Subject: Upcoming release 2019.2
Posted by mirek on Thu, 22 Aug 2019 18:53:57 GMT
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I believe there is enough new features and fixes to do the next release, 2019.2. At this point, it is "alpha" stage, with some pending bugs still to be fixed, only represented as nightly build. However, here is the list of changes:

Core

Allocator huge block handling optimized, memory consumption improved in specific cases
Index refactored to reduce sizeof and improve performance in specific cases
Introduced workaround for Mingw TLS performance issue
pick/clone semantics refined in several places
Random algorithm changed to xoshiro256**
Uuid generation optimized
Fast U++ allocator is now used internally where possible even if standard allocator us used for new/delete (with USEMALLOC flag)
pick/clone refinements
Value::Compare optimized for standard types

Graphics

SVG parser improvements
GLCtrl new method ExecuteGL to execute code with correct GL context
Font metrics optimized for MingW with TLS optimization workaround

CtrlLib

ArrayCtrl sorting improved
CtrlMapper small helper class
DropList supports Add with initializer_list
FileSelButton WhenSelected Event
FileSel has now more sorting options, PreSelect now supports Save As too

Ide

Console output now supports search
Font settings 'set to defaults' button
Debugger now has arrow buttons to change frame without dropping the list
New GUI patch tool
GDB debugger frontend now has memory tab
Icon designer export to .png now exports uhd/dark variants too
Main config dialog now can drag/drop (or move) lines
Run options dialog got new buttons to insert file path / directory path into commandline args