Subject: Re: U++ development: Two philosophies
Posted by harmac on Wed, 19 Jan 2011 19:59:40 GMT
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Thanks, fudadmin! I haven't actually written any documentation until now but for a lack of experience in software development. So now I need to learn about some tools. After a first exposure to Delphi many years ago, which by the way actually felt somewhat more productive than what came after, I got to learn Java, and that's basically where I am halfway. A want to use OpenGL took me to reading about Win32 GUI programming. Reading the first example code, I thought, oh my god, how ugly! I didn't do anything with it, read about how X does it (not much better).

Now, having grasped the notion of APIs in existence, there are fortunately some cross-platform approaches, of which I hope U++ will be interesting. Now, sorry for off-topic, I hope I can learn something.