
Subject: Re: FLTK [FEATURE REQUEST]
Posted by [lectus](#) on Thu, 04 Oct 2012 15:26:35 GMT
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I've used both. Here's my opinion:

FLTK is highly portable and draws its own widgets (same look on all platforms), but it can look ugly (depending on users' taste).

FLTK is only a tiny GUI toolkit.

FLTK uses LGPL license with additional permission for static linking.

U++ is also quite portable but it tries to mimic the native look and feel (users will be immediately comfortable with your app).

U++ also has SQL and other good stuff.

U++ has BSD license, you can use it for whatever you want.

U++ executables are a little bigger than FLTK, but for most applications it's ok, because you get additional features.

U++ has powerful widgets like the array control.

I'd use U++ unless you have very specific reasons to not do so.
