Subject: Using standard C++ in U++ application
Posted by eldiener on Fri, 06 Mar 2015 02:06:51 GMT
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Is there anything in U++ which will keep me from using standard C++ algorithms, containers, iterators and advanced libraries (Boost as an example) in an application where I am using U++ in order to create a cross-platform application using C++.

I realize that many U++ constructs use their own core libraries but I am talking outside of using those constructs with U++.