Subject: Re: Ideas and priorities for the next development cycle
Posted by Tom1 on Tue, 04 Sep 2012 19:59:47 GMT

Hi Mirek,

While reading the link and your thoughts on platform support, I once again started to wonder where is the world of GUI headed and how U++ is going to cover that. In order to better understand how you see the future of U++ on various platforms (existing and new) I would be very interested to see a platform by platform listing how Draw, CtrlCore and CtrlLib are going to be implemented. I mean, which APIs are going to be used on each platform.

I'm not a great fan of leaning on pre-existing libraries, since this is the highway to bloated software, difficult dependencies and bugs. In my book U++ project has a clean record in interfacing directly to platform APIs and implementing clean and efficient code for any required task. Using external dependencies between native APIs and U++ seems like a diversion from the well established path we have seen so far.

Best regards,

Tom