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

Posted by [yeohhs](#) on Wed, 25 Oct 2006 16:11:44 GMT

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cioannou wrote on Wed, 25 October 2006 20:01

2) A simple but nice looking upp example (with comments in the code) that demonstrates all controls, event handling, database connections, filesystem access, common dialogs (fileopen, browseforfolder, fontselect), external library integration (e.g. Boost), imagebuttons, toolbar, statusbar,resizeable controls.

And please avoid the <expr>?<foo>:<bar> confusing C++ shortcuts.

I'm working on something like this now. I had known about Ultimate++ since 2005 but had not committed to learning it until several days ago.

After having used MFC, FLTK, FOX GUI and wxWidgets for the past few years I can say that Ultimate++ certainly could do better than all of them. I see it has huge potential.

The example I'm working on now is a simple "dialog-based" U++ application with splash screen, menu, shortcut keys, toolbar, status bar, about dialog, user-created dialog, auto-save config and Topic++ help for the program, etc. This version aims to show how the simple program features are implemented in U++. I want to keep this project simple but close to real world applications.

Once this is done, I will re-use the same application but focus on other aspects of Ultimate++ like database, web, etc. This way, I think will be easy for newbies to learn U++.

I'll post a zip of the first app when it is ready.

Best Regards,  
Yeoh