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

Posted by [germandiago](#) on Fri, 25 Jun 2021 17:11:32 GMT

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I can handle Meson myself and Conan recipes.

But the problem is not to create a Meson package, but whether it is convenient or not to add that build system itself, since the goal (unless you have a wishlist) is to be able to consume U++ from other build systems.

What I am trying to figure out in this discussion is the best way to go before starting.

Nice traits would be to be able to create consumable packages as U++ evolves, that is why I put in the table the possibility of using what is already working and being maintained, since I expect it to be maintained in the future and that would not add a burden to current developers. Or a full migration to another build system, but I am not sure that is neither viable nor convenient, since TheIDE seems to be built around this system.

I am focusing on the "consume U++ packages from normal build systems" use case. Adding a build system by adding an extra build system means an added maintainance burden IMHO.

Maybe an exporter in umk is more work than that, not sure.

Thanks for your feedback.

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