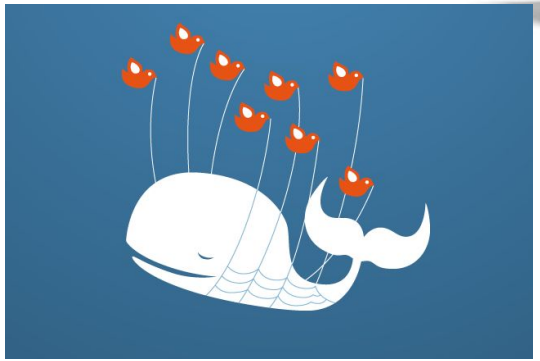
X hx

10 years of haxe

Hugh Sanderson

2006 - a new hope

2006 - a twinkle in the eye



2007 - hacking haxe

Java?

Flash9?

haXe!

Added typing - 2x faster

haXe gets better swf output, so redundant

2007 - desktop

Nme

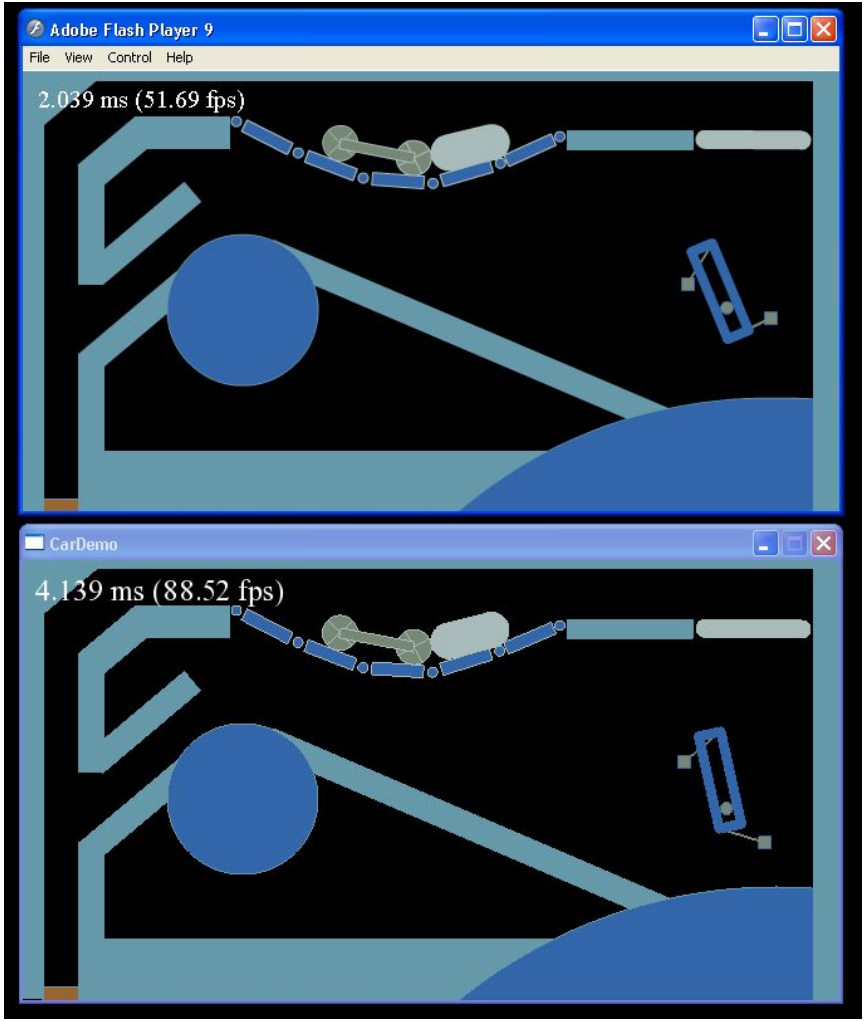
+

Neko

+

Flash API (skeleton)

= Blink



2008 - faster

Hijacked the NME project

Initial hack of hxcpp

Replaced reference counting with Boehm Gc -> now faster than flash!

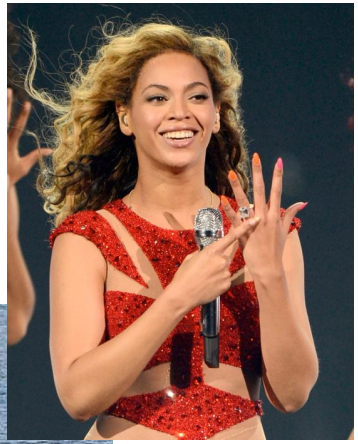
2009 - birth!

