
Subject: 2020.2 released

Posted by [mirek](#) on Wed, 21 Oct 2020 07:39:39 GMT

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2020.2 (October 2020)

Release highlights

- * This release is mostly about optimizations, using SIMD and multithreading.

Core

- * memset*, memcpy*, memeq*, memhash SIMD optimized inlined routines (* = 8, 16, 32, 64, 128)
- * String comparison is yet again optimized
- * Using 64 bit hashes on 64 bit CPUs

Draw, Painter

- * SIMD optimizations (Intel SSE2 and ARM NEON) of graphics related routines

ScatterDraw

- * Added SetDataSourceInternal() to internally host data

ScatterCtrl

- * Added ScatterWindowPool

Ide/umk - Android

- * Removed deprecated Android standard libraries (now select c++-static, c++_shared, system and none are supported)
- * Remove deprecated Android platforms (now armabi-v7, arm64-v8a, x86 and x86-64 are supported)

SQL

- * plugin/Sqlite3: Updated to 3.33

Core/SSH

- * Fixed a truncation issue with SshExec. It can now handle large outputs up to 2 GiB.

Turtle

- * Refactored to use VirtualGui

Ide/umk

- * C++ Assist parser in TheIDE is now multithreaded and some parts run in background
- * Navigator now can search for files too
- * The errors now can be directly googled
- * ide/umk now can be configured for cross-compilation (e.g. compile Win32 application in Linux)
- * Direct help button in "Select main package" window
- * Additional tooltips in various places for better user experience
- * Simplified project toolbar
- * Improved documentation

uppsrc

- * Improved support for OpenSolaris derived systems, FreeBSD and OpenBSD

upgrades of 3d party code

- * OpenSSL (in Win32 release) to 1.1.1g
 - * plugin/jpg to 9d
 - * plugin/tif to 4.1.0
 - * plugin/lz4 to 1.9.2
 - * plugin/zstd to 1.4.5
 - * plugin/pcre to 8.44
 - * plugin/sqlite3 to 3.33
 - * plugin/glew to 2.2.0
 - * plugin/Eigen to master branch commit C1D944DD (9/May/2020)
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