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Subject: Re: Ultimate++ vs Wxwidgets for desktop linux/windows/mac app

Posted by [germandiago](#) on Fri, 25 Jun 2021 10:14:36 GMT

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It seems something reasonable. I could give it a try.

Actually, I am interested in having Conan packages using the current build system if that is possible.

This would kill two birds with one stone and make it consumable from both CMake and Meson.

I would give that higher priority.

As for Meson wraps, I also want to do that, but maybe as a second step.

The good thing about creating Conan packages is that I think, at least in theory, that the current build system for U++ does not need to be changed.

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