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$uppweb$apps$en-us.html

See Also
Sourceforge page
Homepage
Forums
Wiki

External Links

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

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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I can see having separate articles for U++ and TheIDE, but not 4 different ones.
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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?
Who else wants Ultimate++ to be comparable only to wxWidgets?
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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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