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Subject: New to Ultimate++. First impressions and suggestions to improve

Posted by [lectus](#) on Tue, 26 Sep 2006 19:59:05 GMT

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Hi!

I'm new to Ultimate++ and I'm really liking it. It looks like a promising project.

I first downloaded Ultimate++ 605 with Mingw, and was really impressed by how mature and easy to use the IDE and library are.

Although I think it lacks better documentation, the code completion and the samples were really good to have an overview.

I really noted that Mingw that comes with Ultimate++ compiles/links faster than the normal Mingw. Then, I downloaded Ultimate++ latest dev version, and for my surprise compiling/linking with it seems slower (the real compilation time, after the lib is already built). Also it doesn't use the widgets look 'n feel of the other version (which I found cool), but draws native-looking widgets. How to use the other look? Is it possible to do skinning on the GUI? What happened to the new version being slower? Will it change at final release?

Also, size of built executables could be improved. I don't know how, but if possible implement it please.

Also, I don't like the fact that the project is built to the \out folder. Can it be changed to built to the project path? (ex: C:\MyApps\MyPrj\MINGW.Blitz.Force\_size.Gui\)

I think Ultimate++ is great development environment. It deserves better documentation and spreading around the internet. As I get used to it, I will try to contribute (with examples, tutorials and websites dedicated to it...).

Thanks

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