Subject: PR!
Posted by mirek on Fri, 20 Mar 2009 09:29:14 GMT
View Forum Message <> Reply to Message

Hi everybody,

with nightly builds and tremendous improvements in U++, I think it is time to reconsider little PR. Recently, we have been mostly silent for almost 1 year, not annoucements or anything anywhere, no releases.

I guess it was a good time for "silent work", but now when we are approaching a shiny new U++, maybe we could try to be a very little bit more noisy.

For starters, I think there should be someone that would care about freshmeat and usenet annoucments.

Basically, I think that "weekly review" of svn changes between nightly-builds would be ok.

I mean, take this log:

http://code.google.com/p/upp-mirror/source/list

between last annouced revision and last release, adapt (remove uninteresting elements, edit those interesting), submit to freshmeat and to some relevant usenet conferences. (Maybe, USENET could be less frequent to avoid annoying people).

Of course, the first annoucement will have to be a bit "bigger"

This is simple but quite boring work, but it would make BIG difference.

Regarding PR, I am also considering:

- Deprecating the project name "Ultimate++" and using U++ only in the future. I am afraid that Ultimate++ does not sound seriously enough for many.

- Redesigning U++ logo (it is pretty old now)

- Redesigning U++ frontpage. I think that the general style of website is quite OK, but maybe we should put info there.

Any other suggestions are welcome. Just please, do not expect me to do everything

Mirek

Subject: Re: PR!

Posted by Mindtraveller on Fri, 20 Mar 2009 16:39:15 GMT
View Forum Message <> Reply to Message

+ updating all the icons in TheIDE

Subject: Re: PR!
Posted by Novo on Sat, 21 Mar 2009 17:50:39 GMT
View Forum Message <> Reply to Message

I think before drawing attention to U++ we should get prepared to explain that U++ is not just a cool C++ library and an extremely useful developer's tool, but also a system, which is completely different from everything else that C++ developers got used to use.

Otherwise we will have to answer the same questions over and over again.

It took me a lot of time to realize how huge is the difference between U++ and everything else.

Subject: Re: PR!
Posted by Mindtraveller on Sun, 22 Mar 2009 00:05:10 GMT
View Forum Message <> Reply to Message

Novo, I`m totally agree with you. But how can we do it? The only way I think of is creating short but succinct text (may be with short code examples). Something like "Wetting your appetite" from TheIDE Manual, but even more effective.

Subject: Re: PR!
Posted by Novo on Sun, 22 Mar 2009 01:44:20 GMT
View Forum Message <> Reply to Message

Mindtraveller wrote on Sat, 21 March 2009 20:05Novo, I`m totally agree with you. But how can we do it? The only way I think of is creating short but succinct text (may be with short code examples). Something like "Wetting your appetite" from TheIDE Manual, but even more effective.

I'm not saying we should be afraid of that. I'm just saying we better list these differences (and detailed explanations) and put this list in an unavoidable place.

Subject: Re: PR!
Posted by Mindtraveller on Sun, 22 Mar 2009 02:11:20 GMT
View Forum Message <> Reply to Message

luzr wrote on Fri, 20 March 2009 12:29
- Redesigning U++ logo (it is pretty old now)
...
Just please, do not expect me to do everything
OK, pack of rough sketches. No beauty, just to visualize the idea... May be it`ll lead someone to better realization.

File Attachments

1) upp1.jpg, downloaded 4354 times



Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 03:29:38 GMT
View Forum Message <> Reply to Message

Novo wrote on Sat, 21 March 2009 20:50I think before drawing attention to U++ we should get prepared to explain that U++ is not just a cool C++ library and an extremely useful developer's tool, but also a system, which is completely different from everything else that C++ developers got used to use.

Otherwise we will have to answer the same questions over and over again.

It took me a lot of time to realize how huge is the difference between U++ and everything else.

Just for someone, it is important that while the novelty product, Ultimatepp is 100% C++ language with strict syntax.

For me, as I understand it, it was a very important factor.

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 03:33:03 GMT
View Forum Message <> Reply to Message

Mindtraveller wrote on Sun, 22 March 2009 05:11luzr wrote on Fri, 20 March 2009 12:29
- Redesigning U++ logo (it is pretty old now)
...
Just please, do not expect me to do everything
OK, pack of rough sketches. No beauty, just to visualize the idea... May be it`ll lead someone to better realization.

There is no need to hurry up with the change of the logo. The new logo does not bear a message that this is a continuity with the C++ (unlike the old).

Also, when I first installed the product, I have long sought to know what the name of the menu? Correct! - Ultimate++! But it was not there! The menu was another unknown word - TheIDE! I think this a big mistake. Better would be to write the menu - Ultimate++, or perhaps - Ultimate++ TheIDE.

Even in the letters to our visitors, the signatures must be kept - Ultimate++ team. Everywhere!

And I think the loss is impermissible, then that site does not send notifications of new messages in subscribed threads in the mail. People read the forum and went - and then a letter - "means Ultimate - it works!". It is very important!

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 03:43:40 GMT
View Forum Message <> Reply to Message

When a promotion commercial project - creating a website that collect the money (actually preferred product for the money) and a few sites that do not sell, but simply organize "fish place" for the target audience (the place where people congregate target audience) and which for that very target audience periodically quietly throw the message on the product sold.

Of course there is not expected to take the money, but can be used similar PR technology.

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 04:07:45 GMT
View Forum Message <> Reply to Message

luzr wrote on Fri, 20 March 2009 12:29
Regarding PR, I am also considering:

- Deprecating the project name "Ultimate++" and using U++ only in the future. I am afraid that Ultimate++ does not sound seriously enough for many.

- Redesigning U++ logo (it is pretty old now)

- Redesigning U++ frontpage. I think that the general style of website is quite OK, but maybe we should put info there.

Any other suggestions are welcome. Just please, do not expect me to do everything

Mirek

Oh NO!
Ultimate++ - sounds (unlike U++). You can say it. This is yet another media vehicle.

I think you need to add more sections of the type of "Getting Started" (I do not know at this site or another).

And need more sections, which describe the benefits to me, rolling from another tool, which helps to quickly achieve the goal to Ultimate++.

Again, comparing the PR technology with the commercial product - creates a separate series of documentation - Documentation for the promotion of vendors, promotion documentation for journalists, while not explicitly called for one of those articles, but each category of readers usually know exactly its documentation.

And for beginners, and the above categories of readers are not important nuances of change in the SVN code (as it may seem sad).
For them, the goods - the very innovative approach to C++, and technology development programs in general. So it is necessary to give them their goods (I repeat - perhaps not on this site, by the way feel like to have as a link to all the project sites).

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 04:45:41 GMT
View Forum Message <> Reply to Message

We can give an example of a product Mozilla.
There are sites:

- www.mozilla.com
- www.mozilla.org
- www.mozilla-europe.com
- help.mozilla.org
- develop.mozilla.org
.....
and so on..

I'm not sure what to exactly the same sites as in Mozilla. But the idea - is clear.

