
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 is 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
