
Subject: A reply to PM....

Posted by [mirek](#) on Mon, 05 Jan 2009 21:25:06 GMT

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There is no need this should be kept private (Except to make me respond, sorry for delayed responses, I was skiing)

Quote:

In the "Python for your applications" topic I mentioned about "The Computer Language Benchmarks Game" site. May be we can provide test cases for C++ based on Ultimate++ as proof of concept. Currently they use Boost, STL, OpenMP libraries, etc.

Go on. I can help tuning the code; do not expect me to do all the programming.

Quote:

PS: What your current progress on Assist++ preprocessing?

Have not yet started; instead I am now working on AGG based (which more and more turns to be AGG inspired anyway software rendering - that is the last major missing piece of U++ library.

(Note: you can follow the progress in uppdev/SDrawTest)

Quote:

PS2: I thinking about releasing CMake scripts to create make files for TheIDE for Linux and Windows. May be I will use your export function for makefile. Do you think about that in the past?

Actually, we were discussing this last month with bytefield.

I now believe we should 'get real' and 'reduce' releases to 4 variants:

- Win32
- Ubuntu 32 (might cover debian proper as well)
- Ubuntu 64 (^^ ditto)
- Universal POSIX src based. Can be as standard as possible ("./configure;./make;./make install") or maybe we can afford slight improvement (like ./install) - that is TBD.

Quote:

PS3: What about implementing Git version control system and use it as SVN (svn2git is present) on public servers?

AFAIK, Daniel (unodgs) was considering this or even working on it.

Mirek

Subject: Re: A reply to PM....

Posted by [Sender Ghost](#) on Mon, 05 Jan 2009 22:08:24 GMT

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luzr wrote on Tue, 06 January 2009 02:25 There is no need this should be kept private :)

Ok, thank you for your answers.

It's something as to do list and should be posted on "The plan...." topic later. And I working on it as I can. I thinking about collaborative development (on the ideas level at first, of course). This is reason of my private message.
