Subject: Designer: Tutorial for beginners
Posted by forlano on Mon, 20 Mar 2006 21:42:07 GMT
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Hello,

In the last week I tried several GUI and then removed all of them after some hours for the same reasons: too much code (and complex) to realize very silly things.
Then I met the Ultimate++ site and I was attracted by its very nice and powerful widgets. In order to use it I'm ready to start learning C++ that I do not master (I program in C and currently I use a very easy GUI in C with dev-cpp).

I played with TheIDE and unfortunatly I lost many hours to find how to run the designer and then where to click to let appear some thing. I found the tip in the forum only after the reading of dozens of threads while I was unable to found any useful information in the documentation (save the file with the .lay extension). From other side the picture of TheIDE in the site shows its designer feature. For a moment I thought that my IDE was bugged and then I was deinstalling everything.

As a beginner that met some problem (maybe some others could have the same) please let me suggest to the developers to make much more clear the layout feature of the IDE with a very minimal tutorial, although complete, about it (just 2 pushbutton realised with the designer and how to assembly all the files step by step). A beginner as me look for this very stupid example, especially if he has no experience in C++.

Thank you very much for your attention,
Luigi

Edit: This topic was merged.

Subject: Re: Layout designer help
Posted by mirek on Mon, 20 Mar 2006 22:22:17 GMT
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forlano wrote on Mon, 20 March 2006 16:42Hello,

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everything.

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Thank you very much for your attention,
Luigi

Sorry for confusion. Adding to FAQ right now...

GUI tutorial is already in progress and there definitely will be such chapter:

http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm l

Mirek

Subject: Designer: Tutorial for beginners
Posted by forlano on Sun, 16 Apr 2006 08:47:04 GMT
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Hello,

I've prepared a little tutorial that perhaps could be useful to who begin with U++. The English I have used I'm aware is not the best (corrections are very appreciated). If somebody believes the tutorial is useful he can modify it and do with it what he wants without my permission.

Luigi

PS: I hope this is the correct place where to post this tutorial, otherwise I've spoiled once more the Aris' time

PPS: Happy Easter!

Edit by fudadmin: P.S. This is the start of second merged topic. After less than one month with Ultimate++ Luigi has written a tutorial himself. Thank you!!!

File Attachments
1) tutdes.rar, downloaded 5315 times

Subject: Re: Designer: Tutorial for beginners
Posted by gprentice on Sun, 16 Apr 2006 09:19:39 GMT
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forlano wrote on Sun, 16 April 2006 20:47Hello,

I've prepared a little tutorial that perhaps could be useful to who begin with U++. The English I have used I'm aware is not the best (corrections are very appreciated). If somebody believes the tutorial is useful he can modify it and do with it what he wants without my permission.

Luigi

PS: I hope this is the correct place where to post this tutorial, otherwise I've spoiled once more the Aris' time

PPS: Happy Easter!

That demonstrates a whole lot of useful things.
Nice work Luigi!

(I don't see many "English" problems.)

Graeme

Subject: Re: Designer: Tutorial for beginners
Posted by forlano on Sun, 16 Apr 2006 16:02:16 GMT
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Quote: That demonstrates a whole lot of useful things.
Nice work Luigi!

(I don't see many "English" problems.)

Graeme

Thank you Graeme,

just one note. In the first post of course I meant that anybody can do what he wants with the tutorial without "to ask" my permission.
Luigi

Subject: Re: Designer: Tutorial for beginners

Posted by fudadmin on Sun, 16 Apr 2006 16:52:28 GMT
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gprentice wrote on Sun, 16 April 2006 10:19forlano wrote on Sun, 16 April 2006 20:47Hello,

I've prepared a little tutorial that perhaps could be useful to who begin with U++. The English I have used I'm aware is not the best (corrections are very appreciated). If somebody believes the tutorial is useful he can modify it and do with it what he wants without my permission.

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That demonstrates a whole lot of useful things.
Nice work Luigi!

(I don't see many "English" problems.)

Graeme

To both of you.

First of all, this demonstrates how to use Ultimate++ templates and the Designer in hard and not effective ways...
Count all the steps required. And then try:
1. start with "CtrlLib application with main window" with the default option...
2. And after you insert any widget (e.g Button) on the layout you don't need to use Ctrl_T to assign names - you can do that by entering your name next to the widget type...
3. Run it.

But in general Luigi's case just shows that new users are not that clever that could use Ultimate++ effectively with the current state of documentation, examples and... templates, and maybe macros.
And this, Luigi's, kind of tutorials are needed or even better with something like Macromedia's Flash (I had thinking how to make similar with U++...)

On the other hand, I'm very happy that Luigi's response to my lessons are paying off... And I think, no tutorials (nor examples) can substitute the effectiveness of a good interactive mentoring. The latter two should grow up "hand in hand". That means, we need more tutorials and more people who can teach (and learn online with "personal touch" to uncover more Ultimate++'s "guisberg" features! In fact, it's possible to use them and C++ "power" without a deep knowledge of C++. And learn them easily "in the process". What do you think Luigi ?

