Subject: Re: [Tutorial] Using the Visual Studio IDE with U++
Posted by kohait00 on Fri, 19 Oct 2012 08:54:15 GMT

ofcorse it just makes sense to use ide to dev upp.

to include upp packages in own existing eclipse development would show the versatility of upp in a great way..

* use is as a self contained dependency free framework, building and debuggin in own the ide space

* extend your capabilities by binding your existing (VS or eclipse or wahtever) projects with upp packages.. (providing only very small glue logic / wrapper classes if at all).

* develop entirely in another IDE, but benefit from everything upp offers as source base.

since eclipse is my current dvelopment environment at work i will be persuing it slowly but steadily..

EDIT: maybe i can use doliks universal makefile generation for the purpose of eclipse building.. as a prebuild step or sth..