
Subject: Why wxWidgets have that kind of downloads figures...

Posted by [fudadmin](#) on Sat, 19 Aug 2006 14:30:32 GMT

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I've analyzed wxWidgets downloads...

1. Reason - they offer everyday builds...

2. They downloads consist of several packages...

(click on their stats pictures and play with drop-lists)

(wxAll is only about 2 times more than Ultimate++ as of latest days).

So, if U++ would offer daily builds and find a way to inflate the amount of downloadable packages

- U++ were about 5 times in front...

Subject: Re: Why wxWidgets have that kind of downloads figures...

Posted by [fudadmin](#) on Sat, 19 Aug 2006 17:59:14 GMT

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And a quiz:

"From which toolkit FOX-toolkit recieved the most converts"?

[http://http://fox-toolkit.net/cgi-bin/wiki.pl?Poll_Archive/C urrent_Results](http://http://fox-toolkit.net/cgi-bin/wiki.pl?Poll_Archive/C%20urrent_Results)

Subject: Re: Why wxWidgets have that kind of downloads figures...

Posted by [cioannou](#) on Wed, 25 Oct 2006 12:34:43 GMT

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```
FXVerticalFrame * frame=new
```

```
FXVerticalFrame(parentframe,FRAME_SUNKEN|FRAME_THICK|LAYOUT_FILL_X|LAYOUT_FILL_Y,0,0,0,0,0,0,0,0);
```

```
new FXAnyScrollWidget(frame,...);
```

If that's easier/better/faster than wxWidgets then wx users took the right path.

Is it just me or this "railroad" called command just sucks!

Until someone writes this, I would have even compiled and run my app in Powerbuilder.