P.S. Yes, this is the correct topic place but later I'll merge it with your prevous similar topic and make it sticky

Subject: Re: Designer: Tutorial for beginners
Posted by forlano on Sun, 16 Apr 2006 17:48:40 GMT
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fudadmin wrote on Sun, 16 April 2006 18:52

First of all, this demonstrates how to use Ultimate++ templates and the Designer in hard and not effective ways...
[snip]

I was awaiting this comments from you .
I am aware of the shortcuts but I wanted just to show all the possibilities. I showed the property panel without the need of CTRL+T, but when you need to tune in a finer way the position or size of the widget I think you have to edit it with CTRL+T. In few words, I have freezed in this tutorial what I have learned from you about designer. The first time when I was alone was very frustrating and I got some sparse hint on the forum. The first impression is very, very important, expecially for beginner. They should feel able to do something immediatly: compile the test case without problems, past and copy piece of code and run it, open the designer and do weird things... it's not important if they do not understand what they do (as me for example) but playing with success they get confidence and are not afraid to continue.

Quote: And this, Luigi's, kind of tutorials are needed or even better with something like Macromedia's Flash (I had thinking how to make similar with U++...)

One guy did some video tutorial (using Camtasia + voice) for the FLTK library and it was really impressive. With U++ would be much more impressive of course. But I guess this is very time consuming. Behind 15 minutes of video there are many hours of projects, trial ed errors.

Quote:On the other hand, I'm very happy that Luigi's response to my lessons are paying off... And I think, no tutorials (nor examples) can substitute the effectiveness of a good interactive mentoring.

You are right!

Quote:The latter two should grow up "hand in hand". That means, we need more tutorials and more people who can teach (and learn online with "personal touch" to uncover more Ultimate++'s "guisberg" features! In fact, it's possible to use them and C++ "power" without a deep knowledge of C++. And learn them easily "in the process". What do you think Luigi ?

I subscribe everything you have written.

Luigi

Subject: Re: Designer: Tutorial for beginners
Posted by gprentice on Sun, 16 Apr 2006 21:11:26 GMT
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Quote:First of all, this demonstrates how to use Ultimate++ templates and the Designer in hard and not effective ways...
Count all the steps required. And then try:
1. start with "CtrlLib application with main window" with the default option...
2. And after you insert any widget (e.g Button) on the layout you don't need to use Ctrl_T to assign names - you can do that by entering your name next to the widget type...
3. Run it.

But in general Luigi's case just shows that new users are not that clever that could use Ultimate++ effectively with the current state of documentation, examples and... templates, and maybe macros.
And this, Luigi's, kind of tutorials are needed or even better with something like Macromedia's Flash (I had thinking how to make similar with U++...)

Well I dislike "active" information and I try hard to keep macromedia flash off my PC. I think Luigi's tutorial is excellent and I think most people would realise the widget names can be entered in the designer, but perhaps this could be added to the tutorial.

If you want to make an "active" tutorial and have lots of bandwidth perhaps you could do it like this

http://www.slickedit.com/content/view/353/217

(This URL gives error 404 in Mozilla but it's ok in Internet Explorer.)

Graeme

Subject: Re: Designer: Tutorial for beginners
Posted by fudadmin on Sun, 16 Apr 2006 22:43:05 GMT
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I said "made with U++..." why do you need bandwidth for it?

Subject: Re: Designer: Tutorial for beginners
Posted by gprentice on Sun, 16 Apr 2006 22:53:20 GMT
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fudadmin wrote on Mon, 17 April 2006 10:43I said "made with U++..." why do you need bandwidth for it?

I meant bandwidth for the slickedit type movie.
(60 seconds equals how many megabytes?)

Graeme

Subject: Re: Designer: Tutorial for beginners
Posted by fudadmin on Mon, 17 Apr 2006 00:05:08 GMT
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Do you count this way all the time when you use Ultimate++ and pump bytes to your processor?

I think you didn't understand my idea. I was thinking that is posible to make (record?) a tutorial using Ultimate's usc macros or something (Log files creates very similar thing...). The begining for this could be editors and designers history list... etc...

Edit: P.S It's a complete nonsense to make pictures (bmp or avi etc) from good working widgets...

Edit2: and moreover, pump them over the net...

Subject: Re: Designer: Tutorial for beginners
Posted by exolon on Fri, 28 Jul 2006 12:59:27 GMT
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gprentice wrote on Sun, 16 April 2006 23:53fudadmin wrote on Mon, 17 April 2006 10:43I said "made with U++..." why do you need bandwidth for it?

I meant bandwidth for the slickedit type movie.
(60 seconds equals how many megabytes?)

Graeme
Have a look at this then.

A set of generated SWF tutorials on the FLTK library which I was watching the other day, with video of the desktop and audio commentary - 7.5 megs for 10 minutes.