Subject: Re: PR!
Posted by Mindtraveller on Sun, 22 Mar 2009 08:45:28 GMT
View Forum Message <> Reply to Message

sergeynikitin wrote on Sun, 22 March 2009 06:33
1) There is no need to hurry up with the change of the logo.
2) The new logo does not bear a message that this is a continuity with the C++ (unlike the old).
3) Better would be to write the menu - Ultimate++, or perhaps - Ultimate++ TheIDE. Even in the letters to our visitors, the signatures must be kept - Ultimate++ team. Everywhere!.. People read the forum and went - and then a letter - "means Ultimate - it works!".
1) I must disagree. Current logo is of former 90`s style. Please look at the modern logos, see the difference. There`s no need for such an advanced framework (maybe the most advanced one for C++) to have old-looking logo.
Redesign is even more a task because of (3).

2) All the logos have C++ signature inside of them. It was my aim to have C++ inside of U++ logo.

3) luzr wrote on Fri, 20 March 2009 12:29Deprecating the project name "Ultimate++" and using U++ only in the future. I am afraid that Ultimate++ does not sound seriously enough for many.

Subject: Re: PR!
Posted by mirek on Sun, 22 Mar 2009 09:26:46 GMT
View Forum Message <> Reply to Message

Regarding logo, I might have been a little bit specific.

I think we should basically keep that little graphics:

http://www.ultimatepp.org/1i.png

but change the text. Of course, some minor update of graphics would be nice. But over, I think the shape is quite characteristic.

What really feels outdated is:

http://www.ultimatepp.org/index.html_0.png

Mirek

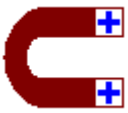
Subject: Re: PR!
Posted by Mindtraveller on Sun, 22 Mar 2009 09:37:52 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 22 March 2009 12:26I think we should basically keep that little graphics: ... but change the text. Of course, some minor update of graphics would be nice. But over, I think the shape is quite characteristic.I always wondered what does colour table plus two rulers stand for in U++ logo?

Subject: Re: PR!
Posted by mirek on Sun, 22 Mar 2009 10:02:00 GMT
View Forum Message <> Reply to Message

Or this:

File Attachments
1) Bez názvu.PNG , downloaded 3587 times



Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 12:32:32 GMT
View Forum Message <> Reply to Message

Funny. But with the logo is better not to joke.

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 12:38:39 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 22 March 2009 12:26What really feels outdated is:

http://www.ultimatepp.org/index.html_0.png

Mirek

This logo is not the logo. This is the first picture for the cover of the booklet. Or for flashwindow. The logo should be more strict. The logo must not lose the idea and when printing on grayscale printer, or even on 2-color printer.

Perhaps for the site to use the graphic idea of the image would be quite good.

Subject: Re: PR!
Posted by andrei_natanael on Sun, 22 Mar 2009 12:50:18 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 22 March 2009 12:02Or this:

As Mirek suggested, a horseshoe magnet with two ++ at heads, something like this image.(with ++).
The design of site is too old. We need something more modern.
Like KDE, QTSoftware, Gnome, CodeBlocks...
Also first page should contain a short description of project and news updated daily or weekly about the project, new releases, community announcements and so on. The content of site should me more organized (now it is split into 11 sections which contain more sub-sections). A new forum would be nice, because this one have some problems, like showing me online long after i've logout, sometimes some messages are not shown, number of most users online in one day is almost double of current registered users. So we should extract information from it which is of actuality and use a new forum. In that way we know also the exact number of U++ users
I'm thinking also at a bug reporting tool and let the forum only for trouble that users have.
After these modifications I think U++ will become a more serious project.

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 14:41:21 GMT
View Forum Message <> Reply to Message

andrei_natanael wrote on Sun, 22 March 2009 15:50As Mirek suggested, a horseshoe magnet with two ++ at heads, something like this image.(with ++).
The design of site is too old. We need something more modern.
Like KDE, QTSoftware, Gnome, CodeBlocks...
Also first page should contain a short description of project and news updated daily or weekly about the project, new releases, community announcements and so on. The content of site should me more organized (now it is split into 11 sections which contain more sub-sections). A new forum would be nice, because this one have some problems, like showing me online long after i've logout, sometimes some messages are not shown, number of most users online in one day is

almost double of current registered users. So we should extract information from it which is of actuality and use a new forum. In that way we know also the exact number of U++ users
I'm thinking also at a bug reporting tool and let the forum only for trouble that users have.
After these modifications I think U++ will become a more serious project.
No, do not need such revolutionary changes. Forum - excellent. A separate forum for bugs - unnecessary. Moreover, it is not quite in the style of community Ultimate. And in the style of Ultimate - no bugs and bug-reports, and if necessary future - then do it himself.

Subject: Re: PR!
Posted by andrei_natanael on Sun, 22 Mar 2009 19:10:49 GMT
View Forum Message <> Reply to Message

sergeynikitin wrote on Sun, 22 March 2009 16:41
No, do not need such revolutionary changes. Forum - excellent. A separate forum for bugs - unnecessary. Moreover, it is not quite in the style of community Ultimate. And in the style of Ultimate - no bugs and bug-reports, and if necessary future - then do it himself.

You don't understand me in some ways... I don't want a separate forum for bug reports what I want is something like Track, useful when reporting bugs and also useful for feature request. In that way the majority of users like to interact with project developers and that's the fact why U++ in not mainstream (as some people reminded in past posts) and wide used. Even if you do a great software if you don't make it accessible to majority, it's almost nothing because just some select clients will benefit from it.

About new forum... I think current forum is old. It was released in 19 September 2006. So 3 years is enough for it. How you reflect the "innovations" which U++ and how you demonstrate it when U++ have an old forum and informations from site are mostly outdated.

I don't want to create a list with U++ shortcomings here (maybe i will start one) but I don't see how we have an increasing community if informations we provide are outdated and old-class infos and we don't get in step with changes.

Just my 0.99$

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 19:51:04 GMT
View Forum Message <> Reply to Message

andrei_natanael wrote on Sun, 22 March 2009 15:50Also first page should contain a short description of project and news updated daily or weekly about the project, new releases, community announcements and so on. The content of site should me more organized

Completely agree. I would have proposed to expand the news RSS feed. And make a special section of news, news of which could be placed at other news sites (to name a section of press releases).

And more. Versions are available too rare. If you look at the process of release from the company Microsoft - then these guys are not seriously disturbed by the fact that after release had to release service pack. I think this is a good practice. It is too rarely go steady - still are working on SVN version - hence the meaning of a stable version - remains a bit.

If you do not like the name - the stable version, then let him be a beta version. In any case, release of a new beta version can be reflected in the press release or news, and provide all the commentary that in this case, the beta version is almost a working version. Through RSS feeds it will be regularly updated on news and Open Source sites. Strongly increasing popularity.

