
Subject: Re: Qt/Windows Open Source
Posted by [gprentice](#) on Thu, 20 Apr 2006 13:10:46 GMT
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Seven wrote on Fri, 21 April 2006 00:31 Create a tutorial teaching the U++ language, with this more people came, more feedback will have.
I'm interested to learn but i don't know how!

I agree that U++ is currently too hard to get into for most people and it's quite hard to see what U++ is capable of. A way to get started is to read the tutorials that do exist

[http://upp.sourceforge.net/examples\\$upweb\\$HelloWorld\\$en-us.html](http://upp.sourceforge.net/examples$upweb$HelloWorld$en-us.html)
[http://upp.sourceforge.net/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm) I
<http://www.arilect.com/upp/forum/index.php?t=getfile&id=114>&

then try the examples and reference examples one by one and experiment. Pick a widget one at a time and try to find out how to use it - i.e. look through the examples to see how a widget of that type can be used. Some widgets like ArrayCtrl you can find documented in the help system.

Suppose you want to group controls - this is fairly basic GUI functionality, but as far as I am aware, it's not documented anywhere how to do it. The way to do it is to add controls to a parent Ctrl e.g.

```
struct App : TopWindow {  
    Ctrl mc1;  
    StaticRect s1;  
    // ...  
    w.mc1.Add(w.s1);  
    w.s1.SetPos(w.s1.PosLeft(5, 15), w.s1.PosTop(20, 5));
```

mc1 is the parent Ctrl and s1 is the child control. s1.PosLeft and PosTop set the position of the child control relative to the parent control. U++ widgets all derive from Ctrl.

By playing with the examples and widgets, you can gradually learn U++ - but it takes a bit longer than it would with proper help and "tutorials" for everything.

(oops, accidentally logged myself out while writing this - hope it doesn't appear twice or something!)

Graeme
