Subject: Win98 support
Posted by mirek on Mon, 03 Mar 2008 19:07:07 GMT

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So far, we have tried to keep Win98 support for as long as possible.

To make things clear, Win98 support means that U++ can run on machines that lack unicode support - the check is done in runtime, if unicode is available, it is used, otherwise we fallback to ANSI API, so really nothing to loose.

Anyway, Windows Vista seems to have a bug that makes this impossible - some keyboards do not send correct characters. This bug is known and possibly fixed.

Should we change anything just because of this? If yes, how? Please vote and share thoughts.

Note: We cannot avoid Win98, we have commercial apps runing on Win98.... (unbelievable, but true).

Mirek

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Win98 support(total votes: 14)
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Do not change anything 3/(21%)
Introduce NOWIN98 flag 5/(36%)
Introduce WIN98 flag 3/(21%)
Wipe out Win98 support (really, we cannot, just want your opinion) 3/(21%)