

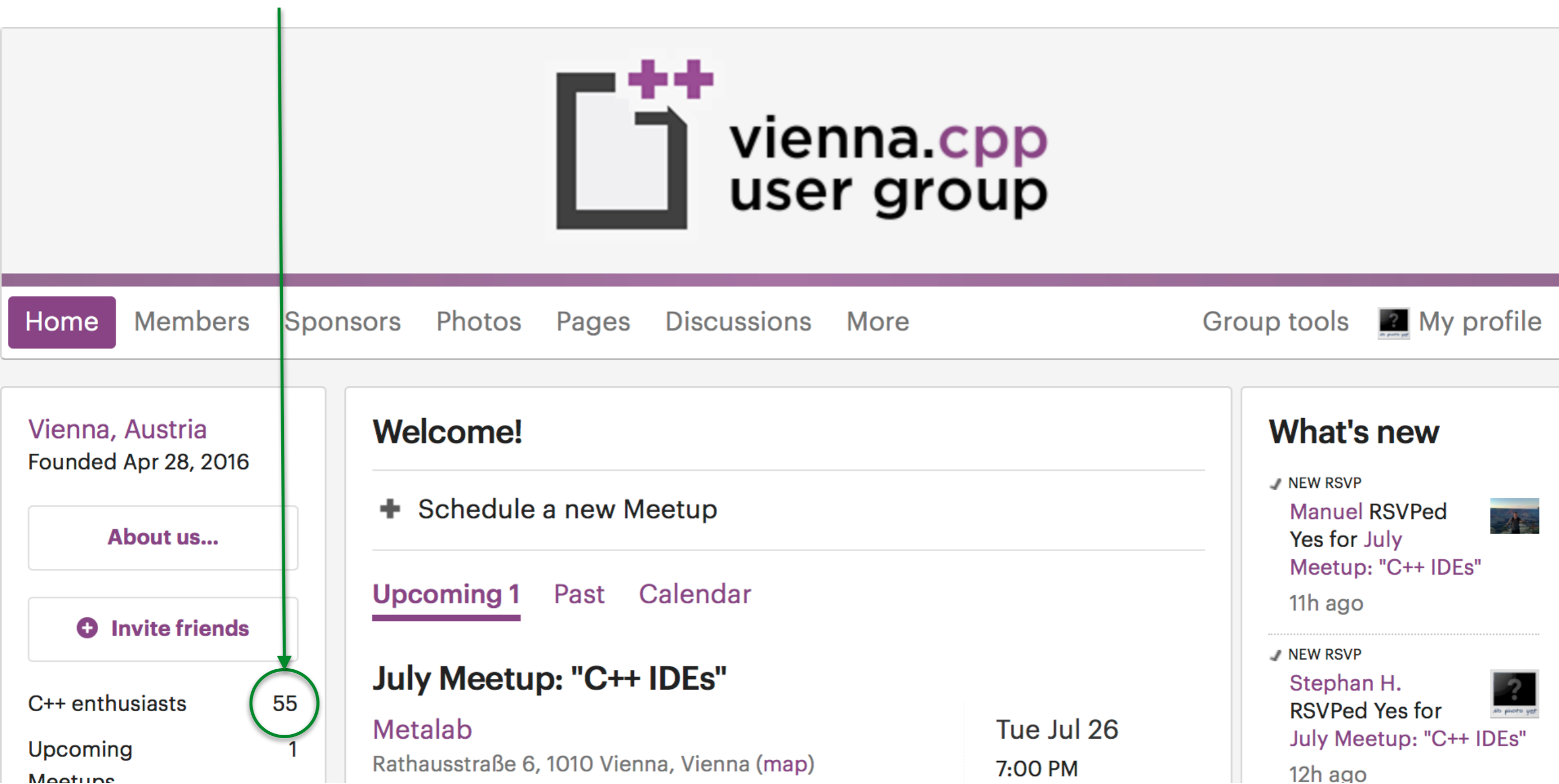
July meetup

vienna.cpp user group

Organizational Stuff

Organizational Stuff

- `vienna_cpp_user_group.members() > 50`



vienna.cpp user group

Home Members Sponsors Photos Pages Discussions More Group tools My profile

Vienna, Austria
Founded Apr 28, 2016

About us...

Invite friends

C++ enthusiasts **55**

Upcoming Meetups 1

Welcome!

+ Schedule a new Meetup

Upcoming 1 Past Calendar

July Meetup: "C++ IDEs"

Metalab
Rathausstraße 6, 1010 Vienna, Vienna ([map](#))

Tue Jul 26
7:00 PM

What's new

NEW RSVP
Manuel RSVPed Yes for July Meetup: "C++ IDEs"
11h ago

NEW RSVP
Stephan H. RSVPed Yes for July Meetup: "C++ IDEs"
12h ago

Organizational Stuff

- **Announcement for the next meetup (meetup.com) now after each current meetup**

C++ User Group Meetings in July 2016

2016-07-01 09:47

The monthly overview of upcoming C++ User Group Meetings. In July there are 23 C++ User Groups meeting already, and a few more are probably still planning their meetings.

