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Subject: Re: Number of U++ Developers/Users?  
Posted by [cbpporter](#) on Tue, 24 Aug 2010 08:07:25 GMT  
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jeremy\_c wrote on Sun, 22 August 2010 07:51 I'm just curious about the vitality of U++.  
Well that depends a lot on how you define vitality. If you define it by the user base and number of trained individuals that can use your platform, then the vitality is low. I've seen plenty of people both corporate and technical ignoring some technology because of its niche status. If you define vitality by its technological prowess, I would say very high. If you define it based on the number of developers, U++ is not going anywhere. U++ is far from a one man project by the number of developers and that it's been around for 7? years publicly. Even if you would categorize it as a one man effort, the numbers speak of a high vitality.

Quote: It seems the forums here are sometimes slow which indicates to me not many people using it or developing it. Is that true?

There are a lot of people on the forum, but not all answer questions, and waiting a few days is not that much, especially with our user base. On other projects I've seen it is far worse. I have 3 where I still didn't get any answer after over a year and counting. Also, people tend to answer questions related to the domain they know. Mirek is the one with all encompassing view who can answer all your questions and he was always prompt before if he didn't miss the thread. I check the forum almost daily, but since I'm not using U++ actively right now for anything important, I tend to answer only simple questions or the ones related to the parts I know best or the ones I have written code for. I leave the rest of the questions to someone more qualified and usually the answer is not far. Also, the people who are answering are the always the same, so you can figure out who usually answers.

Quote:

How many active developers of U++ are there? i.e. people working on U++ itself, not using it in their own apps.

I believe none. I don't think that there is a single person who works only on U++ without using it in his or hers personal or work related projects. I think that most bug fixes and new features came from someone using U++ and seeing an area that can be improved. U++ came to be as an alternative to eliminate the burden of MFC if I'm not mistaken.

Quote:

How many users of U++ are there? i.e. people using U++ in their own apps? I know this number may be hard to quantify but there must be some general opinion... 10, 100, 100,000,000?

All the people from above and a subset of the ones have registered on the forum and probably a number of people who never registered. It is impossible to tell. The number of downloads from SourceForge can help a little. Windows version of 2008.1 had over 8000 downloads. A lot of people downloaded it more than once, but it is unreasonable to believe that a handful of people accounts for the number of downloads. There are also the non mingw and deb versions, with over 2500 each. 2008.1 was the last version with rare release schedule (once or twice a year). After that it is a lot harder to get meaningful data from all the small releases.

My production environments consist of a heavily forked 2008.1 and a 1613 which I'm planning on

upgrading to a newer version. And have some recent versions for testing. So not everybody uses the latest version.

An interesting question is how many people came in contact with U++, what was the retention rate and with what impression did they leave. Emphasis on the last point.

But right now I don't think there is something we can improve on U++ to make it more popular. It is already stable, feature full and relatively simple to use. I have no idea what we could dedicate our collective effort for the next two months so that we could improve the retention rate of those who come in contact with U++. Other than transforming TheIDE into a perfect clone of Visual Studio or QtCreator.

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