Changelog since last snapshot:

Added:
    - Xmlize: now supports doubles
    - uint64 stou64(const char *s, void *endptr = NULL, unsigned base = 10)
    - Reference example: GuiMT - shows how to do multithreaded GUI apps
    - Reference example: SliderProgressInd (based on arius's example)
    - Reference example: VirtualCount
    - Display::PaintBackground - used to paint margins in ArrayCtrl (and similar elements
elsewhere)
    - TheIDE: Mingw compilation now emits "-mthreads" for the multithreaded build
    - TheIDE: command-line build options
    - UMK (Ultimate make): utility to build U++ apps from commandline (works invoking TheIDE)
    - Multithreading guarantees
    - TrayIcon class to manage taskbar buttons

Modified:
    - Socket logging turned off by default
    - Removed Callback(s)::operator== and Callback(s)::GetHashValue
    - Pte/Pter: alternative implementation with global lock

Fixed:
    - ipow10: A very nasty bug causing calculating nonsense numbers for i > 50
    - Timer queue: callbacks with the same time are now invoked in order of posting them
    - TopWidow::ExStyle: now works with open windows
    - Linux multithreading