

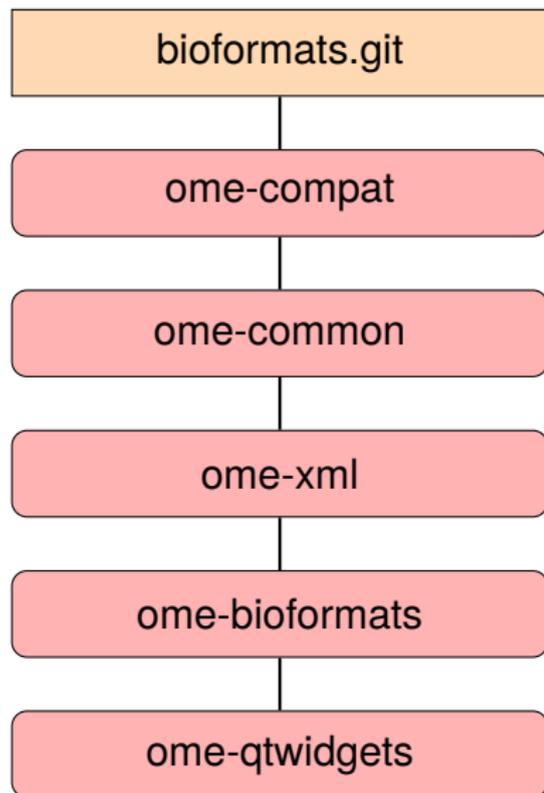
# C++ status

Roger Leigh

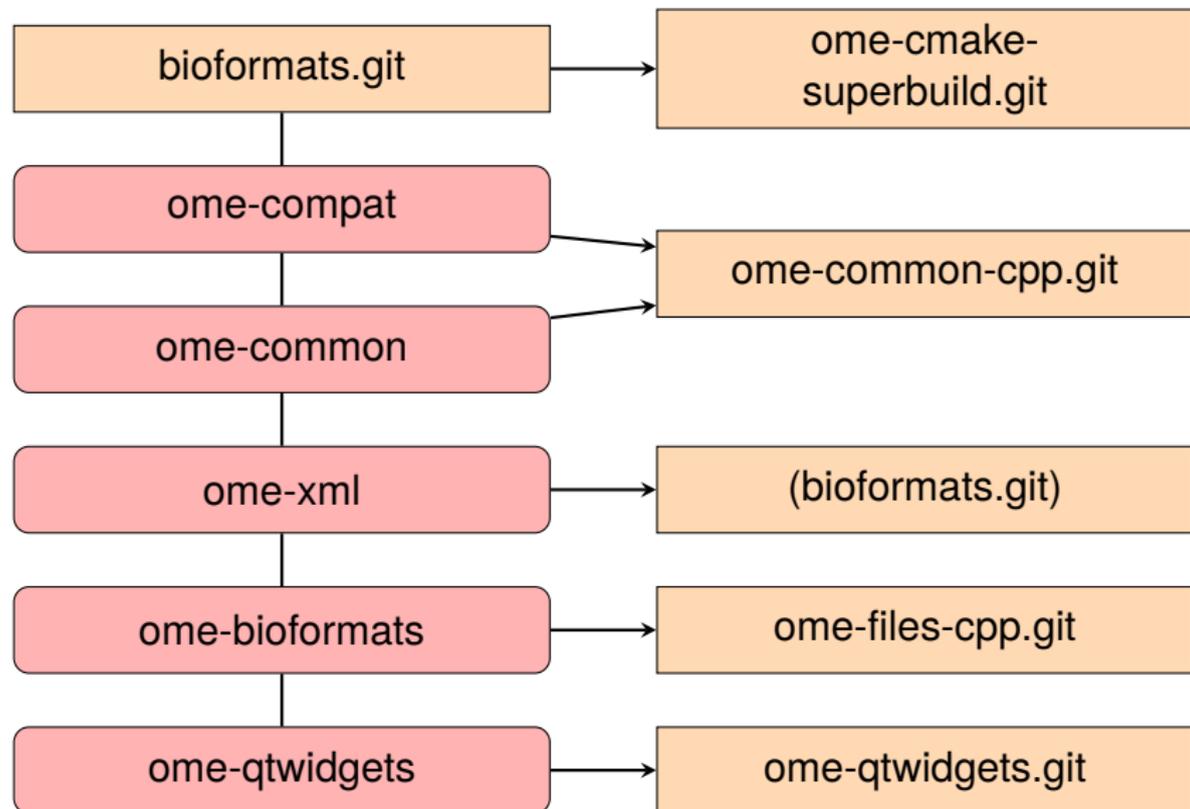
2<sup>nd</sup> June 2016

*Progress over the last year and upcoming features*

# Component splitting



# Component splitting



# Major changes since May 2015

- ▶ Windows support (VS2012, VS2013)
- ▶ XML and XSL resolvers
- ▶ XML transforms for upgrade/downgrade
- ▶ CMake super-build
- ▶ Repository split

# Upcoming changes (0.2.0)

- ▶ Windows support (VS2015)
- ▶ 2015 and 2016 model support
  - ▶ Units and Quantities
  - ▶ Map annotations
  - ▶ Folders

# Future thoughts

- ▶ API cleanup
- ▶ Modulo support
- ▶ HDF5
- ▶ Windows DLLs
- ▶ nD pixel buffer
- ▶ C++11/14