


XSupplicant Update

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SEA-Ant Plans

- Original SEA-Ant plans
 - Enable/Update Linux version
 - Update Mac OS X version
 - Port to Vista
 - Modified UI with easier configuration
- SEA-Ant plans following last years face-to-face
 - Enable/Update Linux version
 - Contracted to Mindtree
 - Port to Vista
 - Contracted to Mindtree
 - Modified UI with easier configuration


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What is the status of SEA-Ant?

- SEA-Ant development has been slower than expected.
- Some of the goals have been reached, others are close, some still have a way to go.
 - > Linux – Mindtree has completed the update work, debugging is taking place. Mindtree drops continue to be integrated in to the head of the tree.
 - > Still need to implement a few features to bring Linux up to feature parity with Windows
 - > Vista – Mindtree has been unable to complete the work so far. It is unclear if or when they will complete it.
 - > An early drop worked properly with wired on Vista. Depending on the outcome of the Mindtree contract discussions this patch may get merged to the trunk of the tree.
 - > Some smaller pieces of the Vista work has been completed, such as the installer script changes.
 - > UI update - Complete
- Current plans are to stop active development on SEA-Ant within the next month or so, and get it stable for a release. Because of this, Vista support will be pushed to SEA-Badger.


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Plans for SEA-Badger

- At the February board meeting rough plans for SEA-Badger were presented.
 - > Plans will be finalized at the Face to Face meeting in May
- Current list of plans
 - > Significant documentation of the existing code and code flow.
 - > Changes to the event core to allow for faster/easier porting to new platforms.
 - > Tightening code up to allow it to run on smaller form factor devices such as phones, PDAs, or other processor and battery constrained devices.
 - > Plugin support for both the UI and engine.
 - > Mac OS X port – Currently only plan on supporting Snow Leopard and beyond because of NDA restrictions on the primary developers. (May support older versions if we can find a developer that doesn't have the restrictions to write the code.)
 - > Complete Vista effort


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Plans for SEA-Badger

- Current list of plans (cont.)
 - > Port to OpenMoko FreeRunner phone (will involve development of a 'mini-UI' that can be driven by fingers)
 - > Initial work on port for Android
- Plans to increase the availability of the supplicant for testing
 - > Nightly builds already take place, but the URL has not been widely published.
 - Plan to update the open1x.org web site to publish the URL. (It is <http://www.open1x.org/build/nightly>)
 - Will implement nightly builds for platforms other than Windows XP
 - > More consistent development releases.
 - Plan to increase development point releases to be monthly.

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SEA-Badger desired outcome

- What users will see
 - > Support for Windows XP, Windows Vista, Linux, Mac OS X, and OpenMoko's FreeRunner.
 - > Plugins to provide additional functionality.
- What developers will see
 - > Extensive documentation on all aspects of the code.
 - > Easy to develop plugins for extending functionality.
- When we will see it
 - > Nightly builds will show incremental work.
 - > Approximately monthly development releases.
 - > Stable release expected in early 2010.

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Questions?