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Subject: Re: Which is the biggest drawback of U++ "unpopularity"?

Posted by [prof](#) on Thu, 27 Apr 2006 19:07:58 GMT

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It seems to me that the whole talk was focused just on "GUI toolkit" part of upp, and everybody left TheIDE and build system used by UPP without attention they deserve.

By "look and feel" I didn't mean the widgets - I meant TheIDE in comparison to VS IDE, upp build system in comparison to MCVS solutions, Boost.Build, Perforce Jam, makefiles, autotools etc.

I'm not a GUI developer. 90% of my needs for UI are satisfied by printf() call. The toolkit is good, but it isn't revolutionary. There are such things like Mozilla XUL/XRE and Tk. But the idea of packages impressed me. Finally there is a chance for source tree to become ordered. Finally, someone tried to introduce "modular concepts to C++ programming" (a quote from upp home page).

Talking about the widgets, they look ugly for me. I wouldn't use them in a software product I want to sell to plain home or corporate users. Of course, if I just want a quick and dirty UI, or if I make a prog for one customer for his personal use, it's ok. The widgets resemble early linux desktops and win16 (especially when I try to open a file). I hope that themes will fix this issue, and the UI will look more beautiful. Like Firefox, like Visual Studio, like Office.

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