Subject: Re: U++ on Code::Blocks (MinGW)
Posted by BioBytes on Mon, 28 May 2012 08:09:33 GMT

Hi John,

I agree with Max. I started in 2008 with U++ and for some reasons of immature features I moved to CodeBlocks/MingW and wxWidgets.

After 1 or 2 years, I decided to come back to U++ as I really appreciated its philosophy the first time I tried it.

The build operation is easy much more than using Code blocks which requires to change parameters when you move your project files from one machine to another. With U++, it is very easy just creating a zipped file containing all your projects files (except *.upp describing the local configuration) and it is done.

After compilation you get a single exe file: no need to add the wxWidgets *.dll or mingw.dll and so on...

U++ and TheIde is definitively a smart developpement tool for C++ making our hooby (or job ?!) more enjoyable.

Regards

Biobytes