Subject: U++ as web platform
Posted by mirek on Mon, 11 Dec 2006 13:25:24 GMT
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Well, there is an idea, inspired by 3togo:

System of packages could easily turn U++ to be a "web platform" for applets.

The idea is that user downloads compressed package of applet, then there is slightly modified U++ build system that compiles the applet and links it in the .so mode with prebuild .so packages.

Compiling/linking the single applet in BLITZ .so mode should be fast enough to compete with Java (think 10s or so).

Resulting applet would be much much faster and quite unlimited (unlike Java). Combined with the fact that U++ needs really small source to do things, this could be really interesting...

(Of course, there is a couple of problems to consider, first of all versions, then perhaps applets dependency).

Mirek