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Subject: Re: Which is the biggest drawback of U++ "unpopularity"?

Posted by [mirek](#) on Wed, 25 Oct 2006 12:25:52 GMT

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Quote:

In my opinion, C++ has become too "expert friendly"

BTW, I am thinking about makeing Bjarne aware about our efforts, maybe he could like what we are trying to achieve (well, most likely not (no STL), but we can try

Any ideas how to do that right?

Mirek

P.S.:

As for the comments, I think it is still the same story, documentation comes first. But I think quite a lot effort was spend there, so current status is much better (and will gradually continue to improve).

As for the look, current goal is to achieve host platform defined look and feel with skinning option - 80% of that is now achieved (minus GTK themes). Anyway, looking at the screenshot, its look is unstandard for XP. I think we should start with standard and move to advanced later (which in the end can be achieved by skinning).

Mirek

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