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

Posted by [mirek](#) on Sun, 22 Jun 2014 14:24:05 GMT

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hans wrote on Wed, 18 June 2014 20:55Hi,

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?

Well, spending most of my professional time developing in U++/Win32, I might be a bit curious what is advantage of Win32 U++ Core over Multiplatform U++ Core... :)

But I believe that the point is to ditch theide and just use Visual Studio, am I correct?

As such, it is a good effort. I would perhaps suggest to think about making the "export" of normal U++ Core to UPPW somewhat automatic, perhaps add some `#ifdefs` into Core so that trunk sources can be used.

Thin GUI library is also sounds interesting.

Mirek

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