Subject: Re: What is the highest version of U++ that does not require C++11 ?
Posted by kov_serg on Sat, 16 Jul 2016 21:07:02 GMT
View Forum Message <> Reply to Message

Quote:
I think transient to C++11/C++14 is the only way to keep upp competitive to other C++ frameworks.

Are you joking. "This frame work may work only with C++11 and works stable only on latest compiler and only for this os and only on x64 platform with lates Xeon processors. This make as competitive to others. Others are going to the bright future. So we do."
If it can not find niche it simply dies. In what field it competitive, if you reduce platform where it could run.

Quote:Keeping old standard only for backwards compatibility is not an option for future of U++.
Everything flows, everything changes but breaking compatibility is the last thing should be done.
Where you benifits for example it it will not run on PentiumD like Windows10?

Quote:Please notice that several features that is available in newer standards like auto and lambdas allows us to develop U++ faster and easier. It is also good value for framework users code.
I see nothing special in this features. THISBACK works fine.
Are you sure this allow you faster and easier work? It help make dynamyc linking of packages.
Increasing gui responsibility?
There is no serious reasons to use labdas except reactive programming.

"Ultimate++ promises radical reduction of code complexity of typical desktop applications" but I see no reduction of code complexity is this. All new features increasing complexity.

In brief: you reduce portability and increase complexity but what you get labda, auto, shorter for. But does not this increase productivity? Or this is only cool useless features like latest iPhone in your pocket.