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Subject: Re: [Multiple Questions]

Posted by [mirek](#) on Sun, 18 Apr 2021 14:15:17 GMT

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1) yeah, there is always a thin line between what should be hard-coded and what should be predefined. It is possible we have set it at wrong place. Should not be that hard to move this particular piece from hard-preset to build method...

Which is one of advantages U++ can offer: If you suggest a reasonable thing loud enough, there is a high chance it will be implemented pretty soon.

As for Accessibility, you are correct, we are blissfully ignorant to this as well. Once again, suggest things loud and things will happen...

BTW, things that need improvement in U++ from my perspective:

- So far we only support UNICODE BMP (good old wchar). We need to move to supporting graphemes instead (the one thing Rust got right from the beginning).
- We need debugger to understand Dwarf. Currently we are using gdb as backend in linux and .pdb / dbghelp.dll in Win32.
- Our C++ parser (for things like code navigation) needs to get better, especially expression type evaluation.

Mirek

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