Subject: FLTK [FEATURE REQUEST]
Posted by jheblack on Sat, 29 Sep 2012 07:28:58 GMT

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Do any GUI veterans know what is up with FLTK -- FL Tool Kit? My paranoid, 'newbie' thought of that GUI api is that the stable version is about to get junked.

Basically, it's a life or death decision for me.

How does U++ compare to FLTK? FLTK is LGPL (OR WHATEVER) but can be statically linked since that is allowed there:
http://www.fltk.org/COPYING.php

There is no U++ synopsis I see now for how U++ can compete with FLTK.

My background as a failed app developer comes from UN-deployed, but functional "models" with FOXToolkit/C++ and also Java/Swing with wxWidgets, Asio, and TBB thrown in, along with a 'ditched' and incomplete Qt GUI.

I have an incomplete ANDROID app too and "Training" there, but I digress.

Veterans -- What is better -- FLTK or U++???

It's not that I am lazy.

Subject: Re: FLTK [FEATURE REQUEST]
Posted by nlneilson on Sat, 29 Sep 2012 09:02:22 GMT

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Looking at the FLTK Screenshots on this link that can be done in U++ without anything else.
http://www.fltk.org/shots.php

Just run TheIDE and go into the examples and select any one and click Debug and execute.

Then click Build and Open output directory to see the .exe size.

U++ is better and you don't need FLTK.

U++ is much easier than you think it is!

"Basically, it's a life or death decision for me."
Getting paid for any app is a tough row to hoe.

Subject: Re: FLTK [FEATURE REQUEST]
Posted by omari on Sat, 29 Sep 2012 12:16:22 GMT
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hello jheblack,

FLTK is a small GUI library, it is poor in components.

to understand the differance quickly, I suggest you to take a minuts and read the following links:

Upp GUI tutorial

Comparison Upp GUI library with some others:

Upp Widgets list

Grid tutorial

and more than GUI :

Upp SQL tutorial:

Web Application tutorial

cordially

omari

Subject: Re: FLTK [FEATURE REQUEST]
Posted by nlneilson on Sat, 29 Sep 2012 13:23:11 GMT
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Thanks omari for the links.
I put a bookmark to your post so I can pull up the links later.

Subject: Re: FLTK [FEATURE REQUEST]
Posted by jheblack on Sat, 29 Sep 2012 18:02:42 GMT
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Thanks for the links omari. The #1 bug on the bug page for the 'stable' version of FLTK is a scroll bar bug-- bug number #2682.

http://www.fltk.org/str.php?L2682

Are there bugs in the U++ GUI?

What is less buggy! FLTK versus U++ or U++ versus FLTK? I don't mind too much about putting up a disclaimer like   Quote:[program/widget] is based in part on the work of the FLTK project (http://www.fltk.org) from
http://www.fltk.org/COPYING.php.

Intel Threading Building Blocks
(http://threadingbuildingblocks.org/file.php?fid=82)
is not needed with either.

Subject: Re: FLTK [FEATURE REQUEST]
Posted by mirek on Tue, 02 Oct 2012 08:44:19 GMT
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jheblack wrote on Sat, 29 September 2012 14:02

Are there bugs in the U++ GUI?

Of course there are. Any nontrivial piece of software has bugs.

Good news is that as far back as 11 years ago, I have had released some commercial apps using U++ (or what was then) which are still running today. Means those bugs do not prevent productivity. Plus, serious problems usually get fixed quite fast.

Mirek

Subject: Re: FLTK [FEATURE REQUEST]
Posted by lectus on Thu, 04 Oct 2012 15:26:35 GMT
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I've used both. Here's my opinion:

FLTK is highly portable and draws its own widgets (same look on all platforms), but it can look ugly (depending on users' taste).

FLTK is only a tiny GUI toolkit.

FLTK uses LGPL license with additional permission for static linking.

U++ is also quite portable but it tries to mimic the native look and feel (users will be immediately comfortable with your app).

U++ also has SQL and other good stuff.

U++ has BSD license, you can use it for whatever you want.

U++ executables are a little bigger than FLTK, but for most applications it's ok, because you get additional features.

U++ has powerful widgets like the array control.

I'd use U++ unless you have very specific reasons to not do so.

Subject: Re: FLTK [FEATURE REQUEST]
Posted by BioBytes on Fri, 05 Oct 2012 08:07:00 GMT
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Hi all,

I completely agree with Lectus. I moved from wxWidgets library to U++ and for the moment I would not like to go back. As soon as you become more familiar with U++, development of GUI applications, including SQL and connection to most open database servers,is confortable and convenient for professional use.

I'd add that some features like GridCtrl, Topic and support of foreign languages are powerful tools.

Have a good day

Biobytes