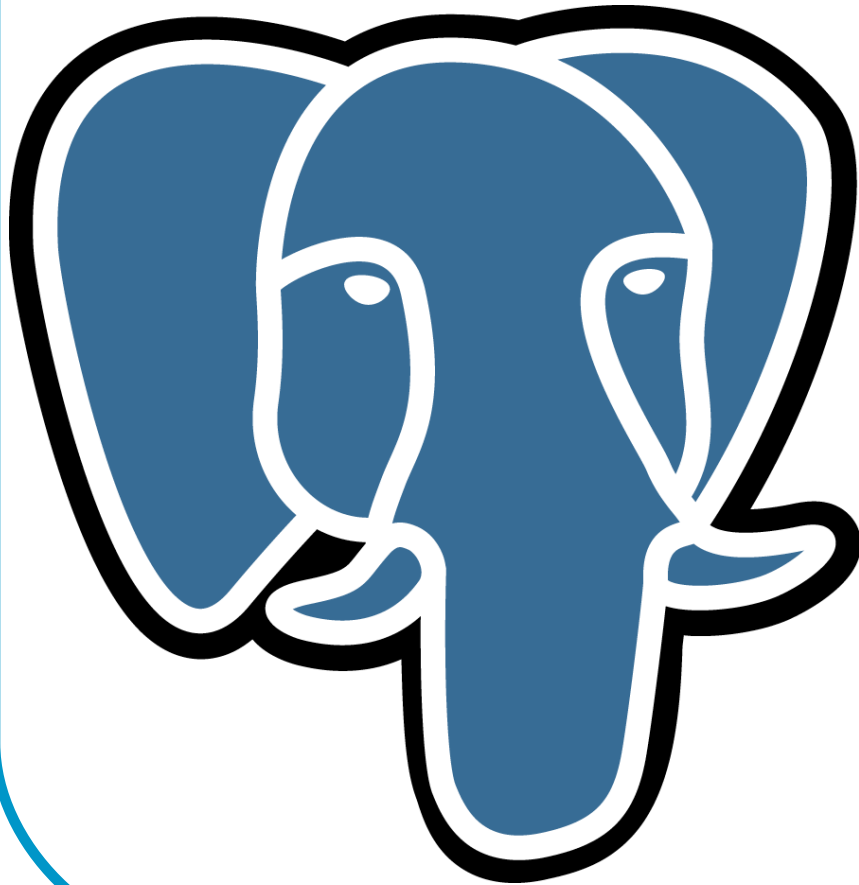


Win32 development in a Unix project



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Why oh why?

- Market reach!
- Mainly end users
- Future developers

What's the problem?

- Very different groups
- Very strong opinions
- Lots of incorrect information

Convince first

- Windows servers actually work
- Cygwin is **not** Windows
- Must work with existing tools
- Must work "the Windows way"

Compromise to get started

- "Zero impact on Unix code"
- Proof of concept on Unix
- External projects when possible
- Start with familiar tools

Moving on

- Clear boundaries for port code
- Move to native implementations
- Move to native tools

Thank you!

Questions?