
Subject: Think bigger think higher!

Posted by [_Seven_](#) on Wed, 26 Apr 2006 12:26:23 GMT

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Hi. Well in a post that i placed here for a short time i touched in a flaw that the team of U++ have. If this team have some to teach, some to show for everyone they might do a tutorial explaining that! With the examples that exists on the web site i can see that with the libraries that are included in U++ we can create GUI programs most faster and easier. So let's make a effort to create a good tutorial that explain how work with libraries. Would be so nice! Think bigger think higher! With this lots of people will join on the community!

Subject: Re: Think bigger think higher!

Posted by [mirek](#) on Wed, 26 Apr 2006 15:40:13 GMT

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[_Seven_](#) wrote on Wed, 26 April 2006 08:26: Hi. Well in a post that i placed here for a short time i touched in a flaw that the team of U++ have. If this team have some to teach, some to show for everyone they might do a tutorial explaining that! With the examples that exists on the web site i can see that with the libraries that are included in U++ we can create GUI programs most faster and easier. So let's make a effort to create a good tutorial that explain how work with libraries. Would be so nice! Think bigger think higher! With this lots of people will join on the community!

Already in progress, comments welcome:

[http://upp.sourceforge.net/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm) I

Mirek

Subject: Re: Think bigger think higher!

Posted by [forlano](#) on Wed, 26 Apr 2006 21:06:41 GMT

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luzr wrote on Wed, 26 April 2006 17:40

Already in progress, comments welcome:

[http://upp.sourceforge.net/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm) I

Mirek

Excellent.

All the examples should be like those you prepared with few widgets in order to not distract the beginners. Instead who has more experience will appreciate how it is simple to let appear a window with no effort in contrast to other well know GUI that are proude of their verbosity.

Of course some more complex example is welcome, but later. I invite the forum community to post some more elaborate example. Maybe treating some widget that has not yet been covered. I'm sure that in the MyApp assembly there are many experiments we have done. That code that we believe is useless can be instead very useful for beginners.

Luigi
