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Subject: Re: Materials for articles: "U++ Core comparison to BOOST"

Posted by [mirek](#) on Mon, 31 Jul 2006 21:42:32 GMT

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May I rather suggest to start with something else? I do not think boost comparison or history is the most important thing right now.

Having implemented SVG import, you must now understand U++ XML quite well and have it fresh in memory. What about writing nice short tutorial (like the one about NTL or that one unfinished about GUI)?

I think we should rather concentrate on things like this.

Speaking about it, I have established new nest (and assembly) for tutorial examples. So if you would proceed, example packages should be named XML01, XML02 etc...

Mirek

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