Subject: Newbie Corner
Posted by MAD!C on Tue, 05 Jan 2010 14:12:11 GMT
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hello!

i am new to this forum and to upp. i quit programming more than 10 years ago, but i ever felt like coding again - can´t help it, can´t quit thinking in code. so i am about to jump in all this again.

searching for a lean, smart, flexible and portable dev system i came across upp and - wow - got very impressed by upp features! hats off! i hope, it turns out to be the right choice for a new start.

however, having used c++ for console applications only, i am quite new to this message driven gui concept. despite plenty of tutorials i hope you wouldn´t mind me asking some newbish questions... be certain i´ve been giving my best searching the web for answers

so my questions are:

1. i miss something like SetPixel(x,y,c) - for the moment i use DrawLine(x,y,x,y+1,c) instead, but somehow i feel this is not very clever...

2. oh my how can i call the designer on a .lay file?

3. playing around with some fractal graphics, i settled the rendering within the paint method - making me wait to finish rendering before any input message could be processed, e.g. to close the window or change it´s size...
is there any simpler approach than jumping into multithreading?
i think of calling the eventloop from within my rendering loop, or maybe to use a timer... but i´m not sure if there are any appropriate gui methods around or if i overlook something very simple... you see my lack of gui-experience? what would you propose?

thank you!

Subject: Re: Newbie Corner
Posted by koldo on Tue, 05 Jan 2010 14:27:26 GMT
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Hello MADIC

Quote:i am new to this forum and to upp. i quit programming more than 10 years ago, but i ever felt like coding again - can´t help it, can´t quit thinking in code. so i am about to jump in all this again.

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concept. despite plenty of tutorials i hope you wouldn´t mind me asking some newbish questions... be certain i´ve been giving my best searching the web for answers

No problem. I felt like you one year and a half ago .

Quote:1. i miss something like SetPixel(x,y,c) - for the moment i use DrawLine(x,y,x,y+1,c) instead, but somehow i feel this is not very clever..

See this: http://www.ultimatepp.org/srcdoc$Draw$ImgTutorial$en-us.html and read "3. Creating and altering images in the code using ImageBuffer"

Quote:2. oh my how can i call the designer on a .lay file?

See this: http://www.ultimatepp.org/www$uppweb$FAQ$en-us.html and read "How to start the layout (image) designer?"

Probably you will get better answers... but I think these are not bad .

... and you are welcome !

Best regards
Koldo

Subject: Re: Newbie Corner
Posted by MAD!C on Tue, 05 Jan 2010 21:10:21 GMT
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koldo,

thanks for your quick pointers.

strange - layout designer now just appears on one click - i swear, there was no reaction after ide installation, yesterday... nevermind, it made me ask silly questions, now it works

and wow, this image buffer thing is really fast. also seems to be the right way to render my fractals... still wonder what the pros regard as the simple way to watch the rendering evolve while having a responsive window?

is it possible to call event processing from within my rendering loop? would this be a good idea? which method would i call?

Subject: Re: Newbie Corner

Posted by koldo on Wed, 06 Jan 2010 08:44:25 GMT
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Hello MADIC

Quote:is it possible to call event processing from within my rendering loop? would this be a good idea? which method would i call?

I am not the better to answer this but, you could try, every loop to do a ProcessEvents() to the buttons you want to control or a general Ctrl::ProcessEvents();

I worked for years using VisualBasic and I was used to use DoEvents(). Now I use threads because the implementation is easy to use and the examples are simple. But perhaps you would want to wait for it some time to be more "instructed" in Upp.

Best regards
Koldo