

TmL Background

- Ã A sub-project of DSDP
- Ã Incubated in December 2006 with a 0.1 release tentatively scheduled for October 10, 2008
- Ã Driven largely by Motorola, Inc., with contributions from other mobile and embedded developers
- Ã Goal is to provide support for development of mobile Linux applications on the Eclipse IDE using C/C++



End-of-Life (2.6)

- Ã This is the first TmL release, so all APIs are new
- Ã The initial code for TmL was based on the Emulator Framework (#206666, #206668). It was necessary to improve this framework for a more generic scope. The code is kept in CVS for archival purposes, but it is not included in the -5.ypa9lpe.
- Ã For 0.2, the extension point org.eclipse.tml.device will be

Bugzilla

~ 50 bugs currently resolved or closed as fixed up to 23-SEP-2008

~ 26 open bugs, many of them work items for future releases

~ 4 P2 bugs currently open

~ 0 bugs of any priority of types == blocker, critical, or major

~ Main bugs categories

- ~ 32 bug fixes

- ~ 19 features improvements

~ 17 bugs with external patches applied

~ Limited discussions on bugzilla (area to improve)

Communities (2.10)

Ã Commercial adoption

Ã TmL code is currently being used in (2) Motorola products that began shipping in August 2008. These projects will be updated to use the 0.1 TmL plugins in Q4 2008. Another Motorola product is tentatively slated to ship with TmL by Q1 2009.

Ã TmL is being developed for inclusion in an upcoming product from MontaVista

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