

PRODUCT INFO

When will Veracity 1.0 be released?

Here at SourceGear we are dogfooding Veracity right now. A lot of its features are working just fine. But a lot of stuff is missing. If you're wondering how far we are from having something you would want to use, this page is for you. We won't give you a firm date, but we will give you a picture of how much stuff is left to do. Every item on this page (except for one) is planned or in progress (although not everything here will be in the first release). It just ain't done yet.

- KEYWORD EXPANSION
- POLICY ON PUSH/PULL
- NAMED BRANCHES
(URGENT)
- DELTIFICATION
(MOSTLY CODED.
CURRENTLY TURNED OFF.)
- AUTHENTICATION ON
PUSH/PULL SERVER
- WORKFLOW TRANSITIONS
(WORK ITEM TRACKING FEATURE)
- > STABLE APIs!!!!
(EVERYTHING SUBJECT TO CHANGE)
- ECLIPSE INTEGRATION
- STABLE FILE FORMATS!!
(EVERYTHING SUBJECT TO CHANGE)
- IE COMPATIBILITY
(WE PROMISE TO CARE REALLY SOON)
- A TORTOISE-LIKE
SHELL INTEGRATION FOR WINDOWS
- DISCUSSION FORUM
- IMPORT/EXPORT
- SOMETHING LIKE
GITHUB?
- VISUAL STUDIO INTEGRATION -
(THIS PROBABLY WON'T BE OPEN SOURCE)
- > LOCKS
EXCLUSIVE LOCKS FOR
PEOPLE WHO USE A
LOT OF BINARY FILES
- > REBASE
- ENTERPRISE DB STORAGE
(THIS STUFF PROBABLY
WON'T BE OPEN SOURCE)
- CRYPTOGRAPHIC
SIGNATURES
- ** AUTOMATIC PUSH/PULL OF
WORK ITEM INFORMATION,
TWEETS, ETC.
- > ~~VISUALIZATION OF REPOSITORY HISTORY
AS A FIRST-PERSON SHOOTER GAME WITH 3D UI~~
- WIKI
- SUBMODULES
- STANDALONE GUI APPLICATION
- KEYWORD SEARCH
INSIDE RECORD FIELDS