Subject: Re: PR!
Posted by mirek on Sun, 22 Mar 2009 19:52:27 GMT
View Forum Message <> Reply to Message

andrei_natanael wrote on Sun, 22 March 2009 15:10sergeynikitin wrote on Sun, 22 March 2009 16:41
No, do not need such revolutionary changes. Forum - excellent. A separate forum for bugs - unnecessary. Moreover, it is not quite in the style of community Ultimate. And in the style of Ultimate - no bugs and bug-reports, and if necessary future - then do it himself.

You don't understand me in some ways... I don't want a separate forum for bug reports what I want is something like Track, useful when reporting bugs and also useful for feature request. In that way the majority of users like to interact with project developers and that's the fact why U++ in not mainstream (as some people reminded in past posts) and wide used. Even if you do a great software if you don't make it accessible to majority, it's almost nothing because just some select clients will benefit from it.

About new forum... I think current forum is old. It was released in 19 September 2006. So 3 years is enough for it. How you reflect the "innovations" which U++ and how you demonstrate it when U++ have an old forum and informations from site are mostly outdated.

I don't want to create a list with U++ shortcomings here (maybe i will start one) but I don't see how we have an increasing community if informations we provide are outdated and old-class infos and we don't get in step with changes.

Just my 0.99$

Well, the problem about forum is about upgrade while retaining the current data...

I am afraid for good or bad, we are stuck with fud for this reason. We might check a newer version, but that is about all we can do...

Mirek

Subject: Re: PR!
Posted by sergeynikitin on Sun, 22 Mar 2009 19:58:35 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 22 March 2009 22:52I am afraid for good or bad, we are stuck with fud for this reason. We might check a newer version, but that is about all we can do...

Mirek

Yes, this forum - this invaluable wealth of knowledge. It must be preserved. Possibly as a reorganization of the data. Maybe try to manually modify the forum PHP motor.

Perhaps you need to put the source code forum to network.

Subject: Re: PR!
Posted by tojocky on Sun, 22 Mar 2009 21:21:23 GMT
View Forum Message <> Reply to Message

Concept of FUD forum is very interesting and very flexible! In administration menu you can build new theme and language pack, edit or add new functionality based on template construction!
The best way about forum I thing we need to add new sections... or group messages in "wish list" with states and priority, "bug report" and other.
News lent with new changes on the first page.
About U++ we need to improve the documentation, maintain new practice and modern examples!
On the first page I thing we need to write first 10 proposes most important why U++ is good!
The most important, we need to add mechanisms to import projects from other IDEs (Visual Studio, Code::Block, KDevelope and other).

Subject: Re: PR!
Posted by Mindtraveller on Sun, 22 Mar 2009 22:15:57 GMT
View Forum Message <> Reply to Message

OK, it looks like second iteration to logo:

tojocky wrote on Mon, 23 March 2009 00:21On the first page I thing we need to write first 10 proposes most important why U++ is good! Good idea! Let people know why U++ is not "yet another framework".

File Attachments

1) upp2.jpg, downloaded 3349 times



Subject: Re: PR!
Posted by sergeynikitin on Mon, 23 Mar 2009 00:05:12 GMT
View Forum Message <> Reply to Message

People! do not need more to develop a magnetic subject.

A magnet does not pass any commonality with U++ or with C++.

And the symbol ++ is not obvious.

Another point. Thick enough to cross - is associated with the Swiss cross and not with the plus sign.
Lines of crosses to be thinner.

I think 2 plus sign should be close (together) - this is what made sense in the designation of the language C++.

Subject: Re: PR!
Posted by cbpporter on Mon, 23 Mar 2009 09:21:10 GMT
View Forum Message <> Reply to Message

I think we should build on what we have.

1. Logo should remain the same. It's not like we are changing anything in the framework, we are just trying to promote it. But the style of the logo is old. Modern logo's have gradients and realistic shading. Check out what Oxygen/KDE did with their icons, or how Vista updated the icon for Notepad from the Windows 95 look.

I think I saw some updated icons in an old thread somewhere on the forum, but I can't find it again.

Touching up the logo should be no big deal. If one of us can't do it, a struggling young artist will do a great job for a small amount of money.

2. The forum should stay. It is both an adequate platform of communication and an archive of a lot of valuable information. Going through it and archiving some old threads would be in order, but that is a monumental task and I don't think anybody has the resources or patience to do it.

3. We do need some great introductory articles which must address the most important aspects that differentiate U++ from other frameworks, like:
- why do we re implement STL? Couldn't we have developed a compromise solution, using STL as much as possible and adding just a few containers, like Movable enabled ones? Couldn't we have used STL naming conventions and iterators? I know STL containers don't have a virtual destructor, but that doesn't mean you can't inherit and modify behavior. Sure, there are some restrictions, but we could have retrofitted some standard containers with some useful methods.
- why do we use default pick semantics? Won't it cause a lot of problems? Big learning curve and hidden bugs? Design pattern books say that this is a bad practice. And it is in a world of default copy construction, so we need to highlight that the framework is more or less capable of handling pick semantics without issues because if was designed that way. This issue is going to be hard to "market". I've been using U++ for quite some time now, and while I think that copy constructing should not be enforced on a STL level, we should have left = as default copy construct and only use pick with and explicit picking method/operator.
- why don't we have a couple of libs and some .h. Everybody does that. "Source based distribution? Why? I don't want to recompile everything. What is this, the kernel? You're just lazy!". We need to explain the advantages of U++ modularity. Also BLITZ must be handled with care. It is not well received in a business environment and managers tend to avoid it.
- why do we allocate everything on the stack? This makes a lot of common pattern harder to use. U++ doesn't play nice with things like abstract factories if we follow our style, and if we adopt their style, we loose a lot of U++'s advantages and simplicity.
- leaving aside NTL, why do we implement a new set of widgets? We could have used one of the existing toolkits and expand upon it. Even better question: leaving aside details and language differences, what can U++ widgets do that Gtk ones can't? Gtk is used everywhere, and GtkMM should be a better supported equivalent of U++, right? Such questions will arise, and different environments will have different levels of resistance. For Windows development, most people I know that do C++ would ask: "Another set of widgets? What version of MFC is it built upon? I can't be better than ToolKit Pro."

And the list could go on and on. What I'm trying to say is that U++ is different, and we need to show this and also why it is good thing. If we create false expectations, we won't get anything more that a temporary interest.

Subject: Re: PR!
Posted by mirek on Mon, 23 Mar 2009 09:35:54 GMT
View Forum Message <> Reply to Message

cbpporter wrote on Mon, 23 March 2009 05:21- why do we allocate everything on the heap? This

makes a lot of common

You meant stack, I believe?

Quote:
pattern harder to use. U++ doesn't play nice with things like abstract factories if we follow our style, and if we adopt their style, we loose a lot of U++'s advantages and simplicity.

U++ plays very nicely with abstract factories, following its style...

OTOH, maybe that is the point. We should make a document explaining how U++ style alters some common patterns, especially those that are seemingly hard to do in "stack" based U++.

The common motto IMO should be something along

"U++ containers replace GC"

Can we prepare a list? Maybe in separate thread (starting it now in Docs).

