Subject: Re: Which is the biggest drawback of U++ "unpopuliarity"?
Posted by mirek on Wed, 25 Oct 2006 12:56:37 GMT

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cioannou wrote on Wed, 25 October 2006 08:43
Maybe you're right but since January (The last time I visited Upp) I didn't notice any major changes.

Have you downloaded dev version? (Note: Right now, there are not gradients in toolbar yet. But rest is more or less used from XP theming engine).

Quote:
What do you mean by "unstandard"?

E.g. unless you have different theme installed (which U++ now can use too).

Quote:
Besides the docs, I believe that my suggestion No2 would be helpful enough and faster to do compared to analytical docs.

You might be right. I agree that all examples are written for C++ programmers. And even for them, initial learning curve is steep.

In fact, I believe there is something like "being ready" factor in U++ now: We have designed it because we were sick of other solutions. So when you are aged C++ programmer sick of problems, chances are hight you will understand U++ quick, because it primarily tries to find solution of problems almost every programmer has... (but is unaware of them before creating a couple of applications). (That of course does not mean that U++ is problem-less, but most of problems now are about lacking features, not core idea - I believe that one is sound for solving problems U++ was designed to solve).

Anyway, back to the comment. Besides lack of time, I think another problem is that core U++ developers are not quite surewhat to comment and what not. For me, all examples are too simple and understandable, I am really not sure what should be commented and what not.

Also, I am not sure we should try to teach U++ users how to program in C++...

Mirek