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Subject: Re: What framework/toolkit have you used before U++?

Posted by [exolon](#) on Fri, 28 Jul 2006 20:51:17 GMT

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Well, the last GUI programming I did was in bare Win32 (doh!) with some ideas and a few classes taken from the relisoft windows library.

That's another framework (Windows only, though, and the full RSWL only compiles with MSVC) for C++ that puts an emphasis on smarter, better code.

There are some good tutorials on the main gist of the library (based on writing the beginnings of it from scratch) and great articles about C++ techniques in general.

However, the actual documentation of the library seems nonexistent, and the library source itself has to be acquired in a strange manner (by installing proprietary distributed peer-to-peer software requiring Outlook/Outlook Express (!) and joining a group).

I prefer the more open approach taken with Ultimate++, plus the cross-platform-ability.

Before that, I did a little with Java AWT for a project (which wasn't at all fun), and before that again, GEM on the Atari ST

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