First few words in article (I try to translate tonight):
Non standard GUI-Toolkits. Part 1: Introduction to Ultimate++

When you create a GUI-applications for Linux toolkit choice plays a primary role. It was from him will depend not only the complexity of development, but the portability of the program, its appearance and the possibility of further development. For definiteness, assume that a program written in C++, because consideration of bindings for different languages - a single broad topic. In fact, the choice boils down to the three most famous and popular toolkits: Qt, GTK and wxWidgets. For smaller "light" program is sometimes using FLTK. Unfortunately, each of these "three pillars" has its own specific drawbacks, so an alternative non-standard GUI-Toolkits continue to cause concern.

Non-standard solutions are interesting or remarkable appearance of widgets, or original programming techniques, which save development time and support programs. To be competitive, they must be cross-platform, to support Unicode and have an integrated RAD-development environment, or at least a visual editor forms.

 In this article the toolkit Ultimate. Appearance its widgets unremarkable (use "native" widgets for each platform), but used the programming techniques are fundamentally different from all other toolkits.
All the components of U++ are very specific and quite literally do not look like anything else. This applies to the syntax, which is sometimes difficult to know with as such (although this is absolutely standard C++ without any additions, in Qt), and frankly bizarre IDE.
Do not expect U++ intuitive - the trivial things you need, often for a long time "digging" in the documentation and forums. "The barrier of entry in U++ is high, but the effort invested then quickly pay off.

To be continued