
Subject: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 13:51:06 GMT

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"Ultimate++ GUI toolkit" ?

Other ideas? Structure?

Post anything. Then, I expect, we'll get it polished in terms of content and "englishness"... No excuses that you are not a native speaker...

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 14:48:30 GMT

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to be edited...

Wikipedia article structure comparisons:

wxWidgets:

- * 1 Name change from wxWindows to wxWidgets (no need?)
 - Origins in NTL?
- * 2 Software that uses wxWidgets
 - Ultimate++ - None?
- * 3 See also
 - ??? Suggestions?
- * 4 External links
 - o 4.1 Language bindings
 - Ultimate++ - None?
 - o 4.2 IDE and RAD tool
 - Ultimate++ has (uses) its own IDE called theIDE (- create and link to a separate Wikipedia article?)
 - o 4.3 Reference documentation
 - links to sourceforge:
 1. home page
 2. ???
 - forums.

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 17:07:00 GMT

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Ok, feel free to comment and improve:

<http://en.wikipedia.org/wiki/Ultimate%2B%2B>

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [rbmatt](#) on Fri, 28 Jul 2006 17:23:11 GMT

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When we do post the page, we need to change http://en.wikipedia.org/wiki/Widget_toolkit to point to it.

Here is what I think:

In [\[\[computer programming\]\]](#), "[Ultimate++](#)" is an [\[\[open_source\]\]](#), [\[\[cross-platform\]\]](#) graphical [\[\[widget toolkit\]\]](#) and rapid application development suite for the development of [\[\[graphical user interface|GUI\]\]](#) and console applications.

Ultimate++ is being actively developed and has a growing user community. Ultimate++ is released under a [\[BSD_license\]](#).

Contents:

[Ultimate++ Design](#)

[TheIDE](#)

[Software created with Ultimate++](#)

[See Also](#)

[External Links](#)

[Ultimate++ Design](#)

-- To be written, but talk about NTL, widgets, etc

[TheIDE](#)

TheIDE is Ultimate++'s integrated development environment. TheIDE introduces modular concepts to C++ programming. It features BLITZ-build technology to speedup C++ rebuilds up to 4 times, Visual designers for U++ libraries, Topic++ system for documenting code and creating rich text resources for applications (like help and code documentation) and Assist++ - a powerful C++ code analyzer that provides features like code completion, navigation and transformation. TheIDE can work with GCC, MinGW and Visual C++ 7.1 or 8.0 compilers (including free Visual C++ Toolkit 2003 and Visual C++ 2005 Express Edition) and contains a full featured debugger. TheIDE can also be used to develop non-U++ applications.

[Software created with Ultimate++](#)

See [http://upp.sourceforge.net/www\\$suppweb\\$app\\$en-us.html](http://upp.sourceforge.net/www$suppweb$app$en-us.html)

[See Also](#)

[Sourceforge page](#)

[Homepage](#)

[Forums](#)

[Wiki](#)

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Hmm.. ?

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 17:38:52 GMT

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I think, there must be:

1 general page

for ultimate++ (which I started) pointed from Wikipedia's [application framework] or [software framework]?

(competing among... java, .NET etc.)

2 page "Ultimate++ GUI toolkit" pointed from [gui toolkit]

(competing among QT, wxWidgets, Fox etc.)

3 page "Ultimate++ IDE" pointed from RAD or IDE?

(competing among CodeBlocks, DevC++, Eclipse etc.)

4 page "Ultimate++ Core" or "NTL" pointed from a page which points to STL, BOOST etc.

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [rbmatt](#) on Fri, 28 Jul 2006 18:00:07 GMT

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4 page "Ultimate++ Core" or "NTL" pointed from a page which points to STL, BOOST etc.

I can see having separate articles for U++ and TheIDE, but not 4 different ones.

-WxWidgets only has one article that I see.

-We can still do all that linking, I think we can even link to a specific "section" of the U++ article.

-There will be a lot of crossover between 4 articles. That's a lot more content that we need also.

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 18:08:32 GMT

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rbmatt wrote on Fri, 28 July 2006 19:00fudadmin wrote on Fri, 28 July 2006 13:38I think, there must be:

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wxWidgets doesn't have:

1. own IDE, packages and building system

2. original libraries STL or BOOST- like ("Core" aka NTL)

It's a question about in how many markets Ultimate++ competes?

Who else wants Ultimate++ to be comparable only to wxWidgets?

Please vote, then...

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [rbmatt](#) on Fri, 28 Jul 2006 20:07:06 GMT

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fudadmin wrote on Fri, 28 July 2006 14:08It's a question about in how many markets Ultimate++ competes?

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Please vote, then...

IMHO,

Number of markets != Number of articles needed

I think the question is, for each "market", do we have enough information to warrant just a section in the Ultimate++ article, or an article of its own. Remember, an article can always be "split" but it

is harder to merge them.

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 20:15:47 GMT

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rbmatt wrote on Fri, 28 July 2006 21:07fudadmin wrote on Fri, 28 July 2006 14:08It's a question about in how many markets Ultimate++ competes?

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Please vote, then...

IMHO,

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I think the question is, for each "market", do we have enough information to warrant just a section in the Ultimate++ article, or an article of its own. Remember, an article can always be "split" but it is harder to merge them.

Do you want to sell shoes in a sandwiches shop?

in .NET = gdi32 = Microsoft = wxwidgets = STL?

is IDE = GUI toolkit?

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [fudadmin](#) on Fri, 28 Jul 2006 20:29:57 GMT

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We DO HAVE enough information.

We just need to invest some time and to make the information we do have to make correct. That's why I started some separate topics to fill in. So, everybody, please show your love for Ultimate++, try your best, and post into appropriate "Pre-Editorial" topics to help with your views and info...

Subject: Re: Let's start - Wikipedia article Nr1.: title and structure

Posted by [mirek](#) on Fri, 28 Jul 2006 22:24:41 GMT

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Hm, just a comment. I guess we were in this before...

Would not it be better to actually write something first and discuss it later?

Mirek
