
Subject: Re: Drawing / Painter Difference, Usage, Manual
Posted by [kohait00](#) on Sun, 27 Jun 2010 07:58:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey mirek, thanks a lot..

this clarifies quite well the sort of questions i had. the rest can be done by digging in code.

my problem is actually, that to understand code, i need at least to understand / know the intention, big model. later infos from code diggin will fit in that.

though Upp is nice to read (i really like the code style), there are some places that are not thaaaaat easy to grasp, painter / stuff and chameleon beeing some examples for it.

but this more and more gets better.

Quote:

That is why I hope you will provide some too (doku)

how do you expect me to provide doku infos? (which format) or is that as well covered in the "how to contribute"? (i'll take a look again..)
