Subject: Re: Explanations of some functions Posted by captainc on Sat, 04 Aug 2007 02:49:54 GMT View Forum Message <> Reply to Message

6. After an initial but not in-depth search, I required alternate and further explanation.

I was looking for documentation within TheIDE's help section, but I don't think I was able to find it due to the way I was navigating the help section. For example, there is no 'clear' or 'reset' button (although now I see that you can just hit enter again) and I was not sure that I was searching the entire help or just the highlighted sections. Also, I was not sure if the button next to the search box was a toggle button (for full text search or not) or the search button to initiate the search. I need to get used to that search functionality. Long story short, I didn't find it on the first try.

I think the issue for me mostly lies in that fact that I am in a learning phase with C++ in general, and trying to go from beginner to intermediate and use C++ in a professional environment. I have not been able to even use the standard library to its fullest extent yet. There is a lot of information I am trying to soak up right now and I was looking for an easy way to get quick answers to some questions while continuing to research. I came to Upp initially not for its improvements over standard C++, but for its ability to provide easy memory management and higher level/packaged cross-platform functionality. The NTL attracted me due to its functionality especially vectors, arrays, strings, and file I/O (little and big-endian for reading from files made my life easy at one point). There are many aspects of Upp that are beginner friendly, but some that are not as well. Good forum support is essential for me here and is much appreciated, especially when you need to bounce ideas around with others in order to open up your own mind or clear a mental block.

After writing one application successfully with Upp, I want to learn the whole thing in an out and all of its functionality instead of just the basics.

