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Subject: Newbie Corner

Posted by [MAD!C](#) on Tue, 05 Jan 2010 14:12:11 GMT

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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!

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