Subject: Creating Projects outside of upp/uppsrc and VS2017
Posted by hydexon on Thu, 28 Sep 2017 01:51:14 GMT
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Hi, i'm new to Ultimate++, wanted to avoid the UNIX-ugliness/LGPL of GTK+ and the bloat of Qt5, and saw U++ framework a good alternative. but i have some concerns.

* After i opened the TheIde, i saw in order to create my own project, i have to make my own Main Package for my application. I have an big project behind and i want to use Ultimate++ as my GUI frontend of such project which such project has their own subdirectory, but i can't create an app outside of the U++ folder/uppsrc.
* My project aforementioned uses extensively CMake as his build system, and doesn't rely of Ultimate++ extensively, only my GUI tools, i saw in a thread in this forum i can build U++ projects using an community-provided CMake scripts.
* U++ can compile and link projects (as well their own libraries and tools) in Visual Studio 2017?, i never liked to use MinGW or CYGWIN.

Thanks.