mr_ped wrote on Tue, 17 June 2008 05:59Reading about first impressions from UPP in other thread I got idea for yet another type of doc.
A "Quick reference of UPP vs C++", i.e. docs for somebody who's very familiar with common C++ (I'm not even trying to define what is common C++, I think this one will be difficult to solve), so he can quickly check for common pitfalls when using UPP.
Like description of GUI_APP_MAIN, correct way of including packages to project, NTL basics, examples of common main's + inits for applications (but not the easy Hello world stuff, but rather complex things like MT app with GUI + some network + some timer events going on, all together .. BTW a working example application with complex behavior would be nice too).

And all this focused on things which are UPP specific, with omitting/ignoring the pure C++ stuff.

This may help some C++ coders to switch to UPP more easily.

I'm checking the current Manual pages, and this stuff is pretty much all the available topics there, so having a very bare quick reference linked well with other tutorials would be probably best form for this doc. It should be as short as possible, yet it should make any C++ coder, who's wondering how to make his "hello world" to work in "UPP way", happy.

I'm not sure how much this idea is reasonable, any comments/feels if you can imagine a helpful topic with such content, and what would you expect from it?

Yes. Go for it

BTW, get inspired (cz-cz only):

 http://www.stdout.cz/projekty/2008/5/29/clanky/uvod-do-upp-c ast-1/

Mirek