Subject: A Few observations on U++ (lack of) documentation
Posted by arixion on Sun, 08 Oct 2006 13:34:10 GMT
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Hey hi, I'm a new user who just switched over from WxWidgets 'cos I foudn it a little too complex. I like UPP because I find that the code is generally cleaner and more readable (i.e. easier to debug). However, the major disadvantage UPP has to other tks like Wx, Swing, QT, and FOX, is that its features are poorly documented. Tutorials aside, what I feel is really needed for UPP is to document the extensive source code. I see that UPP has tremendous functionality, but unfortunately layout designer doesn't showcase the full set of functionality because half the classes are hidden behind USCControl, and htese are unfortuantely those controls which could make UPP shine or at least seem comparable to other tks, which it actually is. IDEs like NetBeans and WxDesigner feature the *complete* set of controls in their layout designers (and even event listeners sometimes).

I simply think that it is a shame that UPP which is really good is handicapped by the lack of even simple API documentation, which could go through a great deal in helping new users figure out the tk. It is especially sad that TPP, which would be good for navigating such documentation, isn't being sued to full capacity because there is simply no documentation to navigate!!

I sincerely think that the programmers of UPP should stop programming UPP for a while and focus on documenting all the classes. After all, the programmers do know everything about their own creations, which is much harder for teh end-user to discover on hsi or her own.