Boehm Gc -> Internal Immix version

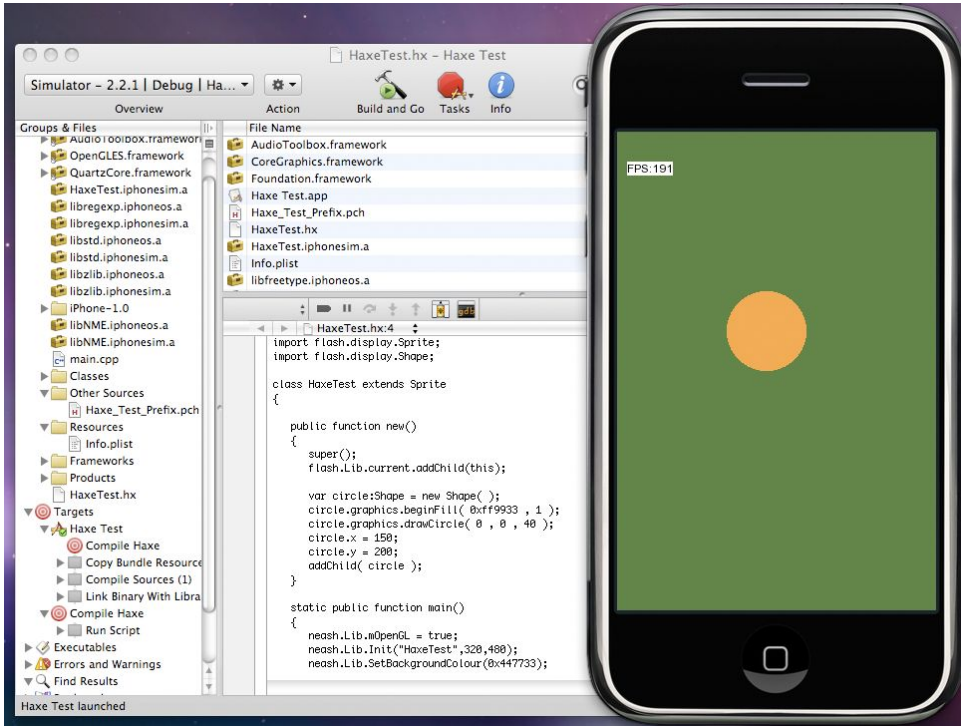
running on iPhone

Hxcpp version 1

Nme version 1



2009 - custom Gc does the trick



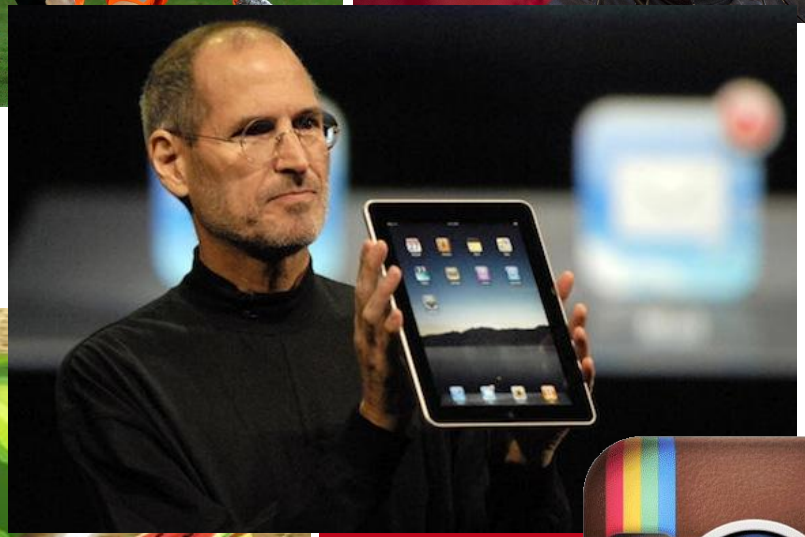
2010 - Nme

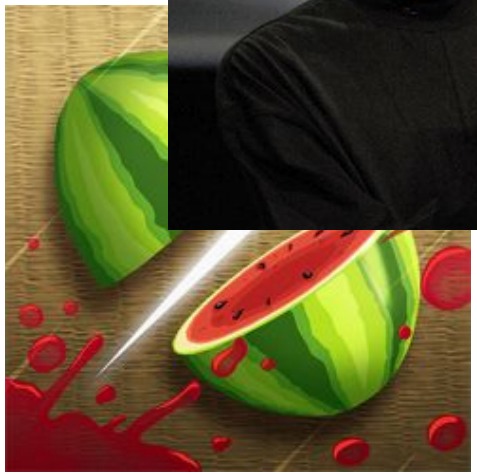
Nme 2.0 - now with extra C++

haxe/hxcpp 2.0.6

Made Steve Jobs change his mind

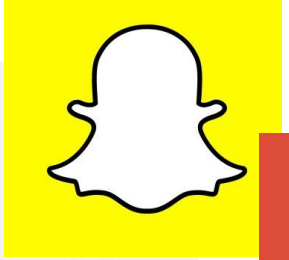
Android port - manual project





2011 - easier

Nme build tool following hxcpp's tool



button

