

---

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

Posted by [frankdeprins](#) on Mon, 25 Oct 2010 10:43:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The modularity is indeed great. The way you pull in packages in a project and can work on sources of these packages simultaneous with your project at hand is very handy. Basically, it boils down to a good build/dependency tracking system. But the way this is integrated in the IDE is very cleverly done.

Creating custom controls is also very easy indeed.

The code is not bloated and I'm always amazed that it just takes me a few minutes to download a new revision from subversion and build the IDE. Try that with Qt, which is also nice don't get me wrong, but building the libraries alone takes me more than an hour. And, so far, I've never managed to build Qt Creator myself.

With Ultimate, I even managed to run the IDE in debugging mode from within (another instance of) the IDE without a lot of sweat. This is very handy as a debugging tool, as well as a learning tool to see what happens.

Overall; one does not (easily) find all these advantages in other environments.

And it also looks good.

Can I give you my bank account nbr now?

---