
Subject: Need help with new project

Posted by [lectus](#) on Tue, 25 Dec 2012 21:12:48 GMT

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Hi guys!

This is my first real project. I need a little help with ideas.

For this project I need to draw a few shapes in a window. Each shape indicates a status. This status will be stored in a sqlite database, then i need to show the right image according the status stored.

Each client stored in the database has this status handling.

Any ideas to point me on the right direction?

Thanks

Subject: Re: Need help with new project

Posted by [nneilson](#) on Tue, 25 Dec 2012 23:04:43 GMT

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Maybe break it down to two sections, logic and display.

How stuff is handled in the data base and pulled out.

This could just show as a list with ID and true/false, on/off, etc.

With whatever attributes you want to assign to each.

Then draw images for however you want it displayed.

What kind of laptop did you get?

Subject: Re: Need help with new project

Posted by [lectus](#) on Wed, 26 Dec 2012 01:19:44 GMT

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nneilson wrote on Tue, 25 December 2012 18:04 Maybe break it down to two sections, logic and display.

How stuff is handled in the data base and pulled out.

This could just show as a list with ID and true/false, on/off, etc.

With whatever attributes you want to assign to each.

Then draw images for however you want it displayed.

What kind of laptop did you get?

I got an ASUS laptop.

So, how do I draw images? What's the recommended way?

Subject: Re: Need help with new project
Posted by [Lance](#) on Wed, 26 Dec 2012 01:59:50 GMT
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[http://www.ultimatepp.org/srcdoc\\$Draw\\$ImgTutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Draw$ImgTutorial$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Draw\\$DrawTutorial\\$en-us.htm](http://www.ultimatepp.org/srcdoc$Draw$DrawTutorial$en-us.htm) I

Also refer to Examples/ImageView

Subject: Re: Need help with new project
Posted by [lectus](#) on Wed, 26 Dec 2012 02:06:01 GMT
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Actually, let me get more detailed here:

This images will be a circle. I need to paint it with different color as the user chooses.

There will be a legend indicating what the user just painted.

Something like this:

It's an odontogram.

Subject: Re: Need help with new project
Posted by [nneilson](#) on Wed, 26 Dec 2012 02:09:51 GMT
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ASUS is good. If this is your first laptop you will like the portability and being able to hook up to the internet.

McDonalds and Denny's is good for me while getting something to eat when 150 miles from home at my Farm/Ranch.

Look at the 5th image down on this page.
[http://www.ultimatepp.org/www\\$suppweb\\$idess\\$en-us.html](http://www.ultimatepp.org/www$suppweb$idess$en-us.html)
Also you should be able to import images.

Upp is very powerful and you can do whatever you want once you know how. The documentation is much better than before but could still be improved. AFAIK the 'Manual' you can click on the

forum still is not available as a download.

The help on the forum is excellent.

Just for kicks try OpenGL in reference.

Subject: Re: Need help with new project
Posted by [Lance](#) on Wed, 26 Dec 2012 02:47:46 GMT
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You don't seem to need more than ImageDraw part in the U++ Draw Guide.

No prestore icon is necessary as only simple shapes are involved.

ImageDraw is a Draw derivative which you can use just like you use the one you get in a virtual `Ctrl::Paint(Draw& w)`, you can assign it to a Image very easily by simple assignment. And a Image can be drawn on your window in its overided Paint method.

Subject: Re: Need help with new project
Posted by [Lance](#) on Wed, 26 Dec 2012 02:51:53 GMT
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DrawingDraw in the same guide serves your purpose well too.

One will be rendered on to your screen with `Draw::DrawDrawing`, and the other is rendered with `Draw::DrawImage`

Subject: Re: Need help with new project
Posted by [lectus](#) on Wed, 26 Dec 2012 22:22:17 GMT
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I decided to represent each status as a DropList.

It simplified my code.

BTW... U++ is very productive. I expected this project to take about 80 days.

I'm on day 1 and the project is 80% done. I'm just having a little bit work with a complex algorithm. But it's nice to know U++ takes care of everything like reports.