Mirek

Subject: Re: PR!
Posted by mirek on Mon, 23 Mar 2009 09:37:39 GMT
View Forum Message <> Reply to Message

cbpporter wrote on Mon, 23 March 2009 05:21I think we should build on what we have.

1. Logo should remain the same. It's not like we are changing anything in the framework, we are just trying to promote it. But the style of the logo is old. Modern logo's have gradients and realistic shading. Check out what Oxygen/KDE did with their icons, or how Vista updated the icon for Notepad from the Windows 95 look.

I agree. The magnet was meant as joke. Let us get current logo updated.

OTOH, we might use the magnet as "BIG" splash screen graphics.

Mirek

Subject: Re: PR!
Posted by mirek on Mon, 23 Mar 2009 09:41:16 GMT
View Forum Message <> Reply to Message

Mindtraveller wrote on Sun, 22 March 2009 18:15OK, it looks like second iteration to logo:

tojocky wrote on Mon, 23 March 2009 00:21On the first page I thing we need to write first 10 proposes most important why U++ is good! Good idea! Let people know why U++ is not "yet another framework".

Well, to have some fun, I have placed it to the splash screen now.

Download U++ tomorrow and tell me how it feels

Mirek

Subject: Re: PR!
Posted by cbpporter on Mon, 23 Mar 2009 09:42:31 GMT
View Forum Message <> Reply to Message

luzr wrote on Mon, 23 March 2009 11:35
You meant stack, I believe?

Yes, I do. "Allocate on heap" as an expression seems to be deeply routed in my subconscious .

Quote:
U++ plays very nicely with abstract factories, following its style...

OTOH, maybe that is the point. We should make a document explaining how U++ style alters some common patterns, especially those that are seemingly hard to do in "stack" based U++.

Very good idea. I don't use factories a lot, but when I tried in U++ I came to the conclusion that it doesn't play nice. So I'll definitely what to read that document.

Subject: Re: PR!
Posted by tojocky on Mon, 23 Mar 2009 10:09:24 GMT
View Forum Message <> Reply to Message

Every creator and developer of his part of u++ library need write documentation, make simple examples to demonstrate facility for new user and himself when he forgets. In this way, the collected information can grouping and set a style!

Subject: Re: PR!
Posted by h3l1 on Mon, 23 Mar 2009 12:59:04 GMT

View Forum Message <> Reply to Message

Hi there,

here is just also an idea of a new u++ logo...

File Attachments

1) upp-logo.png, downloaded 2622 times



Subject: Re: PR!
Posted by sergeynikitin on Mon, 23 Mar 2009 14:45:11 GMT
View Forum Message <> Reply to Message

Letters - excellent. More work on the fire, or something that would portray speed. The bad news is that the flame will not be visible in a monochrome version of the logo. You can make a shadow as in the logo of Formula 1.

File Attachments

1) F1.jpg, downloaded 3257 times



Subject: Re: PR!
Posted by mirek on Tue, 24 Mar 2009 10:48:09 GMT
View Forum Message <> Reply to Message

Mindtraveller wrote on Sun, 22 March 2009 18:15OK, it looks like second iteration to logo:

tojocky wrote on Mon, 23 March 2009 00:21On the first page I thing we need to write first 10 proposes most important why U++ is good! Good idea! Let people know why U++ is not "yet another framework".

Well, I think for now "magnet" is nice at splash-screen, anyway, I have to do ask:

Do we have permission to use it?

Mirek

Subject: Re: PR!
Posted by h3l1 on Tue, 24 Mar 2009 12:12:02 GMT
View Forum Message <> Reply to Message

Hi there,

just finished the reworked logo and so I have seen Mirek has already chosen the magnetic one.

I will upload the fireball logo just for free use to everyone.
It's done in inkscape.

File Attachments
1) upp-logo.png, downloaded 2571 times





Subject: Re: PR!
Posted by h3l1 on Tue, 24 Mar 2009 12:17:09 GMT
View Forum Message <> Reply to Message

and here comes the svg. maybe it will sometime help to test the svgpainter

File Attachments
1) upp-logo.svgz, downloaded 664 times

Subject: Re: PR!
Posted by chickenk on Tue, 24 Mar 2009 13:45:04 GMT
View Forum Message <> Reply to Message

Hello,

I like this fireball logo personally.

I made the text in italic just to show a different version that I prefer a bit :

Lionel

File Attachments
1) upp-logo-italic.png, downloaded 2598 times



Subject: Re: PR!
Posted by chickenk on Tue, 24 Mar 2009 13:46:41 GMT
View Forum Message <> Reply to Message

And here it the Inkscape file...

regards
Lionel

File Attachments
1) upp-logo-italic.svgz, downloaded 566 times

Subject: Re: PR!
Posted by mr_ped on Tue, 24 Mar 2009 14:11:54 GMT
View Forum Message <> Reply to Message

I like the letters a lot. And I generally like fireballs too.

I'm just scratching my head what does the fireball have with U++ and what kind of message is sending it to the viewer.
So while from visual point of view I quite like it, I just wonder whether it's possible to do something similar with more appropriate symbol. But I have no idea for a good new symbol.

Subject: Re: PR!
Posted by Mindtraveller on Tue, 24 Mar 2009 15:17:12 GMT
View Forum Message <> Reply to Message

luzr wrote on Tue, 24 March 2009 13:48Do we have permission to use it? Of course. I may even upload source (.max file) if it is needed. Also I`d like to improve it, but I need your fresh ideas.

mr_ped wrote on Tue, 24 March 2009 17:11I like the letters a lot. And I generally like fireballs too. I'm just scratching my head what does the fireball have with U++ and what kind of message is sending it to the viewer.
So while from visual point of view I quite like it, I just wonder whether it's possible to do something similar with more appropriate symbol. But I have no idea for a good new symbol. I read it`s message as "U++ is quick and cute as fireball." Not bad, IMO.

Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 16:12:00 GMT
View Forum Message <> Reply to Message

Speaking about the formula 1, I mean something like this here.

File Attachments
1) UPP.png, downloaded 2343 times



Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 16:13:35 GMT
View Forum Message <> Reply to Message

Or something like that here.

I can not draw, maybe someone who knows how to draw to extend this idea ...

File Attachments

1) UPP-dev.png, downloaded 2391 times



Subject: Re: PR!
Posted by mirek on Tue, 24 Mar 2009 16:18:59 GMT
View Forum Message <> Reply to Message

sergeynikitin wrote on Tue, 24 March 2009 12:13Or something like that here.

I can not draw, maybe someone who knows how to draw to extend this idea ...

Only... I wanted to sort of "depracete" 'ultimate' word. Going for plain 'U' only.

Well, I have made more modifications to TheIDE splashscreen - check tomorrow. To me, it feels quit fresh

Maybe we should change the logo more often...

Mirek

Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 16:27:26 GMT
View Forum Message <> Reply to Message

Perhaps as to add light ... (SVG-file can be whatever you want to do ..)

