
Subject: What framework/toolkit have you used before U++?

Posted by [mirek](#) on Sat, 18 Mar 2006 14:33:58 GMT

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What framework/toolkit have you used before U++?(total votes: 46)

MFC 14/(30%)

Qt 1/(2%)

wxWidgets 7/(15%)

FLTK 2/(4%)

FOX 0/(0%)

GTK+ based 2/(4%)

VCF 0/(0%)

VCL/CLX (Borland Delphi, Kylix etc..) 9/(20%)

SmartWin++ 0/(0%)

Cocoa (Mac OS X) 0/(0%)

Other 7/(15%)

WTL 0/(0%)

cpptk 0/(0%)

.NET 0/(0%)

None 4/(9%)

Subject: Re: What framework/toolkit have you used before U++?

Posted by [unodgs](#) on Sat, 18 Mar 2006 16:59:22 GMT

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You should change CLX to VCL/CLX...

Subject: Re: What framework/toolkit have you used before U++?

Posted by [prof](#) on Tue, 25 Apr 2006 03:10:58 GMT

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You forgot to mention at least the following ones:

WTL

cpptk

OWL/OWLNext

Mozilla XRE/XULRunner

I wonder how many people used them in real life?

Subject: Re: What framework/toolkit have you used before U++?

Posted by [exolon](#) on Fri, 28 Jul 2006 20:51:17 GMT

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Well, the last GUI programming I did was in bare Win32 (doh!) with some ideas and a few classes taken from the relisoft windows library.

That's another framework (Windows only, though, and the full RSWL only compiles with MSVC) for C++ that puts an emphasis on smarter, better code.

There are some good tutorials on the main gist of the library (based on writing the beginnings of it from scratch) and great articles about C++ techniques in general.

However, the actual documentation of the library seems nonexistent, and the library source itself has to be acquired in a strange manner (by installing proprietary distributed peer-to-peer software requiring Outlook/Outlook Express (!) and joining a group).

I prefer the more open approach taken with Ultimate++, plus the cross-platform-ability.

Before that, I did a little with Java AWT for a project (which wasn't at all fun), and before that again, GEM on the Atari ST

Subject: Re: What framework/toolkit have you used before U++?

Posted by [amit](#) on Fri, 30 Nov 2007 07:10:13 GMT

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for ones who directly started with u++, there should be an option "none" or "directly started on u++"

as for me i used:

- 1) directly "win32" api's
 - 2) tried but then ran away from MFC's (... the horror)
 - 3) and Qt on embedded systems
 - 4) and of course my fav, directly on the "frame buffer"
-

Subject: Re: What framework/toolkit have you used before U++?

Posted by [Novo](#) on Fri, 30 Nov 2007 10:42:45 GMT

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I couldn't find None in this pool ...

Subject: Re: What framework/toolkit have you used before U++?

Posted by [mrjt](#) on Fri, 30 Nov 2007 10:53:24 GMT

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No .NET option?

For me:

VB, Win32, MFC, .NET, Some Java (hate it!) in that order.

Upp is the first Open Source toolkit I've used and I'm not sure I could go back. People often complain about the lack of documentation, but personally I find the source so clearly readable (even without comments) that this isn't a problem. And you always have to option of copying bits of it an customising it to fit your needs.

Subject: Re: What framework/toolkit have you used before U++?

Posted by [mirek](#) on Fri, 30 Nov 2007 18:22:12 GMT

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OK, added None and NET

Subject: Re: What framework/toolkit have you used before U++?

Posted by [bytefield](#) on Sat, 15 Dec 2007 21:44:27 GMT

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Still opened?

1: wxWidgets

2: GTK+ based
