Today's Leftovers

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- The Legend of Tianding: Review on Linux - Boiling Steam [2]

The Legend of Tianding is a Taiwanese game. Asia is comprised of many small countries but very few are actually powerhouses when it comes to video game development. Japan more or less created the video games industry in the first place (Nintendo created the worldwide mass market with the NES and everything derived from there), then Korea created the online PC gaming market before anyone else, and? that?s about it. China has its owned closed market that nobody knows (or cares) about, so it?s kind of irrelevant. Singapore, Malaysia, Taiwan have a few devs here and there but by far and large nothing major. So I had very low expectations to begin with. Well, virtually anyone with half a brain can make a 2D platformer, but doing it well requires talent and experience. In that context, The Legend of Tianding is an excellent surprise.

- GCC 12 + Glibc 2.35 Planned For Fedora 36 - Phoronix [3]

It should hardly come as a surprise given Fedora's history of always shipping with the very latest GNU Compiler Collection (GCC), but with this spring's Fedora 36 the plan is to ship with the yet-to-be-released GCC 12 and other very latest open-source compiler toolchain components.

Fedora 36 continues its feature development for this next Fedora Linux release that should be out by the end of April. One of the latest change proposals is for shipping Fedora 36 with GCC 12, which itself will be released in March or April as usual. This isn't surprising with Fedora always shipping the bleeding-edge compiler even if it means initially shipping with a near-final pre-release package.
CarbonData stores and archives all sorts of complex data and enables these to be accessed quickly. It has features like multiple indexes to quickly access the data, intelligent scanning, and most importantly, it enables easy scaling. The biggest problem with most data warehouses is that the storage and compute functions are clustered together. We separated these two to work and scale independently of each other. In case of a system failure, there should be no loss of data.

It took seven months to build the project before it began the incubation phase at Apache where it was assigned a mentor. It took another year to mature the project. It was finally declared as one of the top-level projects, and became a mainstream Apache project.

When I was a student, we didn’t have access to software technologies because companies kept them private. But it’s very different now, with open source code available for free,? Raghunandan says. He urges students and enthusiasts to contribute to open source projects. A good way to begin, he says, is by adding documentation to existing projects. Enthusiasts can find something they are interested in and improve it, build it, or maintain it. Beginning with something you’re familiar with helps you get started with the process.