
Subject: Re: assembly for boost
Posted by [mirek](#) on Sun, 29 Jan 2006 14:19:22 GMT
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First - to integrate boots, the best way IMHO would be to create a "boost" package. Just put boost into the directory and add all .cpp files to package...

Now for boost and aggressive use of C++ - in fact, boost follows quite different direction as it based on the premise that standard library / STL is the right way to go (actually, that is quite understandable).

U++ has taken quite different path, as we have found several problems in STL/standard library, that to us seems to severely influence both application development effectiveness AND runtime performance.

Means, U++ is compatible (why not , but follows own way in many things (and yes, for many people this is quite a problem, the only apology is that Qt seems to do the same
