
Subject: Re: chess like drag&drop possible in u++ ?
Posted by [kenton](#) on Sun, 19 Sep 2010 10:50:42 GMT
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Thanks You Honza !!

It's 1 hour that i'm trying to make working your example
and now i'm able to make a new assembly correctly in order to compile your code
Can seem stupid but for the first u++ program it isn't

Well, your answer is very clear and now i will do the first run !
For the lack of documentation i hope that this thread will be a point to start if i decide to realize my
project in u++.
I will try to write down my learning steps from my beginner point of view.

In another forum a user advice me to work in codeblocks + wxwidgets + gtk
I think that my choose have to consider my needs:

- cross-platform
- license allows commercial use
- simplicity

There is something that i can not do in u++ ?
