
Subject: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 00:56:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

After investigate U++ for several hours,I was surprised by a reference code(splitter),it's so simple,so amazing.U++ is great.

except some minor things have to be deal with:I18N and L10N.

such great GUI Toolkit is not very known to public,really strange.

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 02:37:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

hongdong wrote on Tue, 22 August 2006 01:56After investigate U++ for several hours,I was surprised by a reference code(splitter),it's so simple,so amazing.U++ is great.
except some minor things have to be deal with:I18N and L10N.

such great GUI Toolkit is not very known to public,really strange.

How did you find U++?

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 02:41:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

And, btw, post everywhere you can in your language... because we can't translate... And what about translating later bit by bit?

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 02:43:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL, and then wx is well know.

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 02:53:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Mon, 21 August 2006 22:41And, btw, post everywhere you can in your

language... because we can't translate... And what about translating later bit by bit?

if I have time ,that is no problem,I work for a communication company,programming is not my major,I just want to write some code to manage my SDH paths,I have nearly finished one using MFC,I plan to upgrade the database structure and switch a easy GUI Tool,before I have investigate WX(too huge),QT(don't like),VCF(not finish and memory consume),WTL and smartwin(both I like very much,but I have to do a lot of work).

attach 1.png is my current program

attach 2.png is my plan

File Attachments

1) [1.PNG](#), downloaded 1690 times

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 02:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

hongdong wrote on Tue, 22 August 2006 03:43on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL,and then wx is well know.

If you post somewhere or find any links you, please, add them to "U++ in media" section on forums here... ok? thanks!

And if any problems with U++, just ask! if you see any need, we might add international sections here, as well. Just need people who know U++ and can translate... I wish you a good progress and cooperation!

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 02:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

2.png

File Attachments

1) [2.PNG](#), downloaded 1778 times

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 02:56:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Mon, 21 August 2006 22:54hongdong wrote on Tue, 22 August 2006 03:43on the web,I have searched a lot of things about C++ GUI lib,by chance I found U++.In chinese web,there little pages mentioned U++ and VCF,more smartwin and WTL,and then wx is well

know.

If you post somewhere or find any links you, please, add them to "U++ in media" section on forums here... ok? thanks!

And if any problems with U++, just ask! if you see any need, we might add international sections here, as well. Just need people who know U++ and can translate... I wish you a good progress and cooperation!

you are welcome!

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 02:57:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 02:58:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Mon, 21 August 2006 22:57Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

sorry!

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 03:07:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

hongdong wrote on Tue, 22 August 2006 03:58fudadmin wrote on Mon, 21 August 2006 22:57Btw, please post screenshots with a lot of mono-color (like those yours) in PNG format...

sorry!

Don't worry! We are very friendly here... Just trying to save the bandwidth... ... If you are not afraid to share some of your code and need more intensive help, you can start posting in "users applications in progress" section. Just to let you know...

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 03:15:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes,I catch it

Subject: Re: impression of U++

Posted by [fudadmin](#) on Tue, 22 Aug 2006 03:18:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

hongdong wrote on Tue, 22 August 2006 04:15Yes,I catch it

Hey, and please, re-post your screenshots! Let people learn chinese here and show that U++ can work with it...

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 04:05:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Mon, 21 August 2006 23:18hongdong wrote on Tue, 22 August 2006 04:15Yes,I catch it

Hey, and please, re-post your screenshots! Let people learn chinese here and show that U++ can work with it...

sorry,just a job on hand

Subject: Re: impression of U++

Posted by [unknown user](#) on Tue, 22 Aug 2006 04:07:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

they are PNGs now
