Subject: U++ technologies - internal article
Posted by Klugier on Wed, 24 Aug 2016 19:34:47 GMT
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Hello,

I have just created one more internal article (almost done) - U++ technologies. It mainly focuses on all technologies that belongs to U++ framework like Skylark, CtrlCore and TheIDE. It shows in straight way how everything is organized.

It would be nice to hear your feedback guys.

Sincerely,
Klugier

Subject: Re: U++ technologies - internal article
Posted by koldo on Thu, 25 Aug 2016 06:08:24 GMT
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Good article.

It would be possible to add more links from the article to the different technologies

Subject: Re: U++ technologies - internal article
Posted by mirek on Thu, 25 Aug 2016 06:28:04 GMT
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Somebody should fix the english...

Painter/Draw are GUI independent. Maybe "Graphics"?