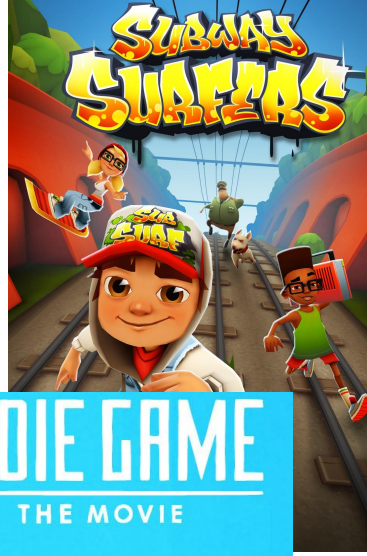
2012 – wwx

Gained some visibility at wwx

Settled on architecture

Listed some issues`

Built-in debugger



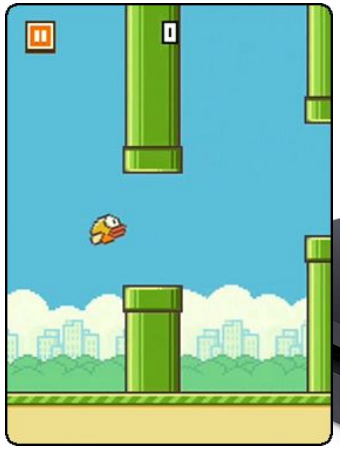
2013 - Nme fork

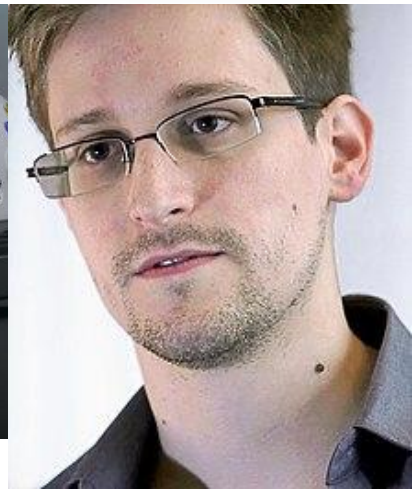
OpenFL forked from Nme

Quite different implementation now

Compatible in principle

Short hiatus from haxe





2014 - metadata

wwx2014

Expanded use of metadata

Native integrations

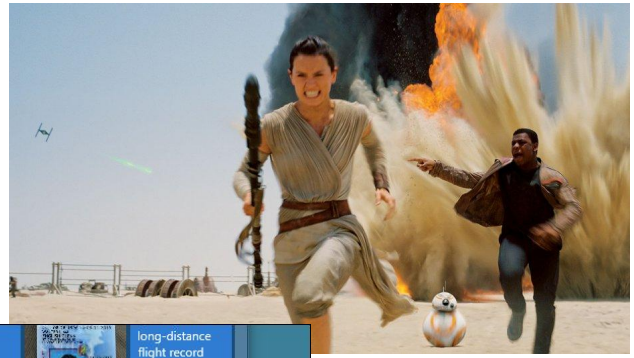
Rationalized Nme and dropped some targets

