Subject: Re: Working on new article...
Posted by mirek on Wed, 16 Aug 2006 09:23:28 GMT
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Quote:
Well, I noticed that post was quite old itself. Maybe attitudes have changed since then...

Yes, when I am speaking about experiences, I am speaking about this.

Although I do not think that previous "comparisons" were unfair. OK, I missed one comment to remove in wxWidgets code and there was not that gently "disclaimer" page before the comparison. But I never said that wxWidgets or Qt or Jave is a joke

BTW, interesting fact is the complaint about code not being equivalent. Later, when "testing" with other people, I have found that the most likely reason they thought that is that they simply missed that changeing the play area size, which took significant portion of code in wxWidgets code and is very compact in U++ thanks to THISBACK1 callbacks... (but I might have missed something else too).

Mirek