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Subject: Port of U++ core to windows library publishing

Posted by [hans](#) on Wed, 18 Jun 2014 18:55:06 GMT

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Hi,

I have developed over the years a port of the U++ core as windows only library.

The name of the library is UPPW.

Rationale is I have only develop for windows and have a thin class library for GUI too which I also want to publish. And NTL is fun!

Now I think to make the port public.

The port consists of only the U++ core (without TCP/HTTP...) with some changes in the String and Stream classes. No IDE, no GUI, nothing else.

Pros would be U++ would be known on larger audience, and more people with multi-platform demands would know about it. Fixes for bugs found in the port could flow back to U++.

What do others, especially the active U++ developers, think?

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