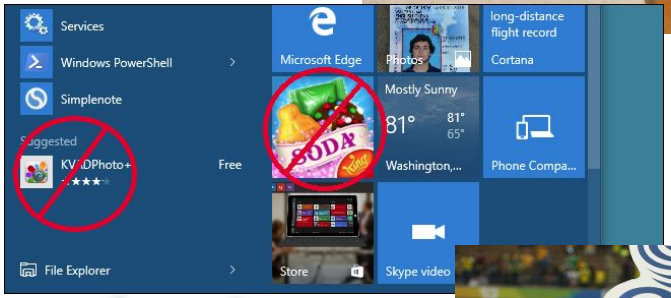
2015 - cppia

Cppia / Acadnme

Inline, parallel Gc

CFFI Prime





TensorFlow

2016 - internals

Internal refactor

Better implementation of basic structures

GC Optimizations at many levels

Not shipping binaries

Compiler cache

2017 - web target again

mm / @:objc

Nme + JsPrime

Move to cpp.Star

GC - cached thread local context

Generational GC

Cppia JIT

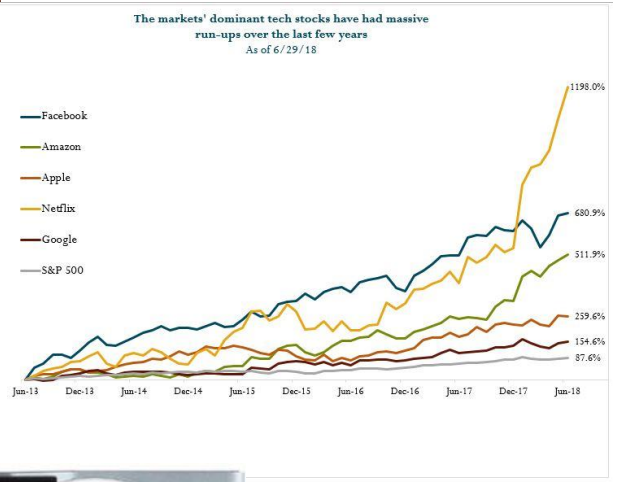
2018 - changing times

Utf16 strings

Career crossroads

Out of gaming, into AI/ML

Finally making desktop apps with Nme



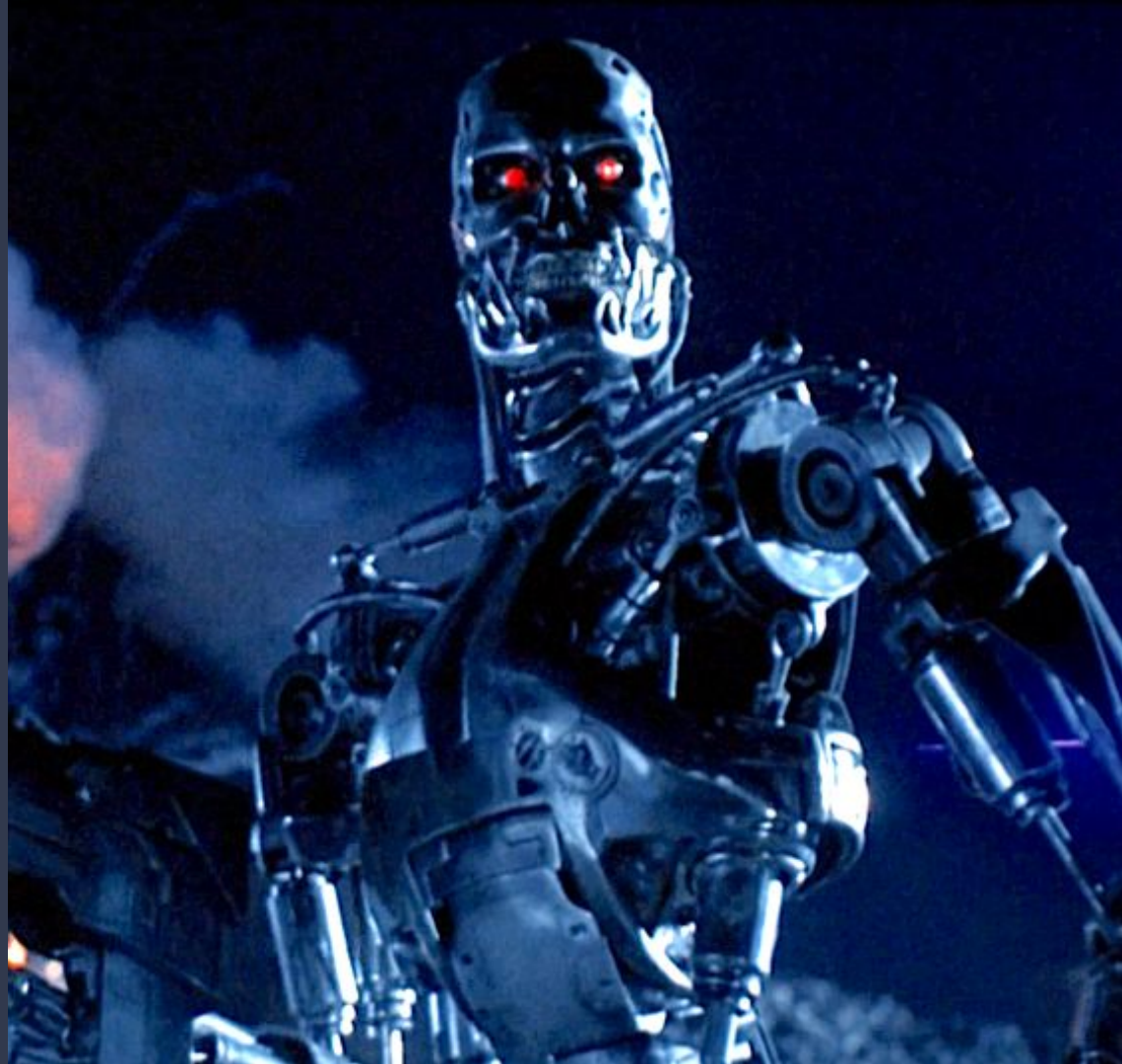
2018 - back to the beginning

2019 and beyond

The future?

Just watch old presentations:

- Improve Gc
- Int64
- Better native integrations
- More strong typing
    - Functions



Questions?