Subject: Re: Using U++ without UppIDE
Posted by cbpporter on Tue, 16 Nov 2010 08:30:54 GMT
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There is a lot of information on this forum if you search it.

My advice is to start slow. Take s simple console example from the samples included in U++, take a look at the packages and try to replicate it in Visual Studio. Packages are folders after all. So a workspace with tree projects should work. There are some extra steps involved, but first see if this works for you. You don't need than many projects, but unless you are experienced with C++ build system, libraries and include paths this is the safest way IMO.