Subject: Re: Looking for some ideas.
Posted by Dave Anderson on Sat, 29 Jul 2006 19:40:46 GMT
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Quote:@ Dave: So far out of date that many people still use it for development? You're a web developer; you're on the opposite end of the spectrum. I would expect a web developer to rely on forms, but MFC - with its use of OOP Architecture - allows for us to easily migrate engine code through COM into external tool apps such as map editors, model viewers, and particle editors. I can't speak for any other industry, but in the gaming industry, it's by no means dead.

I may be a web developer, but hardly. I hardly do web development at all anymore. All my time is spent programming in C Sharp and C++...

As for MFC, even though it is out of date, I never said it was not used. I am fully aware that MFC is used widely across the world still; And as for using COM, Windows Forms have full functionality to interact with COM. Using Windows Forms you can still create 3D enviroments such as a model viewer; to do that however, you must implement DirectX, which I am also learning how to use.

Anyway, this isn't something that is on topic here. You can further argue your point via Personal Messaging, I am looking for ideas, not arguements here.

Quote:I didn't spend $35 on a C++ book just to forget its contents. C++ is still used in the industry today. Besides, I've looked into C#, I don't want to learn the Fisher Price of programming. Rocked Over

I am a bit excited about C Sharp, you will have to pardon that. I still use C++ on a daily basis, it is a very good language to learn. I recommend C Sharp because it has alot C++ has and more. The concepts and logic are very similar, which makes it easy to learn.

You will learn in time that when you find tutorials for something that only comes in C Sharp code, it is really easy to translate it into C++. As for C++ code translated into C Sharp it is just as easy.