Subject: Windows 8
Posted by unodgs on Thu, 22 Sep 2011 21:06:58 GMT
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Ok, I have watched many sessions from build conference and I must say all that metro stuff is not for me. For tablets that seems to be a good solution but for desktop.. well - I just don't feel it. I was sad that very good start menu from windows 7 is gone until I found this comment here:
http://community.devexpress.com/blogs/seth/archive/2011/09/2
1/microsoft-build-conference-2011-ted-neward-s-take-on-day-1 .aspx
It turns out that metro start screen can be disabled and old good start menu can be restored. I hope MS will leave that possibility in the final version
But more than that I was interested in new winrt and ability to use c++ and xaml. This is certainly a good move in spite of being forced to use visual c++ with some new extensions. Xaml is powerful and lot of things (complex ui controls, animations) can be done with ease. But although xaml is nice I still prefer U++ way and I was a little bit afraid at first that creating metro applications without xaml will be impossible. In this post however (
http://dougseven.com/2011/09/15/a-bad-picture-is-worth-a-tho usand-long-discussions/) I found that xaml is not the only option for new windows' ui. DirectX (and most likely Direct2D) can be used as well. So I guess the first thing we need is directx plugin for rainbow. If I only find some time I'll try to provide such a plugin (unless someone else will do it first . The next thing necessary will be moving away from win32 api and that part can be more complicated (or not as winrt support some part of win32 functionality (if I understand correctly one of the speaker)).
I wonder what you guys think about new windows.