
Subject: Re: chess like drag&drop possible in u++ ?
Posted by [dolik.rce](#) on Sun, 19 Sep 2010 11:40:21 GMT
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kenton wrote on Sun, 19 September 2010 12:50 Thanks You Honza !!

It's 1 hour that i'm tring 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
- semplicity

There is something that i can not do in u++ ?
The directory in zip corresponds to a package, just unpacking it into MyApp (which is usually created automatically on install) is enough to get it available in TheIDE. The learning curve in U++ is pretty steep, but rest assured, that what now takes you an hour will take you a minute in just a few weeks

About your needs: BSD license is very permissive. There should be no problems with that.
Simplicity is hard to define U++ is definitely not simple in terms of its internals. But it allows to write very simple application code. Also very fast (both to write and to run) The cross-platform support means win32 (XP to 7, 98 not officially supported but still working), Linux and BSD. The Mac OS X support is not ready yet, but some people are working on it.

U++ allows you to do anything you can think of Usually in fast and reliable way. Also the community is great and gives a great support.

I'm glad to hear you got the example working and that it is what you meant. BTW: Notice that it is less than 100 lines of code - that is what I call simplicity

Honza
