
Subject: How to promote U++ ?

Posted by [3togo](#) on Wed, 02 May 2007 17:54:39 GMT

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I see to promote U++ is to encourage those writing mfc and jdk be converted to u++. To this end, we need a demo. A good demonstration to prove that it is not very difficult to convert mfc or jdk to u++. But, there are two questions needed to be answered:

- 1) is it really not difficult to convert mfc or jdk to u++?
- 2) is it a compiled u++ application running better than those coded in mfc and jdk?

Below is the top ten most downloaded projects in sf.net . I am wondering whether it is feasible to put U++ to a real test by selecting one project below and translate it to U++.

(<http://sourceforge.net/top/topalltime.php?type=downloads>)

Rank	Project	Downloads
1	eMule	306,676,685
2	Azureus	142,672,486
3	Ares Galaxy	98,401,852
4	BitTorrent	51,850,559
5	DC++	44,984,511
6	Shareaza	37,593,642
7	VirtualDub	32,250,011
8	CDex	31,847,885
9	GTK+ and The GIMP installers for Windows	26,724,204
10	7-Zip	

Subject: Re: How to promote U++ ?

Posted by [mirek](#) on Wed, 02 May 2007 20:58:19 GMT

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3togo wrote on Wed, 02 May 2007 13:54 I see to promote U++ is to encourage those writing mfc and jdk be converted to u++. To this end, we need a demo. A good demonstration to prove that it is not very difficult to convert mfc or jdk to u++. But, there are two questions needed to be answered:

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Should not be a problem, but it would be awful lot of work... (and no real fun).

Mirek

Subject: Re: How to promote U++ ?
Posted by [3togo](#) on Thu, 03 May 2007 09:40:45 GMT
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The real fun could be

- 1) makes U++ more popular
- 2) polishes U++ existing library
- 3) develops skills to convert mfc/jdk to u++

Subject: Re: How to promote U++ ?
Posted by [mirek](#) on Thu, 03 May 2007 15:29:53 GMT
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OK, you have my permission to take any of them and start converting

(I will work on missing parts of U++ meanwhile...

Mirek

Subject: Re: How to promote U++ ?
Posted by [bonami](#) on Wed, 11 Jul 2007 02:30:10 GMT
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is it possible to tell this to some reporters, who might let more ppl know about U++?

Subject: Re: How to promote U++ ?
Posted by [mirek](#) on Wed, 11 Jul 2007 06:13:53 GMT
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bonami wrote on Tue, 10 July 2007 22:30 is it possible to tell this to some reporters, who might let more ppl know about U++?

Realistically (after 3 years of experience), it is not that simple. There are myriads of open source projects out there, it is hard to convince the media that exactly this one needs more attention.

Media likes a good story - you need to provide a reason.

You can however submit a good articles about U++, but somebody has to write them like Matt did a year ago:

<http://www.codeproject.com/library/IntroUpp.asp>

but unfortunately, people capable of doing this are mostly busy with developing U++ or other projects...

Anyway, for upcoming release, a good story is that the new U++ Core beats all other solutions (STL, D language) in speed by quite a large margin (e.g. 4 faster than STL/GCC). It would be definitely worth to come with good benchmark of this - that could be a nice story...

Subject: Re: How to promote U++ ?

Posted by [mr_ped](#) on Wed, 11 Jul 2007 09:26:44 GMT

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it just occurred to me those two question were not directly answered:

Quote:

- 1) is it really not difficult to convert mfc or jdk to u++?
- 2) is it a compiled u++ application running better than those coded in mfc and jdk?

1) I think it may be difficult to convert instead of writing UI part from scratch. The U++ is pretty efficient if written properly, and trying to convert some MFC in little steps may lead to somewhat cluttered U++ code?

So choosing a project with has good modularity and the UI part of it is both small and well disconnected from the rest of project may be good idea, if you don't want to do something really big.

2) depends. Firstly depends what compiler you use in U++. For windows platform the MSVC is pretty much a must if you want to compete against some other project which is compiled with MSVC. On linux everything is gcc.

And than it depends how much out application is efficient. In JDK some JIT optimizations of some algorithms can lead to an advantage over C++ statically compiled code, but most of the time Java is 20-50% slower, so JDK is by definition not on par with C++ (U++). If your Java app is faster/on par, than you screwed up the C++ version.

MFC is just UI. Most of applications performance don't depend too much on UI used, but the U++ looks more lean and mean than MFC, so it will very likely start faster. Otherwise the results should

be similar.

And there is the STL vs NTL issue, where NTL should be much faster. So in case the project's performance depends on heavy usage of containers, the conversion from MFC/STL to U++/NTL may lead to interesting boost in performance.

conclusion:

In the end you can't say U++ is better.

It is better in many cases. But sometimes it's not.

If you want to make U++ look good, you must choose the project for conversion wisely, because some project would not really benefit from such conversion and the whole effort may backfire than.

And still the main problem remains:

WHO would convert some project?

Subject: Re: How to promote U++ ?

Posted by [Kknd](#) on Tue, 17 Jul 2007 19:43:50 GMT

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Doing a interface for cd ripping CLI programs (like CDex, just a UI) is somewhat easy and would promote U++, because its popular and I don't like CDex =).

For GNU / Linux, there are plenty of programs for this, but for Windows / other O.S, the only Open-Source program that I know is CDex!

Subject: Re: How to promote U++ ?

Posted by [waxblood](#) on Tue, 17 Jul 2007 20:52:18 GMT

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I've done my little 'promotion': I simply added a link to Ultimate++ in the Wikipedia Linux page, section Programming On Linux. Maybe next days I'll add something more about U++ in the page, I only added a link cause it was my first editing in a Wikipedia important page, a need to learn a little more about Wikipedia and its customs. It's a really interesting project and community, though.

http://en.wikipedia.org/wiki/Linux#Programming_on_Linux

As for developing a promotional app with Upp, maybe giving U+ + the capability to interface with a BitTorrent net would e a good start, it would be general enough to be useful for U++ community and it would allow someone to develop a fully-featured client, like the top-downloaded in the sourceforge list.

BitTorrent protocol is becoming a popular way to uncongest servers.

Ciao,
David

Subject: Re: How to promote U++ ?
Posted by [dopyiii](#) on Tue, 04 Sep 2007 20:47:39 GMT
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For what it's worth, I've also put a link to Ultimate++ on my blog:
http://howtotroubleshoot.blogspot.com/2007/08/i-just-love-id-ea-of-free-software_8580.html

I gave Ultimate++ a quick test run to see how it faired compared to the other free IDEs out there, and I must say that I was impressed.

Good work guys!

Subject: Re: How to promote U++ ?
Posted by [jadeite](#) on Wed, 05 Sep 2007 21:56:22 GMT
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luzr wrote on Wed, 11 July 2007 02:13
Anyway, for upcoming release, a good story is that the new U++ Core beats all other solutions (STL, D language) in speed by quite a large margin (e.g. 4 faster than STL/GCC). It would be definitely worth to come with good benchmark of this - that could be a nice story...

Exactly what constitutes U++ core that is equivalent to STL and D Language, and what is it that is 4X faster than STL, GCC, and D Language?

One is a library interface, one is a compiler collection, and one is a programming language!!! This statement of 4X makes absolutely no sense whatsoever, and sounds absurd.

Subject: Re: How to promote U++ ?
Posted by [zsol](#) on Thu, 06 Sep 2007 18:54:50 GMT
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I think, you can compare speed of string handling and varios containers of

STL that comes with GCC
D language
U++ NTL

Mirek published some benchmark results here in the forum.
