Subject: Ultimate++ vs WTL and others?
Posted by skan on Sat, 16 Feb 2013 18:46:59 GMT
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Hello

How does Ultimate++ compare to WTL?
(longer code, easier to learn, faster...)
(I know that U++ has it's own development GUI)

I know that these ones aim to develop games, but what if one just wants to create an intereractive menu or the minesweeper game?

Subject: Re: Ultimate++ vs WTL and others?
Posted by nlneilson on Sat, 16 Feb 2013 20:26:47 GMT
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Try all of them.

As you get more experienced at programming the advantages of using U++ can be appreciated.

Subject: Re: Ultimate++ vs WTL and others?
Posted by lectus on Wed, 20 Feb 2013 22:29:11 GMT
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U++ is more feature rich than other frameworks.

It contains GUI, SQL, Sockets, Web Framework, etc.

SDL and Ogre3D are graphics/game libraries. You can't really compare them to U++.

You can use U++ core containers and classes with SDL just fine.

Subject: Re: Ultimate++ vs WTL and others?
Posted by skan on Thu, 21 Feb 2013 00:27:30 GMT
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thanks

I would like to mix CUDA (probably using Visual Studio) and I would like to also create a GUI (and Ultimate++ looks nice) but I don't know if I can mix it all properly or if is better to create separate

dlls...

Subject: Re: Ultimate++ vs WTL and others?
Posted by koldo on Fri, 22 Feb 2013 08:05:33 GMT
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Hello Skan

U++ do not encapsulate the libs in DLLs. You just deploy a .EXE that simply runs.

Anyway you can call DLLs from U++ or create U++ DLLs that can be called from another programs.

Subject: Re: Ultimate++ vs WTL and others?
Posted by skan on Fri, 22 Feb 2013 11:40:38 GMT
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I don't understand if "it doesn't encapsulate the libs in DLLs" how do "you create U++ DLLs that can be called from another programs"?

Subject: Re: Ultimate++ vs WTL and others?
Posted by dolik.rce on Fri, 22 Feb 2013 13:26:36 GMT
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skan wrote on Fri, 22 February 2013 12:40I don't understand if "it doesn't encapsulate the libs in DLLs" how do "you create U++ DLLs that can be called from another programs"?
The first statement means that everything is compiled into single binary file (ussualy executable), which can be used without any further DLL dependencies. But it is also possible to compile it into DLL, instead of exe, and use that in other applications.

Honza

Subject: Re: Ultimate++ vs WTL and others?
Posted by skan on Fri, 22 Feb 2013 13:35:04 GMT
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OK, thanks.
I will look for information on how to use a dll from another application, I-m just starting with all this.

regards