Subject: Re: Materials for articles: "U++ Core comparison to BOOST"
Posted by fudadmin on Mon, 31 Jul 2006 22:09:22 GMT

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luzr wrote on Mon, 31 July 2006 22:42May 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

Before writing about any GUI or other parts I wanted myself to be "crystal clear" if I understand correctly the fundamentals of U++... and why U++ Ctrls (widgets) are faster than those of other toolkits...
And, I guess, I would also have progressed faster with U++ if I had found easy explanations earlier...

P.S.
Maybe just a few more words for Ultimate's GUI section to wikipedia today?
What do you think?
I'll have to be off-line tomorrow...