
Subject: Re: U++ vs Qt

Posted by [andrei_natanael](#) on Sun, 27 Jun 2010 21:23:57 GMT

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Hi Javier,

281264 wrote on Sun, 27 June 2010 16:54 One advantage of Qt is how well documented the tool is. In this respect, in my humble opinion, U++ needs to improve.

I don't miss the documentation too often. Once you know the basics in U++ you may learn new things from code. One fast way to search for something is to use CTRL+J in Thelde, feed it with function(ality) you're looking for (try with abbreviations and synonyms). Also Thelde help have search functionality.

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?

U++ really rocks in SQL applications development , still it have OpenGL support in GLCtrl (see OpenGL example from reference assembly). In U++ if you want to use OpenGL you have to know it's API. Qt provides a bit more advanced OpenGL support in it's QtOpenGL module.

Quote:

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

Please, what do you think about the topic?

The simple way of getting ride of problems created with debugger is to write code that doesn't need to be debugged .

I used it only few times and that mostly on non-U++ projects. If your problems are memory leaks, then U++ provide support to find they easily. See *.log file after you build (in DEBUG mode) and run your application (ALT+L in Thelde).

If you follow U++ guidelines you won't have to use the debugger.

Best regards,
Andrei

P.S.: See comparison between U++ and Qt, it may put a spell on you and use U++ forever
