
Subject: Re: styling of widgets (animation / look and feel)

Posted by [mirek](#) on Tue, 18 Apr 2023 07:17:29 GMT

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dodobar wrote on Sun, 16 April 2023 20:54 I'm reflecting on challenges of UI design, coming from this sector its tricky to find libraries allowing for easy widget styling and animation trends.

it's no easy task as it is a fundamental to the underlying architecture , but interesting to know how people feel about this in U++:

looking briefly at the code there are several steps perhaps required for implementing this:

I think U++ can be a good starting point for you to experiment, e.g. with VirtualGUI.

OTOH, investing in this does not make much sense for current typical use cases. U++ typical job is gargantuan engineering or bussiness application - applications with hunderds GUI dialogs that do stuff. We are more concerned how to develop / maintain such apps quickly and cheaply than about how fancy they look - as long as they are not TOO ugly.
