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Subject: Interesting observation - wxWidgets vs U++ .exe size

Posted by [mirek](#) on Tue, 15 Aug 2006 18:19:26 GMT

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BTW, interesting observation.

wxWidgets eyecare.exe (linked with static libs) has 876 KB

U++ eyecare.exe has 840 KB

Quite good considering that wxWidgets is using native Win32 widgets while U++ basically reimplements the whole GUI

Mirek

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Subject: Re: Interesting observation - wxWidgets vs U++ .exe size

Posted by [fudadmin](#) on Tue, 15 Aug 2006 22:07:49 GMT

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luzr wrote on Tue, 15 August 2006 19:19BTW, interesting observation.

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U++ eyecare.exe has 840 KB

Quite good considering that wxWidgets is using native Win32 widgets while U++ basically reimplements the whole GUI

Mirek

(linked with static libs) Yes!

Is this even more interesting:

In memory: minimized open

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codeblocks 1984 k 17,780 k

theide 676 k 13,836 k

Starting times comparison - 5-10 times? (At least, codeblocks is below my patience level...)

And then, responsiveness...

I know that codeblocks is not made by J.S but it is made with wxWidgets...

Then, programming times 1:2-500-1000 ratio? (e.g hyperlinks... )

P.S.

Then, how do say in English, if someone offers to you to buy a worse product for at least double the price?

Or offers a worse job for several times less salary?

I don't know how to say in Czech but what I hear in London is:

"You must be joking!"

You can check in dictionaries...

Even more, I think, offering to use wxWidgets when U++ exists is a crime against humanity (I write for people who still haven't lost the ability to understand jokes...). Why? Wasting of human brain and computing power...

About childishness:

Quote:

Do you know the H C Andersen's story about the Emperor's New Suit?

To see the truth you need the child who will say in front of all "but he has nothing on at all" - the King is naked.

And why children or childish people (in a good sense) are able to learn things more quickly than solid bosses? I know that very well from my learning and teaching experience...

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Subject: Re: Interesting observation - wxWidgets vs U++ .exe size

Posted by [mirek](#) on Tue, 15 Aug 2006 22:21:50 GMT

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Quote:

I don't know how to say in Czech but what I hear in London is:

"You must be joking!"

You can check in dictionaries...

Even more, I think, offering to use wxWidgets when U++ exists is a crime against humanity (I write for people who still haven't lost the ability to understand jokes...). Why? Wasting of human brain and computing power...

Of course. That is why I am doing it for all these years.

Anyway, my experience is that showing this attitude "naked" plus ignoring other consequences simply does not work. Understood?

Mirek

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Subject: Re: Interesting observation - wxWidgets vs U++ .exe size

Posted by [jadeite](#) on Wed, 16 Aug 2006 01:11:36 GMT

[quote title=luzr wrote on Tue, 15 August 2006 18:21]Quote:Anyway, my experience is that showing this attitude "naked" plus ignoring other consequences simply does not work.

Understood?

Show them a better tool, they might look. Tell them their tool sucks, they will look away!

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