Subject: Re: obtaining development sources
Posted by jadeite on Sun, 12 Feb 2006 16:21:54 GMT

luzr wrote on Sun, 12 February 2006 10:00- uvs2. The problem there is that uvs2 repository resides on low-bandwidth server, so access to it is semi-public at the moment. Means, if you would ask for it, you will get instructions:)
Ok. I'm asking.

I just noticed in another forum that some modifications had been made to give more 'native' appearrance on win32, and I was interested in building a couple of examples to see this.

Re. cvs: I'm in North America and seem to have pretty good sourceforge cvs access. I just use cvs from command line through cygwin shell, and it seems to work good. But, I don't see the benefit of trying to keep 2 different 'cvs' repos systems in-synch. Just use one or the other. Perhaps SVN is a better choice.

Thanks