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

Posted by [mirek](#) on Fri, 25 Jun 2021 17:03:32 GMT

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germandiago wrote on Fri, 25 June 2021 17:19: 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?

When I was thinking about producing "regular libs", I planned to simply parse .upp files and make it into some makefile or something (btw, you actually CAN convert U++ project to makefile already, umk can do conversion - there are limits, but it would do for basic GUI libs).

Hm, now thinking about it, it might be even possible to add something like "export to meson" option to umk... The only problem is that my knowledge of meson is nil.

Mirek

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