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Subject: Re: U++ on Code::Blocks (MinGW)

Posted by [JohnGreek](#) on Sun, 27 May 2012 18:19:26 GMT

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Thank you for your reply Novo. I will try to compile a simple example this way.

I'm using Code::Blocks for like 5 years and i'm kinda used to it. Plus TheIDE is not really attractive regarding it's UI and configuration. My personal opinion though..

I'm building a 3D engine and i used Win32 for the UI but it can't be integrated with the multimedia library i'm using so i needed a GUI and u++ seems very powerfull and rich. Hope i can make it work

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