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Subject: Re: UltimateOpenGL [BETA] 3D motor  
Posted by [Klugier](#) on Mon, 18 Nov 2019 21:42:30 GMT  
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Hello Xemuth & Koldo,

I am not sure we should put every more complex open source project to Bazaar. Some times ago we discussed to abandon baazar, but we kept status quo. I think links to repositories are fine alternative for us. I plan to add the possibility to add remote packages (e.g. github repo) as a package.

Backing to Xemuth :) I think you made grate work here and probably you had a lot of fun writing this application. I am glad you decided to publish it as an open source. We definitely need more initiative like this. Thanks and good luck in developing this project and other projects in the future!

I definitely agree that you should try to use OpenGL control from Upp :) If something is not possible using this control you should report the bug or contribute to Upp to overcome issue. Please notice that recently we added the possibility to contribute via PR on GitHub!

At the end, I would like to give you some power tips for the future. I notice that you use following code in your header files (.h):

```
using namespace Upp;
```

This should be avoided at all cost, because when somebody includes that file it will also inherit this namespace shortcut. To overcome that issue you can put your class into Upp namespace or directly use namespace Upp::. You can find more information on <https://stackoverflow.com/questions/5849457/using-namespace- in-c-headers>.

Sometimes you pass string as a copy when you can pass it by const reference to avoid copy:

```
GameObject::GameObject(String _name){ // <- Copy  
    name = _name; // <- Copy one more time  
}
```

Should be replace with

```
GameObject::GameObject(const String& _name){ // <- No copy, address (reference) is passed  
    name = _name; // <- Copy  
}
```

As you may see with const& we avoid one extra copy that is not need in above case.

Sincerely,  
Klugier

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