Subject: U++ in 2006 and Happy new year 2007
Posted by mirek on Sat, 30 Dec 2006 14:01:50 GMT
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Well, I am doing this for the first time, so please be patient. I thought it would be nice to summarize progress of U++ in recent year.

So what U++ achieved in 2006 (just the most important and interesting things):

* TheIDE and packages now has "Optimal" build mode, allowing to mark packages for fast build. This can significantly reduce size of applications while keeping the speed.

* TheIDE can now use multicore CPUs to start more compiler processes.

* We have finally implemented Pdf export and printing in Linux, filling the major gap

* Raster image infrastructure was refactored to be more useful and faster and to bloat less code

* The most important feature added in 2006 is "Chameleon" skinning system which allows both native look of U++ applications across platforms AND custom skins to be designed/used.

* Experimental PocketPC support was introduced

* Icon designer of TheIDE was rewritten from the scratch, new now supports alpha channel and has simple yet effective way to create nice antialiased icons.

* U++ now resides in Upp namespace

* U++ now seems to run on MacOS X in X11 mode, with PowerPC CPU (means code was cleaned to support big endian CPUs and CPUs that do not allow unaligned access to memory), as the first step for full MacOS support.

* A lot of documentation was written, including several tutorials.

* FreeBSD is now fully supported platform (thanks Matthias!); we have now weekly dev releases both for Win32 and Linux (thanks Daniel & Bas !)

U++ was downloaded 38800 times in 2006, in comparison to 30900 downloads in 2005.

Size of TheIDE.exe was *reduced* from 4.66MB to 3.37MB while adding new features thanks to Optimized mode and optimizations in the library code.

Number of U++ forum members grew from 50 to 250.

We have moved U++ website and forum to a new domain. And yes, U++ project for the first time generated a little income:)

Things to come in 2007:

- first we *have* to release "stable" 2007.1 version (605 is very outdated now).
- MacOS support is the next target
- Hopefully we will be able to provide better pocket-pc support as well
- We should fix some gaps in the library like unified d&d support or floating toolbars
- I also have high hopes to make some Core improvements to provide even better spanking to other solutions speed-wise

Well, that is it, I hope you were not bored. Thanks to everybody involved and

Happy New Year 2007!

Mirek Fidler
U++ team leader

Subject: Re: U++ in 2006 and Happy new year 2007
Posted by andrei-catalin on Sat, 30 Dec 2006 18:22:13 GMT
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Many thanks for all your effort!

I whish you a very prolific New Year!

Happy New Year 2007!

Andrei

Subject: Re: U++ in 2006 and Happy new year 2007
Posted by rbmatt on Sat, 30 Dec 2006 19:54:46 GMT
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Congratulations on a job well done. Thank you Mirek for all your hard work, and thanks to everyone else who has helped make UPP great in 2006.

Subject: Re: U++ in 2006 and Happy new year 2007
Posted by Ulti on Sun, 31 Dec 2006 03:36:05 GMT
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Thanks for your well done job,it's my greatest discovery in 2006
wish U++ will be more great in 2007 and happy new year to you and all of you in this forum

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Subject: Re: U++ in 2006 and Happy new year 2007
Posted by Werner on Mon, 01 Jan 2007 14:39:00 GMT
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luzr wrote on Sat, 30 December 2006 15:01U++ was downloaded 38800 times in 2007, in comparison to 30900 downloads in 2006.

Ultimate++ now is even able to look into the future! This is definitely a unique selling proposition!

Successful New Year to everybody!

Werner

Subject: Re: U++ in 2006 and Happy new year 2007
Posted by mirek on Mon, 01 Jan 2007 16:38:24 GMT
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Sorry, happens to me at each year crossing.. (I mean, for next 2-3 months, I will write wrong year everywhere). Fixed...