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Subject: Re: [Tutorial] Using the Visual Studio IDE with U++

Posted by [lectus](#) on Sat, 15 Dec 2012 18:11:02 GMT

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Honestly I prefer to use Thelde.

Having only one IDE running on all OSes U++ supports is great. And Thelde has all features I need.

Yes, it's a good effort to compile U++ on Visual Studio, but I'd rather open a package in Thelde and it builds without any path fiddling because everyone is using Thelde too.

AFAIK that's one of the problems with wxWidgets. It has too many IDEs and GUI editors but no official one.

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