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

Posted by [germandiago](#) on Fri, 25 Jun 2021 15:19:10 GMT

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Good to know.

But I guess that in order to draw in Linux/Windows/Mac it will need additional dependencies to link against (OpenGL/Cocoa/Whatever).

So you are basically suggesting that it is maybe better to write the build files directly in another build system? It is a possibility if that is not difficult.

1. do a port to Meson.
2. compile and create a conan recipe from the new Meson build system.

What I wonder is that if U++ developers (I assume you are one of them) keep using the assemblies/packages/nests, etc. the "U++ way", Meson build system would get out of sync.

This would create maintenance burden, that is why I was thinking of using what is updated by developers directly.

Another possibility is adopt a more mainstream build system (CMake/Meson come to my mind, I have a strong preference for Meson) and provide Conan packages to consume by any other build system. But this, as far as I understand, makes TheIDE packaging system "obsolete" in the sense that TheIDE consumes, as of today, the packages in the format expected by TheIDE, so if some package is added, what happens to that from the point of view of availability for consumers from CMake/Meson/MsBuild/Autotools/Whatever?

FWIW my own personal use would be to use a mainstream IDE (CLion) or Emacs, a more mainstream build system and the layout designer from TheIDE.

What do you think?

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