Subject: : Amigabounty
Topic: : MUIOWB : AmigaBounty still alive ?
Re: MUIOWB : AmigaBounty still alive ?
Author: : kas1e
Date: : 2013/5/15 8:13:36
URL:

@samo79

Quote:

> As "unsupported" i meant just unsupported .. me explain; since the first 1.9 release we have reported many
> many bugs and features request, but nothing was done in any term in latest 2 years .. i don't ask for core
> update of course but atleast some bugs could be fixed in all that time

Then think about as "unsupported 1.16". Just a port which will be on level as 1.9, just with some minor fixes.

Quote:

> So what i meant was: After say we will have that first Odyssey 1.16/1,17 port we will have also a proper
> support, aka new updated versions, further bugfixes etc or that bounty means just a quick port of that
> version and nothing else ?

No proper support then. I.e. port, and nothing, but just some bug fixes related to port only, but to not whole code
which done by fab.

Quote:

> That's fine, but imho you should report all details before submit the final text, ask Fab and then write
> exactly what you can port and what's not, so all will be 100% clear and no bad surprise for users

You free to ask him yourself :) I will be even happy if he will just put odyssey on SVN, with sources of html5

player, with all sources of all shared libraries which he use with odyssey now (if i remember well, there is not only spellchecker one now, but also cairo.library) and with all new mui classes if they have place now. So we all can just port it normally.

Ask him, maybe you will be lucky enough. Once it will be in SVN with all that stuff, i can port it for free.

We already can have just proper ifdefs in odyssey code, and which will be just pure recompile with all new versions, just fab do not want it and i can't do about it anything. If you want, try to ask him about SVN again.