There are 2 new C++ User Groups: [Stockholm](#) and [Copenhagen](#).

The Meetings

- 1.7 C++ UG Arhus - [fredagsbar](#)
- 4.7 C++ UG Dublin - [July C/C++ Meetup](#)
- 6.7 C++ UG Saint Louis - [Finish "Practical Performance Practices" presentation with a spec](#)
- 6.7 C++ UG San Francisco/ Bay area - [East Bay: What is the basic interface?](#)
- 6.7 C++ UG Austin - [C/C++ Pub Social](#)
- 6.7 C++ UG Aachen - [the Pack](#)
- 11.7 C++ UG ...
- 12.7 C++ UG ...
- 13.7 C++ UG ... [Regular Monthly Meeting](#)
- 13.7 C++ UG Irvine (Qt) - [Custom OpenGLFramebufferObject](#)
- 13.7 C++ UG San Francisco/ Bay area - [C++17 Features](#)
- 14.7 C++ UG Dresden - [Juli Vortrag "Alpaka" von Erik Zenker](#)
- 14.7 C++ UG Aachen - [C++ User Meeting Aachen](#)
- 14.7 C++ UG Buenos Aires - [Segundo Encuentro de programadores C++ de Buenos Aires](#)
- 14.7 C++ UG Munich (Qt) - [Let's Meetup and talk about Qt / QML](#)
- 18.7 C++ UG Austin - [North Austin Monthly C/C++ Pub Social](#)
- 19.7 C++ UG Auckland - [Topic TBD](#)
- 19.7 C++ UG Portland - [PDXCPP - Monthly Meetup](#)
- 19.7 C++ UG Berlin - [TBA](#)
- 20.7 C++ UG Chicago - [Fastware: There's Treasure Everywhere](#)
- 20.7 C++ UG Düsseldorf - [NodeGraph - Boost.Graph & QGraphicsView](#)
- 23.7 C++ UG Sofia - [C++ User Group Sofia Meeting 6](#)
- 27.7 C++ UG San Francisco/ Bay area - [Informal Discussion\, Panel or Presentation](#)
- 28.7 C++ UG Bremen - [C++ User Group](#)

“Where is the vienna.cpp user group meeting for July?”

Organizational Stuff

- **August Meetup**
 - **DateTimeLocation:**
30/08 @7pm @metalab.lib
 - **Possible topic:**
Undefined behaviour by Harald

Organizational Stuff

- **vienna.cpp user group std library implementation (suggestion by Harald™)**
- **separate monthly meetup?**
- **public repository?**
- **...**

C++ News

C++ News

- New version of **HPX** (High Performance ParalleX)



HPX V0.9.99 Released!

POSTED ON: JULY 16, 2016 BY: ADRIAN SERIO

<http://stellar-group.org/2016/07/hpx-v0-9-99-released/>

C++ News

- **mlpack version 2.0.3 released**



The image shows a screenshot of the mlpack website homepage. At the top, there is a navigation bar with a tree diagram icon and the word "mlpack" in large white letters. Below the navigation bar, there are five menu items: "main", "about", "docs", "get help", and "github". The main content area is divided into three sections. The first section is a description of mlpack as a scalable machine learning library. The second section is titled "get mlpack" and lists three items: "download (newest version 2.0.3, released july 21st, 2016)", "release history", and "citation information". The third section is titled "learn about mlpack" and lists two items: "what is mlpack and what does it implement?" and "how fast is mlpack?". A URL <http://mlpack.org/history.html> is displayed at the bottom right of the page.

mlpack

[main](#) [about](#) [docs](#) [get help](#) [github](#)

mlpack is a scalable machine learning library, written in C++, that aims to provide fast, extensible implementations of cutting-edge machine learning algorithms. **mlpack** provides these algorithms as simple command-line programs and C++ classes which can then be integrated into larger-scale machine learning solutions.

get mlpack

- [download](#) (newest version 2.0.3, released july 21st, 2016)
- [release history](#)
- [citation information](#)

learn about mlpack

- [what is mlpack and what does it implement?](#)
- [how fast is mlpack?](#)

<http://mlpack.org/history.html>

C++ News

- Cevelop 1.5 released

Download – the latest release of Cevelop

Download Cevelop for your preferred operating system

 Windows

 Release 1.5.0 (64-Bit)

 Release 1.5.0 (32-Bit)

 OS X

 Release 1.5.0 (64-Bit)

or install it using [Homebrew](#)

```
brew cask install cevelop
```

 Linux

 Release 1.5.0 (64-Bit)

 Release 1.5.0 (32-Bit)

 Arch Linux™ AUR

<https://www.cevelop.com/download/>

CLion 2016.2 released: Remote GDB debug, Doxygen support, operators generation, and more

Posted on July 20, 2016 by Anastasia Kazakova

As of today, **CLion 2016.2** is generally available!