File Attachments
1) UPP-dev1.png, downloaded 2320 times



Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 16:36:33 GMT
View Forum Message <> Reply to Message

It is possible, and without Ultimate

File Attachments
1) UPP-dev3.png, downloaded 2373 times



Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 16:40:54 GMT
View Forum Message <> Reply to Message

Or with other words.

By size, I focus on the Logo website.

File Attachments
1) UPP-dev4.png, downloaded 2326 times



Subject: Re: PR!
Posted by Mindtraveller on Tue, 24 Mar 2009 21:31:32 GMT
View Forum Message <> Reply to Message

I`m afraid Formula-1 style logo looks even more retro style. With all respect, Sergey...

Subject: Re: PR!
Posted by sergeynikitin on Tue, 24 Mar 2009 22:12:40 GMT
View Forum Message <> Reply to Message

I assumed that would be interesting to display the logo, not only in splashscreen. It would be interesting to print the logo in any printed documentation.

Subject: Re: PR!
Posted by mirek on Wed, 25 Mar 2009 08:15:25 GMT
View Forum Message <> Reply to Message

andrei_natanael wrote on Sun, 22 March 2009 08:50Also first page should contain a short description of project and news updated daily or weekly about the project, new releases, community announcements and so on.

That sounds good and nice, but please note that nobody volunteered to take care about freshmeat annoucements yet.

I too would like to have more actual frontpage content, but there must be somebody that manages it. I am failing at that task..

In any case, great plans are nice, but I would rather approached this whole PR issue step by step. I believe that the most critical issue right now is to start regular freshmeat updates.

Mirek

Subject: Re: PR!
Posted by Mindtraveller on Fri, 10 Apr 2009 03:14:11 GMT
View Forum Message <> Reply to Message

Here I am with a third version of U++ logo. I`ve spent some time thinking what could illustrate U++ (this thought was on the background for some time). And finally it came - yep, the horseshoe. A custom one, hand-made and unique.
Just to illustrate an idea...

File Attachments

1) upp4.jpg, downloaded 2778 times



Subject: Re: PR!
Posted by sergeynikitin on Fri, 10 Apr 2009 05:37:25 GMT
View Forum Message <> Reply to Message

WOW!

Suddenly!

Pavel, do not stop!

Subject: Re: PR!
Posted by mirek on Fri, 10 Apr 2009 07:54:37 GMT
View Forum Message <> Reply to Message

Actually, I am now thinking that with increased rate of releases, we could update logo much more often.

E.g. the same way how Google does it.

Mirek

Subject: Re: PR!
Posted by Mindtraveller on Fri, 10 Apr 2009 09:12:01 GMT
View Forum Message <> Reply to Message

Mirek, if you like idea, I may render it with any size / point of view / texture.

Subject: Re: PR!
Posted by koldo on Fri, 10 Apr 2009 14:27:02 GMT
View Forum Message <> Reply to Message

Hello all

I think that it is true that Google plays changing its logo but it is also true that they always play with the same basic shape.
I think that to maintain a clear logo is always good, as the logo is an important part of the project identity. A robust logo is part of a robust project.

I do not have a clear opinion about the shape of a logo, I am not an aesthetic specialist, but it is really great the job that you are doing.

About other efforts I am opened to help. Luzr has talked about freshmeat announcements. I do not know how it is done, but if somebody can explain it to me, or there is another thing to do, I would like to "put my shoulder to the wheel".

Best regards
Koldo

Subject: Re: PR!
Posted by Mindtraveller on Fri, 10 Apr 2009 16:04:55 GMT
View Forum Message <> Reply to Message

Agreed. I`m searching optimal U++ logo solution. And it is just 3rd approach, not a 3rd logo itself. May be well designed and styled (not a sample above) horseshoe will become a shiny new U++ logo one day. As soon as I make (a-kind-of) final version, it will be better to ask U++ authors what do they think about it. For now I`m interested mostly in the direction of thinking - what everyone think about horseshoe-logo idea itself.

Subject: Re: PR!
Posted by mirek on Thu, 23 Apr 2009 15:27:59 GMT

View Forum Message <> Reply to Message

BTW, maybe we should get some sort of "Developed with U++" logo too...

Subject: Re: PR!
Posted by koldo on Fri, 24 Apr 2009 20:25:50 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 23 April 2009 17:27BTW, maybe we should get some sort of "Developed with U++" logo too...
Yes why not. This logo could have inclosed the U++ logo.

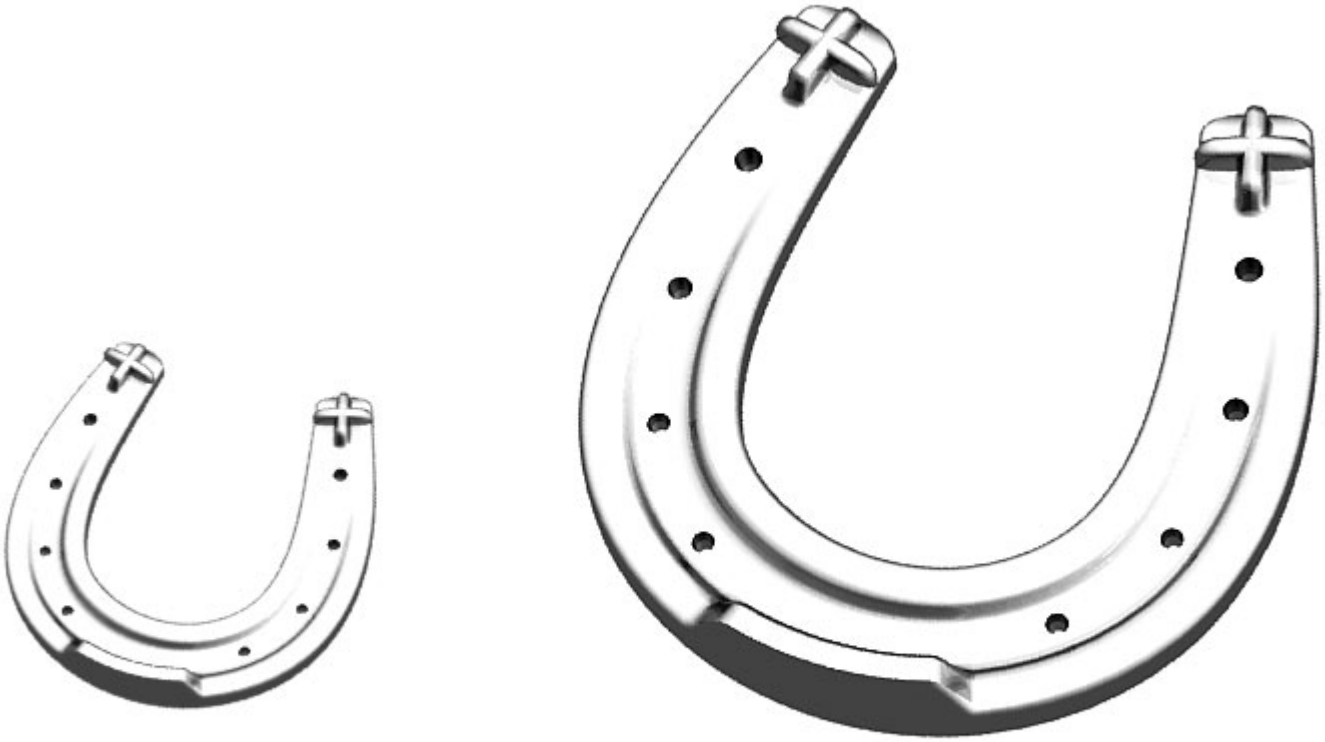
Subject: Re: PR!
Posted by Mindtraveller on Sat, 25 Apr 2009 11:36:59 GMT
View Forum Message <> Reply to Message

Yes, it would be good. But IMO it is the second step after making final version of logo itself. Currently I`d like to contribute more finalized and "appropriate" version of horseshoe-idea, but just have no time for this as I`m on detached service for week or more.

