
Subject: Re: Understanding Frames
Posted by [Werner](#) on Sun, 02 Jul 2006 11:53:06 GMT
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fudadmin wrote on Sat, 01 July 2006 23:11Werner wrote on Sat, 01 July 2006 21:34

...

I hope this helps:

...

understanding frames?

Actually yes!

1.

Understanding frames includes to know when not to use them.

2.

The first post to which I replied brought up a specific problem. The writer only assumed that frames would be required.

Werner

P. S.:

You can ask me when you feel framed by real framing problems. But be warned. I'm just a hobby programmer and a newbie to Ultimate++, too.

W.

P. P. S.

Sorry about the "framing" pun. But on the one hand it's difficult for a non-native speaker to create good puns. On the other hand it's really tempting.

W.