
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*`, `memcpy*`, `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)

Subject: Re: 2020.2 released

Posted by [Tom1](#) on Wed, 21 Oct 2020 08:22:38 GMT

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Hi!

Many thanks for all your work!

Best regards,

Tom

Subject: Re: 2020.2 released

Posted by [Oblivion](#) on Wed, 21 Oct 2020 10:35:10 GMT

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Hello,

Thank you for all your efforts!

Best regards,
Oblivion

Subject: Re: 2020.2 released

Posted by [Klugier](#) on Wed, 21 Oct 2020 17:38:54 GMT

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Finally Best release ever!

Klugier

Subject: Re: 2020.2 released
Posted by [koldo](#) on Wed, 21 Oct 2020 19:09:02 GMT
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Good job. You have worked hard for the optimisation.

Subject: Re: 2020.2 released
Posted by [Klugier](#) on Wed, 21 Oct 2020 20:24:09 GMT
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I think this is the success of whole community not only the Mirek. Every person who contributed to this release and to the past releases should be proud in the day like this. We do not forget about Upp veterans. Their spirit is still there. Mirek is a leader and a huge part of this project, but without simply bug report we will do not be in the place we are now. I won't mention the actual input of people who committed to the trunk or posted their patch.

So, I would like to thank Mirek for leadership and for the wide community support we received. You are doing awesome job!

Subject: Re: 2020.2 released
Posted by [forlano](#) on Thu, 22 Oct 2020 20:09:23 GMT
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Great Job!
