



**Forum: The Blender Clan &#039;tchat**

**Topic: Blender 2.7x : actus, tests, feedback...**

**Subject: Re: Blender 2.7x : actus, tests, feedback...**

PostÃ© par: ebrain

Contribution le : 5/1/2014 17:23:17

Compte-rendu du dimanche !

Citation :

- The last week of &#039;BCon 2&#039;, next week we should have all new code projects in Master.

<http://wiki.blender.org/index.php/Dev:Doc/Projects>

- Sergey Sharybin wrote doc for his work on threaded Object updating:

[http://wiki.blender.org/index.php/Dev:Ref/Release\\_Notes/2.70/Threaded\\_Dependency\\_Graph](http://wiki.blender.org/index.php/Dev:Ref/Release_Notes/2.70/Threaded_Dependency_Graph)

He still looks for cool example files. More user docs, tutorial vids, etc welcome too.

- Jonathan Williams made proposal for UI target work, roadmap:

<http://wiki.blender.org/index.php/Dev:Doc/Projects/UI/ui-targets>

Meeting proposes Jonathan to separately meet with Brecht van Lommel, William Reynish and Sebastian Koenig on this to evaluate and confirm.

- Release target "Custom normals" - is this going to be moved to 2.71? Bastien Montagne knows, please let us know!

- Brecht added a special category to list showstopper bugs for the upcoming release:

" target=" blank"><https://developer.blender.org/project/view/35/>

À noter, la nouvelle Toolbar à onglets verticaux a été implémentée

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@+