Subject: Re: PR!
Posted by Mindtraveller on Sat, 16 May 2009 07:51:24 GMT
View Forum Message <> Reply to Message

OK, another one iteration towards logo. I wonder if it is right direction I`m moving. Please give any feedback you want (horseshoe idea, it`s realization - whether it is better than magnet or not), especially critics, as it is vital to know - deny this solution or keep it and make some polishing.

File Attachments
1) upp5.jpg, downloaded 2565 times



Subject: Re: PR!
Posted by mirek on Sat, 16 May 2009 08:47:51 GMT
View Forum Message <> Reply to Message

I like it, although I would make it bit more colored (steel blue?).

I believe magnet is good as well, so I am going to keep it for month or two, then adopt this logo (again, for some time).

Mirek

Subject: Re: PR!
Posted by Didier on Sat, 16 May 2009 09:36:11 GMT
View Forum Message <> Reply to Message

For me it's the magnet

When one sees the logo, he there must be a link with the subject. And the first thing I think about is horses . Which is quite far from a C++ IDE. A least the magnet is linked to electronics.

Maybe in blue steel or bleu ligthning it would be better

Subject: Re: PR!
Posted by Mindtraveller on Sat, 16 May 2009 12:37:54 GMT
View Forum Message <> Reply to Message

luzr wrote on Sat, 16 May 2009 12:47magnet is good as well, so I am going to keep it for month or two, then adopt this logo (again, for some time). So, any plans for "final"/permanent logo? What are requirements for it?
IMO it is better to have one (and good) logo to advertise it. Make it a kind of recognizable brand.

Subject: Re: PR!
Posted by mirek on Sat, 16 May 2009 16:35:11 GMT
View Forum Message <> Reply to Message

Any chances to "modernize" "package logo" (the one on the left top corner of screen)?

Mirek

Subject: Re: PR!
Posted by Mindtraveller on Sun, 17 May 2009 14:35:56 GMT
View Forum Message <> Reply to Message

I can do that. But this logo seems to me "about nothing". Don`t you feel this way? I just really can`t understand what two rulers with Microsoft logo background stand for. May be we should add a little sense to it and then modernize?

Subject: Re: PR!
Posted by mirek on Sun, 17 May 2009 21:14:22 GMT
View Forum Message <> Reply to Message

I do not think logos have to represent anything real See e.g. wx...

Anyway, I guess it sort of represents "modularity"...

Mirek

Subject: Re: PR!
Posted by sergeynikitin on Mon, 18 May 2009 06:46:02 GMT
View Forum Message <> Reply to Message

There is no need to change this logo. All excellent.

I had an idea, the logo is slightly pulled in 3D, and part of the logo, color filled, to make a transparent colored glass.

And the rest - all excellent.

For some applications, it is useful to 3D version of the logo. For example, for Splash screen. But it will be to the taste of community.

Subject: Re: PR!
Posted by Mindtraveller on Tue, 30 Jun 2009 18:32:32 GMT
View Forum Message <> Reply to Message

Dear all, I`ve made a number of attemts to "redraw" old U++ logo (box and 2 rulers), but failed to make anything pretty. I do draw gradients and everything in fashion style but resulting image is far from what I could be proud of. Just need your fresh ideas.

Subject: Re: PR!
Posted by mirek on Thu, 09 Jul 2009 03:39:56 GMT
View Forum Message <> Reply to Message

Mindtraveller wrote on Tue, 24 March 2009 11:17luzr wrote on Tue, 24 March 2009 13:48Do we have permission to use it? Of course. I may even upload source (.max file) if it is needed. Also I`d like to improve it, but I need your fresh ideas.

Can we say it is public domain?

http://en.wikipedia.org/wiki/File:Ultimatepp.png

Mirek

Subject: Re: PR!
Posted by cbpporter on Thu, 09 Jul 2009 07:52:41 GMT
View Forum Message <> Reply to Message

New wiki page ! Great, we are on the map again .

But didn't you say that you were going to drop the Ultimate++ name and go with U++?

Subject: Re: PR!
Posted by mr_ped on Thu, 09 Jul 2009 08:59:00 GMT
View Forum Message <> Reply to Message

Out of curiosity, I tried to redraw the TheIDE logo.
I'm not sure it's good, actually I'm not sure it's even better then the current one, but I think it's probably at least worth posting, so here it is.
I think it's cleaner and a bit more pleasing to eye, but whether that's good for TheIDE, I'm not sure.
(and I'm too lazy to try to build the one with my icon and use it for while)

32x32:
16x16:

I'm not an artist, so sorry if it's bad, just dismiss it then

File Attachments
1) test.iml, downloaded 737 times

Subject: Re: PR!
Posted by andrei_natanael on Thu, 09 Jul 2009 09:10:56 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 09 July 2009 06:39Mindtraveller wrote on Tue, 24 March 2009 11:17luzr wrote on Tue, 24 March 2009 13:48Do we have permission to use it? Of course. I may even upload source (.max file) if it is needed. Also I`d like to improve it, but I need your fresh ideas.

Can we say it is public domain?

http://en.wikipedia.org/wiki/File:Ultimatepp.png

Mirek

WikipediaThis image or media does not have information on its copyright status. Unless the copyright status is provided, the image will be deleted after Thursday, 16 July 2009. Please remove this template if a copyright license tag has been added.

Subject: Re: PR!
Posted by mrjt on Thu, 09 Jul 2009 11:08:01 GMT
View Forum Message <> Reply to Message

I really like that. Having the rules/bibbons off to the side makes it much clearer.

Subject: Re: PR!
Posted by mr_ped on Thu, 09 Jul 2009 13:10:43 GMT
View Forum Message <> Reply to Message

mrjt wrote on Thu, 09 July 2009 13:08I really like that. Having the rules/bibbons off to the side makes it much clearer.

I have been watching at it now after couple of hours pause, and I think my version is objectively better. Maybe not as good as to call it "good" already in terms of professional graphics, but better then the old one, I'm quite sure now.

