Subject: Why do you use U++?
Posted by gprentice on Mon, 25 Oct 2010 03:02:38 GMT
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Why do you use U++? When people say U++ is fantastic or something, I cannot tell why they say that.

I'm thinking of writing a Windows only hobby program which might turn into more than that one day. A nice looking GUI matters to me and I want to avoid the .NET runtime. I don't want any multimedia stuff. I'm wondering why would I use U++ instead of say the free (or even non free) Visual Studio and I'm wondering why people here use U++ (leaving aside the learning curve issue). Is it because ...

1. It supports Linux.

2. You get all the source code and can rebuild and tweak/hack if you want, or fix problems.

3. There's fast response to bugs.

4. There's high quality help in the forum.

5. The reduction in source code size claimed by Mirek matters.

6. It has fast build times or fast development time (does it?)

7. It has a good library?

8. It's fun to use and you like playing with C++.

9. You don't mind the lack of comments in the source code because you don't need to change or understand the hard parts much.

Any other reasons?

Can I get nicer looking widgets/GUI in Visual Studio if I'm willing to pay for them?

I think Mirek has said it's easy to make your own widgets in U++. Is this true?

Thanks
Graeme