
Subject: Re: Improving the organization of U++ help
Posted by [mirek](#) on Mon, 01 Jun 2009 06:22:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

gprentice wrote on Sun, 31 May 2009 20:49luzr wrote

Quote:

I'm not familiar with using svn with U++. Topic++ files are binary aren't they.

Not anymore, that was part of creating new infrastructure. Diff would work with them just OK (but of course, you would have to deal with raw QTF to solve conflicts - nothing too hard anyway).

Great. (how are images handled?)

Badly - as before. OTOH, given that content of images rarely changes within them, I suppose that diff would work in most cases too - these blocks would either be equal as whole or different as whole.

Sidenote: So far, for the code and documentation, revision conflicts proved to be much less concern than I originally anticipated. I mean, they do not happen all that often, even if the whole issue is unmanaged.

Quote:

luzr wrote

I believe that current documentation infrastructure, while not perfect, is good enough. What is missing is content

What is the main content that you think is missing?

I guess I am not a good one to ask. But from my point of view, I have planned following articles:

- Community manual. Started writing one in upbbox.
- Contributors manual.
- reference docs
- Sql tutorial (started this one yesterday)
- Painter tutorial
- Drag&Drop tutorial
- "Against manual resource management" article (explaining U++ programming style and typical patterns represented in it).

Quote:

luzr wrote

Basically everybody with any write access to svn gains rights to edit documentation. Ditto for

website.

Forgive my ignorance but what does "ditto for website" mean?

Everybody with svn write access can alter the website. Website is generated each night from uppbox/uppweb.

Mirek
