mirek wrote on Thu, 17 December 2015 15:54- Maybe release some parts of U++ as separate libraries. E.g. memory allocator is a good candidate IMO.
That is actually very good idea. I had a similar one few months ago, but never got time to actually try it. There is actually quite a lot of projects that use jemalloc or similar preloadable libraries to squeeze out some more performance out of their code. I believe "umalloc" could offer similar performance boost and it might help spread the word about the rest of U++ too.

Additionally, I think it might be worth to spend some time making U++ less dependent on TheIDE. Even though it is a great editor, many programmers are not willing to switch from their favorite IDE/editor (which they spent years learning and customizing) just to try a new framework. And using U++ without TheIDE is currently non trivial.

I remember some experiments with converting upp files to Visual Studio projects, waf based builds and of course the universal makefile, but frankly, all of those are quite difficult to use without previous knowledge of U++. Making a library that could be just linked against would help a lot, but I know this has already been tried several times before, with mixed results.

Best regards,
Honza