Subject: Newbie Corner
Posted by MAD!C on Tue, 05 Jan 2010 14:12:11 GMT

hello!

i am new to this forum and to upp. i quit programming more than 10 years ago, but i ever felt like coding again - can´t help it, can´t quit thinking in code. so i am about to jump in all this again.

searching for a lean, smart, flexible and portable dev system i came across upp and - wow - got very impressed by upp features! hats off! i hope, it turns out to be the right choice for a new start.

however, having used c++ for console applications only, i am quite new to this message driven gui concept. despite plenty of tutorials i hope you wouldn´t mind me asking some newbish questions... be certain i´ve been giving my best searching the web for answers

so my questions are:

1. i miss something like SetPixel(x,y,c) - for the moment i use DrawLine(x,y,x,y+1,c) instead, but somehow i feel this is not very clever...

2. oh my   how can i call the designer on a .lay file?

3. playing around with some fractal graphics, i settled the rendering within the paint method - making me wait to finish rendering before any input message could be processed, e.g. to close the window or change it´s size...
is there any simpler approach than jumping into multithreading?
i think of calling the eventloop from within my rendering loop, or maybe to use a timer... but i´m not sure if there are any appropriate gui methods around or if i overlook something very simple... you see my lack of gui-experience? what would you propose?

thank you!