
Subject: Re: gentle criticism of source organization
Posted by [fudadmin](#) on Sun, 20 Aug 2006 17:44:03 GMT
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My tip for upp exploration logic:

1. Because the first thing you include for GUI is <CtrlLib/CtrlLib.h> , that means you click on the package CtrlLib and learn the file names first...
2. Second thing, you open the top file in the package e.g CtrlLib.h and see what is included e.g CtrlCore.h . So, logically, you open the next package the name "CtrlCore".
3. Go to 1 and repeat the loop...

4. When you are in the mood, use Ctrl_G to open (see) members in each file...

5. Catching exceptions: - throw your questions on forums before frustrations happen... , means, please visit more often

6. Ask a lot of small questions instead of "please write for me a book about upp structure" e.g "what the difference is between Core and CppBase?" in appropriate sections...

BUT!!! More direct approach is better. I mean, learn what you need to learn and ask even better questions like:

"how to do that and that...?"

P.S. How did you find the need for TCtrl*? (I've never opened it...)

P.S1. My example of a good learner would be Luigi (forlano)... Read his posts here and see what he was able to achieve in a relatively short time (one month)! But he has been visiting forums *many times* every day since...
