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Subject: Re: Documentation and Topic++  
Posted by [mirek](#) on Tue, 04 Dec 2007 16:10:44 GMT  
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Mindtraveller wrote on Tue, 04 December 2007 10:21Excuse my little vacation.

Mirek, I think that at least a part of documentation is to be done as some guide to writing specific applications. M\$ tried to solve this problem by adding "How do I" topics, but their realization made them totally unusable.

So I propose some kind of well-structured manual, as you could see in google page above.

For example:

GUI

-One-window applications

--Applications with main dialog window

OR:

CORE

-Working with collections of objects

--NTL containers

---How and where to use Vector class

How you think? Is it good solution?

Of course it is tabbed with fulltext search.

P.S. Message #13000

Well, that should be the role of these "tutorials" in getting started.

Anyway, my plan was and is: Better some documentation than none. Priority is to get reference documentation and "fast paced" tutorials. When there is a good mass of documentation available, consider better structuring.

Sort of bottom-up - experiment - refactor approach we like to use when programming U++/with U++...

Mirek

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