Subject: Getting ready 2/2015 Posted by mirek on Sun, 23 Aug 2015 11:18:56 GMT View Forum Message <> Reply to Message

I would like to make another release this year. Main new features are

- new C++ parser now supports external headers and C++ 11
- Android builder
- Improved support for UHD displays

All these are mostly finished, needing just a couple of finishing touches...

In addition, I would like to rework Win32 release

- mingw-w64 should come with it (to create better out-of-box experience)

- C++ compiler/SDK of VS2015 should be supported

- To simplify things, I am considering to remove some toolchains from Win32 auto-setup. Ideally, only VS2015 and SDK7 (which is the only SDK still coming with C++ compiler) should be supported. Detection method should also be changed to rather scan directories than read from registry.

In redmine, there is now "Release 2/2015" target version, you can check tasks that we deem necessary for this release. You are welcome to suggest other tasks and bugs to be finished for this release.

Subject: Re: Getting ready 2/2015 Posted by timsky on Mon, 21 Sep 2015 14:09:56 GMT View Forum Message <> Reply to Message

mirek wrote on Sun, 23 August 2015 11:18I would like to make another release this year.

- mingw-w64 should come with it (to create better out-of-box experience) Will you add MinGW to nightly builds too? Probably MinGW will significantly increase installer size. Right now it is great that U++ is so small and there is no need to wait for hours donloading it on slow connections.

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Are you going to remove build methods for VS 2005 - 2013? Please do not do that 80 Subject: Re: Getting ready 2/2015 Posted by mirek on Mon, 21 Sep 2015 14:23:17 GMT View Forum Message <> Reply to Message

timsky wrote on Mon, 21 September 2015 16:09mirek wrote on Sun, 23 August 2015 11:18I would like to make another release this year.

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Yes. I think mingw will add about 30MB to the download. I do not think it is a problem. But I can be persuaded to have "mingw-free" version...

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I am not going to remove build methods, just automatic setup. Or, as things are developing, "portable setup" (it looks like there will be no install, theide will reconfigure upon starting).

OTOH, at some point in the future, C++11 will likely lure us to require C++11 compiler. At that point, U++ will not be able to compile with pre VS2015 MS compilers...

Mirek

Subject: Re: Getting ready 2/2015 Posted by timsky on Mon, 21 Sep 2015 14:35:33 GMT View Forum Message <> Reply to Message

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30 Mb is not a problem.

Thank you for U++!!!

Subject: Re: Getting ready 2/2015 Posted by Tom1 on Mon, 21 Sep 2015 17:29:41 GMT View Forum Message <> Reply to Message

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Mirek

Hi!

I'm all for portable installation, but I'm still dependent on MSC9: As I recall it, the Protect package from Max is dependent on that, and I'm dependent on Protect package... Is there any way to solve this issue? Looking forward, it would be great to have 64-bit support for Protect, but that's not possible with the current protection mechanism because of the compiler not supporting it.

Best regards,

Subject: Re: Getting ready 2/2015 Posted by mirek on Tue, 22 Sep 2015 09:57:23 GMT View Forum Message <> Reply to Message

Tom1 wrote on Mon, 21 September 2015 19:29mirek wrote on Mon, 21 September 2015 17:23timsky wrote on Mon, 21 September 2015 16:09mirek wrote on Sun, 23 August 2015 11:18I would like to make another release this year.

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Mirek

Hi!

I'm all for portable installation, but I'm still dependent on MSC9.

Best regards,

Tom

Builder is not going anywhere. Most likely even AutoSetup will be hidden somewhere in the menu....

Mirek

Subject: Re: Getting ready 2/2015 Posted by Tom1 on Tue, 22 Sep 2015 12:41:45 GMT View Forum Message <> Reply to Message

OK, so I should not worry too much at the moment...

Best regards,

Tom

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