Maybe someone could do that with some beginner tutorials for UPP - I've just started looking for some newbie's material and haven't seen a whole lot...

That said, the environment looks great and compiles things successfully on my laptop running Windows at home and the linux desktops here in work, so I'm looking forward to trying it.

Subject: Re: Designer: Tutorial for beginners
Posted by lectus on Mon, 16 Oct 2006 19:28:42 GMT
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I'm also a FLTK user.
I started with that SWF tutorials. They are really great!
There is also: http://www.showmedo.com/ with SWF tutorials for Python.
I think some U++ guru could make some of these video tutorials to help us newbies.
This software can be used to create: http://sourceforge.net/projects/camstudio/

Hope that it helps!
Thanks

Subject: Re: Layout designer help
Posted by AngelPortal on Tue, 26 Dec 2006 14:51:41 GMT
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I could not download you tutorial.
Do you have it yet.

Angel Portal

Subject: Re: Layout designer help
Posted by forlano on Tue, 26 Dec 2006 18:18:26 GMT
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AngelPortal wrote on Tue, 26 December 2006 15:51I could not download you tutorial.
Do you have it yet.

Angel Portal

Hello,

unfortunately the link was corrupted during the transfer of the forum. I can't provvide a new one now (I'm far from my computer) but you can investigate the following article
http://www.codeproject.com/useritems/IntroUpp.asp
that cover more or less the same thing of my tutorial. Try it and come here with questions if something is not clear.

Luigi

EDIT: I found my tutorial in the web
http://www.arilect.com/upp/tutorials/tutdes/DesignerTutorial 0.htm

Subject: Re: Designer: Tutorial for beginners
Posted by gmolleda on Sat, 19 Jan 2008 20:35:23 GMT
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Hi,

I can't download the file attached.
I receive a zero bytes size file

Edit: Sorry, now I have seen the new links in the last post.

Best regards.

Subject: Re: Designer: Tutorial for beginners
Posted by AllJumbledUp on Mon, 01 Feb 2010 14:17:08 GMT
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Hi,

I'm brand new to Upp (from Dev Cpp) and it's taken 2 days to make it all work, partly my lack of knowledge of minGW & partly overly optimistic doco.

I'd like to see Luigi's tutorial despite the disparagement 'cos, let's face it, it can't be worse than nothing Unfortunately all the above links go nowhere. I've found the codeproject one (by searching for Upp on the site) at
http://www.codeproject.com/KB/library/IntroUpp.aspx
but Luigi's is nowhere to be found...

Kind regards.

I just noticed the dates on the previous posts. I would have hoped for the doco to be amazingly clear after 2 or 3 years. I have to say the Layout info seems to be written for people who already know how it all works and just need reminding. Is there a button or menu item somewhere that would invoke Layout?

Subject: Re: Designer: Tutorial for beginners
Posted by andrei_natanael on Mon, 01 Feb 2010 15:05:17 GMT
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AllJumbledUp wrote on Mon, 01 February 2010 16:17Is there a button or menu item somewhere that would invoke Layout?
Add to your project a file with *.lay extension and you'll have the layout shown.

Subject: Re: Designer: Tutorial for beginners

Posted by gprentice on Tue, 02 Feb 2010 08:09:51 GMT
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Here's Luigi's original tutorial.

File Attachments
1) tutdes.rar, downloaded 770 times

Subject: Re: Designer: Tutorial for beginners
Posted by eloxer on Sun, 31 Aug 2014 10:40:57 GMT
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Hi!

Despite that this thread is old I'd like to add a reply to it because the situation hasn't changed much.

I am a U++ and TheIDE beginner. I find myself failing at doing such a simple thing as adding a new layout. Right now I do it by hand by handcoding new layout files and then by adding them but this should not be the right way. Maybe I am too influenced by other RAD environments but I would expect a menu option "Create new Layout" or "Create a new Widget Type" under Menu->Project or Menu->File or Menu->Edit->Insert or the like. At least I would expect to be able to create a new layout file using some Wizard from the context menu in the project's file list.

What is the trick? Frankly, clicking on some obscure corner of TheIDE to get the right menu would quite disappoint me.

Cheers,
Aleksander

Subject: Re: Designer: Tutorial for beginners
Posted by mirek on Sun, 31 Aug 2014 12:15:48 GMT
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First of all, one disappointment: TheIDE is really using a lot of context menus. So yes, it is all about right-clicking some lists and places.

There are three possible situations that might be problem:

a) Adding .lay file to the project. To do that, right-click list of files (of package where you want to add layout file) and simply type the name of file. If it will have .lay extension, theide will use layout designer for editing this file.

b) Adding a Layout to layout file: Right click list of layouts in layout file (the left top pane of

designer).

c) Adding a new widget: Right-click layout where you want the widget to be places. I guess this is the least intuitive of three, the reason for this is that we have a large list of widgets which can moreover be extended by definition files, so the menu is the most logical way how to show that number of widgets.