Mirek: it's of course PD or BSD or whatever license you wish, if you want to use it (I would appreciate that). Or anyone else if he wants to take it and improve, feel free. Also tell me if you need some other size, I will mock it up.

Subject: Re: PR!
Posted by gridem on Fri, 10 Jul 2009 04:10:48 GMT
View Forum Message <> Reply to Message

My variant of U++ logo:

File Attachments
1) upp.png, downloaded 1849 times



Subject: Re: PR!
Posted by andrei_natanael on Fri, 10 Jul 2009 12:03:17 GMT
View Forum Message <> Reply to Message

My version of logo. It may be as well colourized(or modified).

File Attachments

1) upp-logo-128x128.png, downloaded 1936 times



Subject: Re: PR!
Posted by andrei_natanael on Fri, 10 Jul 2009 12:04:55 GMT
View Forum Message <> Reply to Message

And the source...

File Attachments

1) upp-logo.svg, downloaded 638 times

Subject: Re: PR!
Posted by sergeynikitin on Fri, 04 Sep 2009 14:25:23 GMT
View Forum Message <> Reply to Message

My picture not for logo.

I like the colored glass model. And this picture is just a fantasy.

I used Blender to create it.

File Attachments

1) UPP-blue1.jpg, downloaded 2280 times



Subject: Re: PR!
Posted by koldo on Fri, 23 Oct 2009 22:15:47 GMT
View Forum Message <> Reply to Message

Hello all

Is there anything new about this thread ?

This would be great:
Quote:BTW, maybe we should get some sort of "Developed with U++" logo too...
But this is also true:
Quote:Yes, it would be good. But IMO it is the second step after making final version of logo itself.

Dear artists. All my support (not very useful) to you to get something approved to be used.

Best regards
Koldo

Subject: Re: PR!
Posted by Mindtraveller on Fri, 23 Oct 2009 22:48:32 GMT
View Forum Message <> Reply to Message

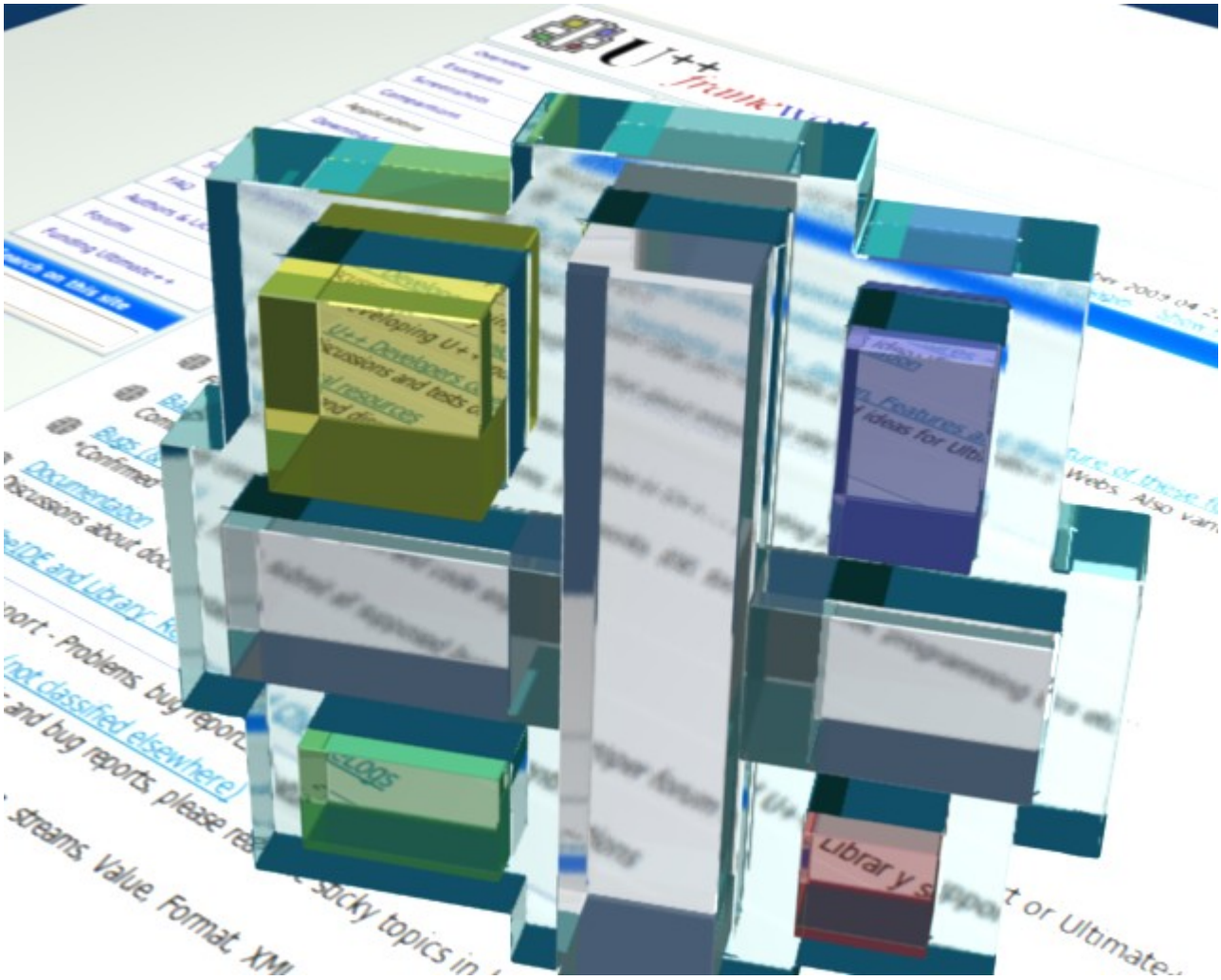
Koldo, I couldn't make any modern looking version of "classic" U++ logo (box + 2 rulers).
Personally I don't find it fit well into concept (but it is U++ authors who decide of course).
So after rndering magnet and horseshoe I was out of ideas. Maybe if you have some fresh idea, I could render it.
Personally I consider Mirek's magnet a good idea, but I think it should be U++ authors decision about it all. After we render and discuss final logo, we could discuss "developed ..." logo.

Subject: Re: PR!
Posted by sergeynikitin on Sun, 27 Dec 2009 08:05:09 GMT
View Forum Message <> Reply to Message

This image is not a candidate for LOGO. I just made a pretty picture. I liked it, so I decided to put here. Happy new year!

