Subject: Ultimate++ vs Wxwidgets for desktop linux/windows/mac app
Posted by germandiago on Wed, 23 Jun 2021 13:18:17 GMT

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Hello everyone,

I know this project for a long time. I always thought of it as a good project, but not sure why it does not get used more, compared to, let us say, wxWidgets.

So here I have some questions:

1. For a Mac/Windows/Linux desktop app, does Ultimate++ fit well? I just want to use the GUI part, mainly.
2. In case I need to add other external dependencies, an sqlite orm or sqlpp11 for example and others, and since I use Meson for projects, will the package system get in the way for adding/removing dependencies? I want to have meson invocation as my top-level command, use theIDE for layout creation and have everything else run from Meson. I will not use TheIDE for anything else, since I use CLion mostly.
3. Can I streamline my layouts from the GUI into my build system or I have to stick in some way to TheIDE?
4. How well tested is Ultimate++ in Windows/Mac/Linux?
5. Is it possible to show/embed OpenGL and the like?
6. What are your perceived advantages/disadvantages compared to WxWidgets, limited to desktop app development for GUI only? I do
   not care about any other thing such as sockets or db access, since I will be using other projects for that.

Thanks.