WineConf 2007

Alexandre Julliard
julliard@winehq.org
Agenda

- Welcome to Switzerland!
- Status update
- Release 1.0
Lines of code
Accomplishments (I)

- Direct3D
- Copy protection
- Installers
- COM/RPC/widl
- Crypto dlls
- OpenGL child windows
Accomplishments (II)

- Window management
- Sound support
- Code cleanups
- Many small improvements to the user experience (locale, timezone, winecfg)
- Switch to git
## DLL separation

<table>
<thead>
<tr>
<th></th>
<th>2004</th>
<th>2005</th>
<th>2006</th>
<th>2007</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ntdll</td>
<td>5</td>
<td>3</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Kernel32</td>
<td>17</td>
<td>16</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Gdi32</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>User32</td>
<td>21</td>
<td>7</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>Headers</td>
<td>20</td>
<td>11</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>
Status of SFLC work

- Slowwww progress
- Copyrights
  - Author-tracking website almost ready
- Trademarks
  - Paperwork filed
- Patents
Release 1.0

- Starting to run out of excuses...
- Need to build a list of bugs
  (>3000 open bugs at the moment)
- Code freeze once bug list is small enough
Bugzilla statistics
Post 1.0

- 64-bit support
- DIB engine
- Quartz driver
- Direct3D 10
- .NET support
- LGPLv3 ?