Subject: Improving the organization of U++ help
Posted by gprentice on Sat, 30 May 2009 13:39:34 GMT
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Here's what I think a properly organised U++ "help" would look like. It's very likely to be incomplete and I'm not offering to do any of the work (right now)!

1. Introduction
1.1 Overview of U++. (no major details)
U++ is C++ development platform for creating console or GUI applications
- written entirely in C++ using modern techniques.

Platforms supported.
Compilers and compiler versions supported.
U++ IDE is called "theIDE" and is built with U++.
Includes comprehensive editor, build system and project management.
Design philosophy - emphasis is on "rapid development"? What about runtime performance?
How does "objects are on the stack" philosophy affect code size?
Look and feel / chameleon
Visual designer
Database capability
Multithreading issues
NTL ??
Link to list of all widgets - what widgets are missing.
Image designer.
Core values and containers - what are they? - link to tutorials.
Non GUI libraries (important ones) - SQL, Web etc - link to packages list
Assist++ - sophisticated source navigation.
Topic++
Blitz & uld.

1.2 Using help. What is "documents", "reference", "implementation".
What generates the stuff in the help tree control (what is "used packages",
what is "other packages", is this list context dependent)
Link to "topic++" topic and explain better how source code is linked to documentation. How to search help.

1.3 Creating a simple project from scratch - say, the button example, and run it.
(include setting up the compiler and the build mode).

1.4 Library orginization.
What is "core". what is ctrllib. what is ctrlcore etc.

1.5 Project organization
Summarise packages and assemblies.

1.6 List of tutorials

1.7 Why U++ exists, who is using it.

1.8 Obtaining and installing U++
include how to get updates from google code.

1.9 Deploying U++ apps.

1.10 Examples & references
Explain about them.

2. Using theIDE
2.1 Describe main components of theIDE UI.
Explain what all the toolbars do (including "aux" thing) and package lists.
How to select a project (describe select package dialog).
Describe all menu options.
Describe how to turn off an on all toolbars
(why is there no "view" menu and no close button on the toolbars?)
2.2 Keyboard shortcuts
2.2 Using the editor.
Mention auto-saving.

2.3 Layout designer
2.4 Image designer
2.5 theIDE command line & UMK
2.6 cross development topic
2.7 File types

3. Project/package organization & configuration & building & debugging
3.1 Packages, assemblies & nests
3.2 Configuring packages, assemblies
3.3 Setting compiler options & build flags
3.4 Building - where does output go. Can I edit while building?
3.5 Package templates
3.6 Debugging

4. Creating a GUI application
- GUI tutorial
5. Widgets

6. ESC scripting
- include "theIDE macros" topic from "theIDE help"

7. Library/ API reference & docs

Core, ctrlcore etc

8. Extending U++.

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Graeme
