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Subject: Re: Why do you use U++?

Posted by [dolik.rce](#) on Mon, 25 Oct 2010 04:58:41 GMT

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Hi Greame,

I agree on all of the reasons you stated plus following:

10. It is simple to create custom widgets (both from scratch and by inheritance or combination of existing ones).
11. Many in-built features in the library (documentation, skinning, translations, ...)
12. NTL is faster than STL on runtime
13. The "everything belongs somewhere" paradigm makes things much easier for programmer on all levels.
14. Great modularity thanks to packages (also possibility to switch between stable and development nests is a good thing).

Honza

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