

---

Subject: Re: U++ vs Qt

Posted by [koldo](#) on Sun, 27 Jun 2010 20:11:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello Javier

Quote: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?)

You are right. If you develop commercial applications not open sourced, you do not need to pay any fee (including Windows ).

Quote: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?

I think U++ is very appropriate for engineering applications. I can credit it. And many other too. The limit is in the extent of the libraries, but we are widening it.

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

For Windows MSC compiler is better supported than MinGW, specially in debugging. I advise you to install it. It is free for commercial use (free, not open).

---