

Brevity started out with a bang

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As with many projects, Brevity started out with a bang, and has slowed down. I still have plans for it, but a couple things have happened.

One is that I've just gotten too damned busy. Got a couple of side projects going, plus writing about 1/4th of the ActionScript 3.0 Cookbook with Joey Lott and Darron Schall, tech reviewing Programming Flex 2.0 by Joey Lott and Chafic Kazoun, and rewriting my own Foundation ActionScript Animation: Making Things Move! for AS 3. That's on top of a full time job and family. Just ain't no time left for Brevity!

The other thing is that I want to turn Brevity into an Apollo application, but I kind of have to wait until I can get my hands on Apollo. (Hint, hint, Mike.) It's currently all done in Python and wxPython, which is great for cross platform stuff, but requires that stuff being installed on the machine. I've done well with getting py2exe creating a standalone for the pc, but was still struggling with py2app for the mac. Having it be an Apollo app would make a lot of really cool things possible, and probably open the door to more people contributing to it.

So Brevity is on hold for a bit until I finish some of these projects, free up some time, and get my mitts on Apollo. Of course, I'm assuming anyone even cares. But I'm going to do it even if nobody does care, so there!