

FLUID tutorial - Step #1

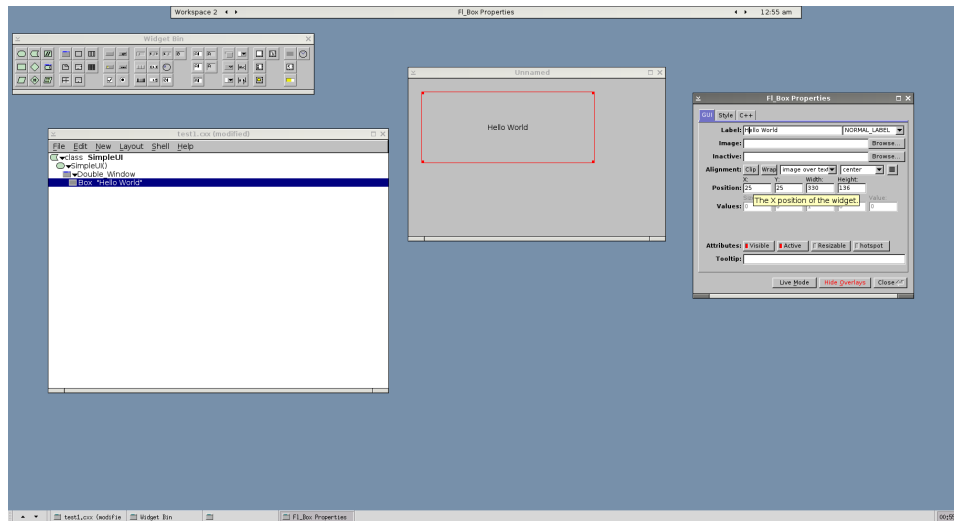
1 Introduction

Fluid is a graphics editor that is used to produce FLTK source code. This tutorial will give you the first Simple Hello World program using Fluid on Linux.

2 Steps with Fluid

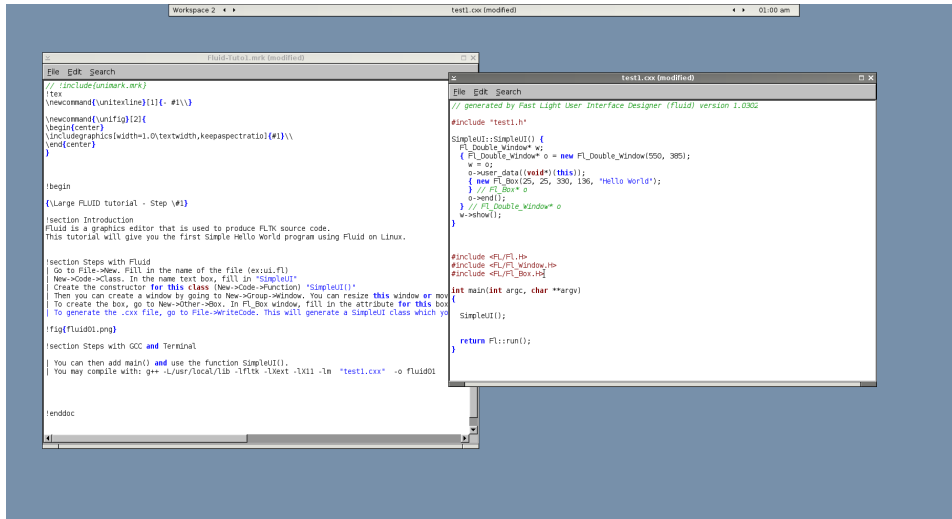
- Go to File-> New. Fill in the name of the file (ex:ui.fl)
- New-> Code-> Class. In the name text box, fill in "SimpleUI"
- Create the constructor for this class (New-> Code-> Function) "SimpleUI()"
- Then you can create a window by going to New-> Group-> Window.
- To create the box, go to New-> Other-> Box. In Fl_Box window, fill in the attribute for this box. (Label = "Hello World!", Label Font = "Helvetica Bold", Label Type = "SHADOW_LABEL", Box = "UP_BOX", Size = "36").
- To generate the .cxx file, go to File-> WriteCode. This will generate a SimpleUI class which you can call from main function (similar to the FLTK tutorial).

These above steps are based on a tutorial from the courses of <http://www.courses.cs.washington.edu>.



3 Steps with GCC and Terminal

- You can then add main() and use the function SimpleUI().
- You may compile with: `g++ -L/usr/local/lib -lfltk -lXext -lX11 -lm "test1.cxx" -o fluid01`



4 Conclusion

Et Voila, the final result.

