Subject: Comments requested
Posted by jimmygyuma on Tue, 10 Apr 2007 22:28:30 GMT
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The focus of my programming efforts are image editing and image manipulation for the purpose of creating custom video effects and transitions frame by frame. I have been using VC++6 and Qt3, with necessary assists from jEdit and Scite. Endless headaches are the norm. Also the programs are for my own use on Windows.
So, the idea of being able to do everything in one place, with reduced complexity is very, very attractive. However, two things about U++ give me pause. I would appreciate anyone's comments on these.

1. On poking around in the docs, it seems that U++ graphics are outdated. I routinely work on a pixel by pixel basis, but I'm not interested in writing my own line-drawing routines. Apparently I would have to do this with anything other than a solid line. With DotDash, etc, only one pixel wide? Also with brushes, the only kind available are solid? It said something about using Windows DC's, Yikes! I have never finished a project doing it Microsoft"s way, and have no interest in doing the interface with U++ and the meat with Microsoft. If I wanted to do it their way I wouldn't be here.

2. Another likely deal breaker. The designer creates its own file. Designers are used to get a lot of the grunt work done, but eventually you have to abandon it and go to the code. I have used Java and Qt and inevitably there would come a point when I had to go back, in the code, and change a lot of what the designer had produced. Also, in Qt for example, there is no QScrollView in the toolkit, so you put something else in as a place holder then go back to the code and change everything to handle a QScrollView. So, if TheIDE doesn't produce code, what do you go back and change?

As I said, comments appreciated.