, what do you think about the topic?