Subject: Re: U++ GUI over existing code
Posted by dolik.rce on Tue, 25 Sep 2012 14:30:39 GMT
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There is some basic support for STL. E.g. Upp::Vector<> can be made compatible with std::vector<>. Many of the std:: types are not covered, but it shouldn't really be a problem, as you can (although it is not really recommended) mix STL and U++, for example use STL for data containers and U++ only for GUI.

Honza