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

Posted by [mirek](#) on Fri, 25 Jun 2021 14:50:39 GMT

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germandiago wrote on Fri, 25 June 2021 16:04Hello again Mirek,

I did not know all the links. That is exactly what I need in order to prepare packages, I think.

I have little time to invest, hence my question for the man-hours effort. I will try some experiment but I cannot commit dates yet, I will keep in touch if I have something to show, and be sure that if I have, I will package it conveniently for others to be able to use it.

The best return on investment is to prepare a Conan recipe to be able to consume U++ (at least the GUI subset and the dependencies it drags) from CMake/Meson.

Reasons to choose this strategy of Conan packaging (mentioned in previous post), but I repeat (and add) here:

- it does not need changes to the build system (or it would need minimal changes, if it does).
 - it does not need additional Meson build system maintainance, only a recipe on top of the existing build system.
 - it makes things available in CMake/Meson and even MsBuild/autotools (modulo bugs) because Conan tries to integrate with all of those
- and, as far as my knowledge goes, tries to be build-system agnostic for the ones it has no integration with.

As you wish, but I would like to comment that getting core U++ GUI to work is really just an act of compiling all .cpp files into something. There are no additional tools involved not even ./configure is necessary (U++ is using compiler macros instead for the same task). The only thing that you really need is to provide a very limited set of -D defines on compiler commandline to describe the environment.