File Attachments

1) UPP-Logo2-1.jpg, downloaded 2392 times



Subject: Re: PR!
Posted by koldo on Sun, 27 Dec 2009 15:48:44 GMT
View Forum Message <> Reply to Message

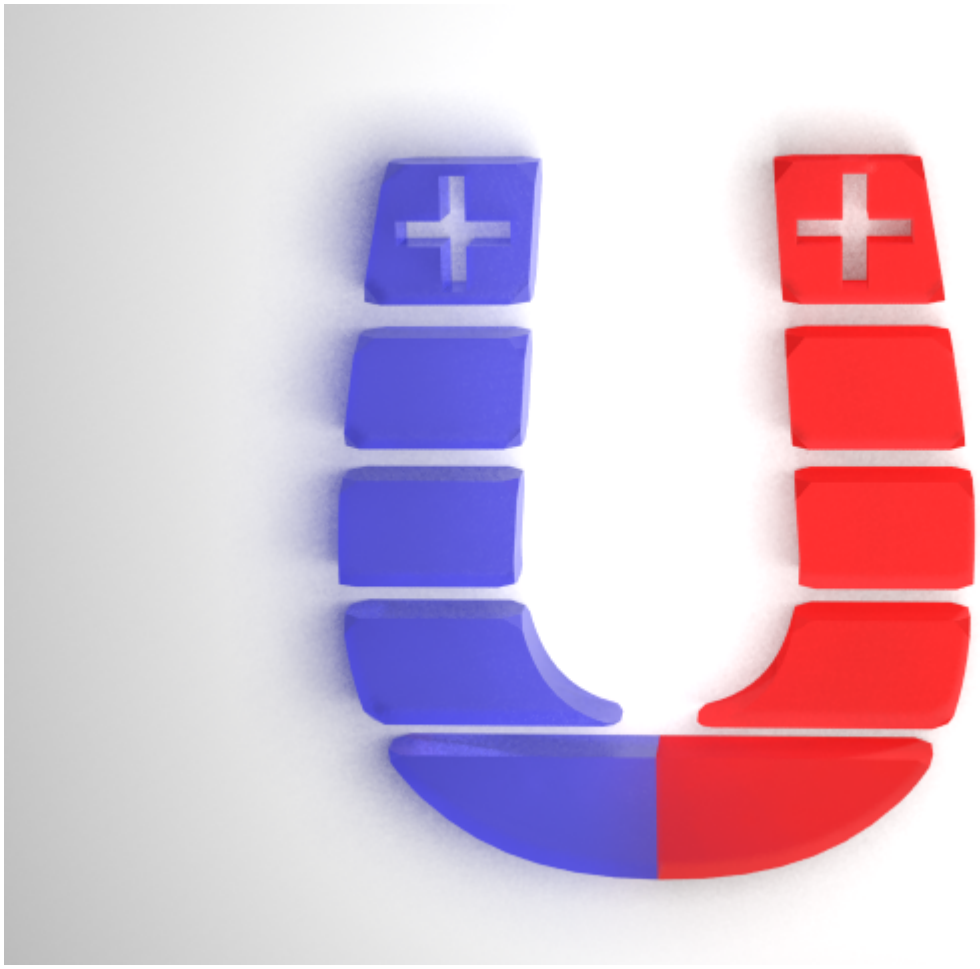
Nice! Follow this way!

Subject: Re: PR!
Posted by Mindtraveller on Sat, 14 Aug 2010 22:48:51 GMT
View Forum Message <> Reply to Message

Just a picture. It's not a candidate to anything.

File Attachments

1) upplogo3.png, downloaded 1656 times



Subject: Re: PR!
Posted by koldo on Sun, 15 Aug 2010 20:33:21 GMT
View Forum Message <> Reply to Message

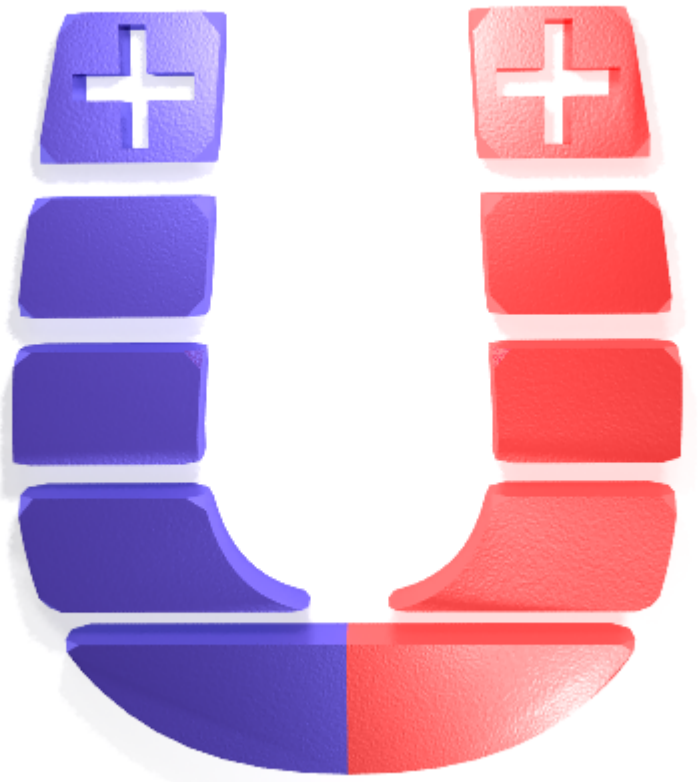
I like it.

Mirek. Could we use it everywhere?

Subject: Re: PR!
Posted by Mindtraveller on Mon, 16 Aug 2010 07:44:29 GMT
View Forum Message <> Reply to Message

If you're interested in embedding picture sumewhere, I just made a nicer version.

File Attachments
1) upplogo3_2.png, downloaded 1569 times



Subject: Re: PR!
Posted by koldo on Thu, 23 Sep 2010 06:17:13 GMT
View Forum Message <> Reply to Message

Hello Mindtraveller

I would like to use some variation of your last logo in MediaPlayer control. Its use could be like the famous VLC traffic cone.

It is not necessary to have a clapperboard or a negative, or yes?. Just giving the idea of movement.

As an artist, what do you propose ?

Subject: Re: PR!
Posted by Mindtraveller on Sat, 25 Sep 2010 08:18:24 GMT
View Forum Message <> Reply to Message

koldo wrote on Thu, 23 September 2010 10:17Hello Mindtraveller

I would like to use some variation of your last logo in MediaPlayer control. Its use could be like the famous VLC traffic cone.

It is not necessary to have a clapperboard or a negative, or yes?. Just giving the idea of movement.

As an artist, what do you propose ?

Hello, Koldo!
You may use this logo with anything connected with U++, if you wish to.
Talking about default image for video control, I would say it is a matter of application GUI style. Some may require one, some may consider it needless. Most of time, if we talk about general use and professionally-looking GUI, any uncustomizable, external big colorful images in app are harmful.
I would recommend making this image 1) optional and 2) customizable and 3) close to app GUI style.
The clapperboard or negative are not needed here. You may use make this logo almost transparent and paint it above ordinary SColorFace() color. You may use small version of this logo as logo in one of the corners of your control. This will look much more pforessional than any Linux-like fancy pictures inside controls (Windows GUIs passed this approach in 1990's).

P.S. Personally I don't like this picture much either. Regretfully I don't know how to make it better, as I'm not professional artist.

File Attachments

1) 3uhq7ibq.png, downloaded 1519 times

