
Subject: U++ status on various platform

Posted by [johnevans77](#) on Sat, 21 Jul 2007 15:43:10 GMT

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Dear all,

When i first found u++ and saw the status, i got confused in U++ status on various platform.

For example, what are the differences between:

Win32: Mature, finished platform

AND

x86 Linux : Stable, finished and mostly matured.

Since i started pilot migration from wxWidgets to U++, i have to make presentation to my boss.

- If mostly matured, then what is not yet?
- if mature and finished, is it means as complete as MFC?

Please advice,

JE

Subject: Re: U++ status on various platform

Posted by [mirek](#) on Sat, 21 Jul 2007 19:08:23 GMT

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Well, the real difference is that in Win32, there are dozens of commercial applications running, unlike Linux.

Until we have more experience in this area, we IMO cannot really advertise it as "mature".

Subject: Re: U++ status on various platform

Posted by [johnevans77](#) on Sun, 22 Jul 2007 04:24:14 GMT

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Thank you.

So, i can say that status for windows and linux is basically the same. All (most of) features in Windows (not specific for win32 API) can be also found in Linux x86.

What i mean is something like:

- PDF
- Printing
- Networking
- Multimedia (Sound, video)

- Threading
- etc

Please advice

Subject: Re: U++ status on various platform
Posted by [waxblood](#) on Sun, 22 Jul 2007 07:29:58 GMT
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AFAIK in Linux, using 2007.1, you don't have

-drag-and-drop support
-X11 select/middle-mouse-click clipboard paste (@Mirek: implement this in windows... it's too useful (means that, if we're lucky, Microsoft guys will implement it in 5/6 years from now))

current 707-1 dev is quite broken on Linux.
Next packaged dev version should fix these problems, I think.

Subject: Re: U++ status on various platform
Posted by [mirek](#) on Sun, 22 Jul 2007 07:41:54 GMT
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johnevans77 wrote on Sun, 22 July 2007 00:24Thank you.

So, i can say that status for windows and linux is basically the same. All (most of) features in Windows (not specific for win32 API) can be also found in Linux x86.

What i mean is something like:

- PDF
- Printing
- Networking
- Multimedia (Sound, video)
- Threading
- etc

Please advice

Right now, there is not a single major feature that would be implemented in Win32 and not in Linux. This is true for 2007.1 as well, however since then, a lot of stuff was added to U++ (like drag and drop).

(But note that there is no direct support for multimedia in U++).

Mirek

Subject: Re: U++ status on various platform
Posted by [johnevans77](#) on Sun, 22 Jul 2007 11:25:34 GMT
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Thanks Mirek

Glad to hear that
I hope that features supported in Windows and Linux should be balance if possible. I know it would be hard.

About Multimedia. If we have no direct multimedia support, then we are using something like SDL.
Am i correct?

Subject: Re: U++ status on various platform
Posted by [mirek](#) on Sun, 22 Jul 2007 14:56:49 GMT
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johnevans77 wrote on Sun, 22 July 2007 07:25Thanks Mirek

Glad to hear that
I hope that features supported in Windows and Linux should be balance if possible. I know it would be hard.

About Multimedia. If we have no direct multimedia support, then we are using something like SDL.
Am i correct?

Well, this is still C++. You can use any C/C++ library you need.

Mirek

Subject: Re: U++ status on various platform
Posted by [johnevans77](#) on Mon, 23 Jul 2007 04:31:50 GMT
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Thanks Mirek.

Hope someday U++ will come with direct multimedia support.

Subject: Re: U++ status on various platform
Posted by [waxblood](#) on Mon, 23 Jul 2007 06:08:40 GMT
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Maybe Ogre? <http://www.ogre3d.org/>

It focuses on having a well-designed object-oriented model with extensive documentation, rather than mere number of features. It will become Blender real-time rendering engine, too.

David

Subject: Re: U++ status on various platform
Posted by [fudadmin](#) on Mon, 23 Jul 2007 08:13:27 GMT
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waxblood wrote on Mon, 23 July 2007 07:08Maybe Ogre? <http://www.ogre3d.org/>

It focuses on having a well-designed object-oriented model with extensive documentation, rather than mere number of features. It will become Blender real-time rendering engine, too.

David

Does any video player use ogre3d?

Subject: Re: U++ status on various platform
Posted by [fudadmin](#) on Mon, 23 Jul 2007 08:46:17 GMT
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to discuss multimedia things for U++ "professionally" I feel we can have a separate thread in our technology section:

<http://www.ultimatepp.org/forum/index.php?t=msg&th=2566&start=0&>
