Subject: Ideas and priorities for the next development cycle
Posted by mirek on Sat, 04 Aug 2012 09:13:27 GMT
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Hi everybody,

with Skylark being finialized (just a couple of documentation topics missing now), I would like to start a debate about things to be done next (and estimates in [d]ays/[w]eeks/[m]onth).

My favorite topics:

Platforms

- "rainbowization" of Font metrics (looks like there will be more options in the future than Win32 and fontconfig)
- MacOSX support (with fudadmin excellent contribution, it should now be relatively easy) 2m
- iOS support (well, I am not much into it, but having MacOSX, it perhaps could be easy) 2m
- Android support 4m
- Create U++ rainbow version using Qt as host API (in the same matter as we are using e.g. X11). This one in fact would make U++ apps to run on many many platforms. 2m
- Create U++ rainbow version using Gtk as host API. This would have the advantage of better integration of U++ with Linux, e.g. we should be able to use Gtk standard dialog. 2m
- WinRT?

IDE

- speedup of IDE startup and operations (got quite slow recently because we have now a lot more documentation) 2w
- new set of icons 1w
- finally adding Docking capability 1m
- improving Assist++ (add some heuristic support of macros) 2m

Feel free to add more suggestions.

Also note this previous thread:

http://www.ultimatepp.org/forum/index.php?t=msg&th=6289& amp;start=0&

I guess some of topics should be brought back..

Mirek