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Subject: Re: U++ 2023.2 "pre-alpha"

Posted by [mirek](#) on Wed, 13 Sep 2023 09:04:39 GMT

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luoganda wrote on Sat, 09 September 2023 10:49Quote:Now I am not sure whether whether you are speaking about pre-libclang homegrown parser or about difference between 2023.1 and 2023.2.

I meant pre-clang(homegrown) parser - since it's probably the only one who had "panoramic view" of all classes in Navwnd at hand all the time.

Navigator window is back now - I hoped you will check it out.

Quote:

12+ cores?

hah, if anything does not work well with 4 - you can throw it away right away...

Make a distinction between development machine and average target user machine. U++ apps work just fine on single core 1Ghz ARM CPUs. But time is money and powerful machines are for pennies today. Moreover, C++ programmers are rare and expensive. Usually one month salary of entry level C++ programmer is worth 5+ multicore workstations...

That said, my "vacation" machine is now quite old 2GHz double core notebook with Linux installed (I rarely need it anyway). It was still OK-ish experience.

Anyway, Win7 probably does not work anymore - blame clang.

Mirek

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