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

Posted by [mr_ped](#) on Mon, 25 Oct 2010 07:46:22 GMT

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15. most of the library works as expected

While this may seem obvious, I very often hit this one, when I try some new library/framework. I simply check help, API, and then use it in some non-example way just to figure out it fails and then I have to submit bugs and wait for fixes. U++ is different, 99% of time the API does what it should, and the rest can be fixed thanks to sources. This makes "6." especially true (the development time).