This is our second release of 2016, building on the idea of releasing more often and bringing you the latest features faster. With some new fantastic tools, CLion can help you become a true C++ rockstar:

- **CLion 2016.2 released**
 - Inspect code more efficiently thanks to improved **performance of debugger drivers** and the **new code debugger** option.
 - Keep your code well documented with **Doxygen** support (and thus reduce maintainability costs).
 - Save time on typing, with lots of new **code generation** options.
- **improved debugging**
 - Work with C++ code more easily thanks to **smart CMake** support.
- **Doxygen support**
- **CMake support (smarter)**

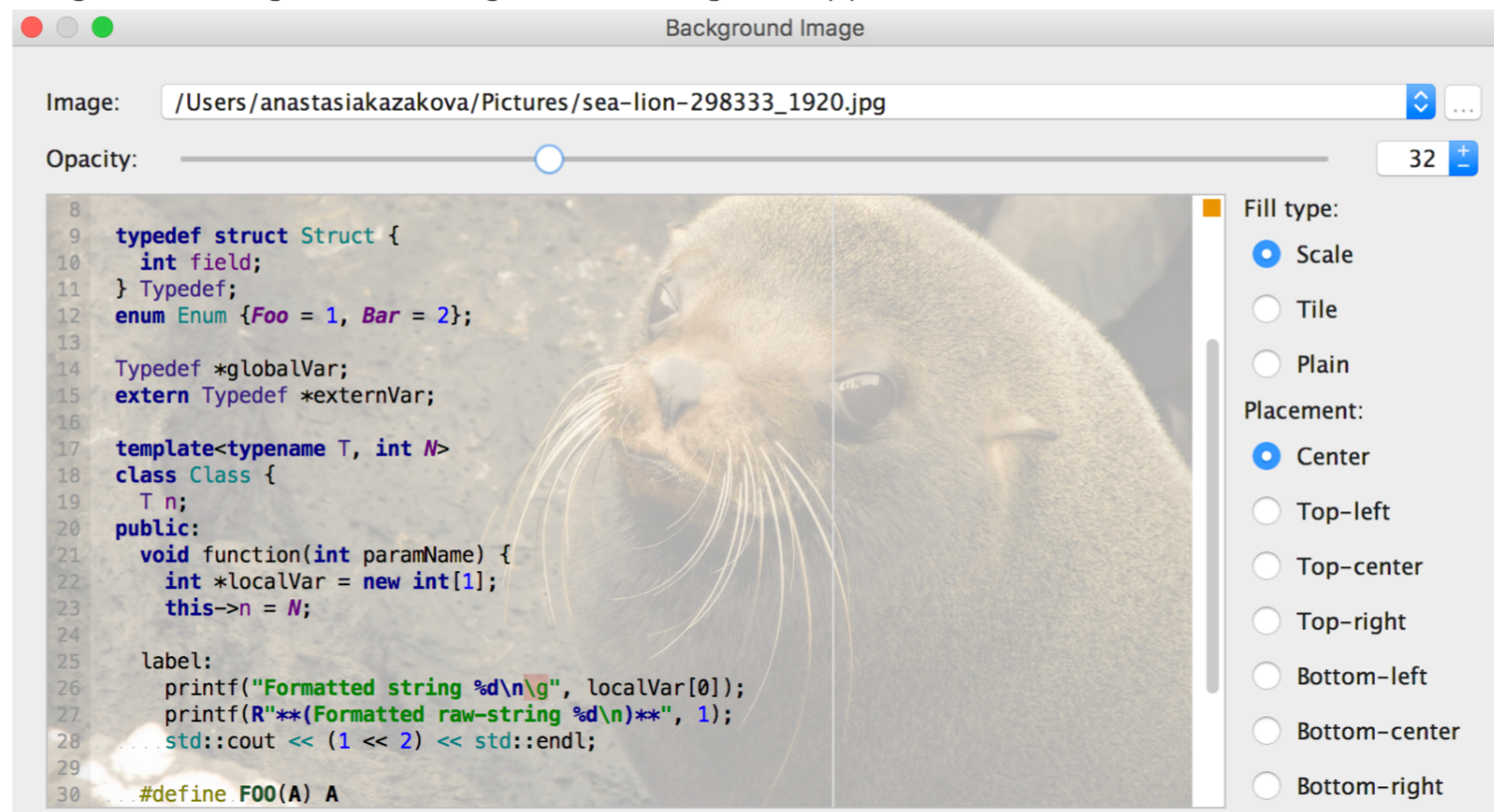


Download CLion 2016.2

C++ News

- CLion 2016.2 released (cont'd)

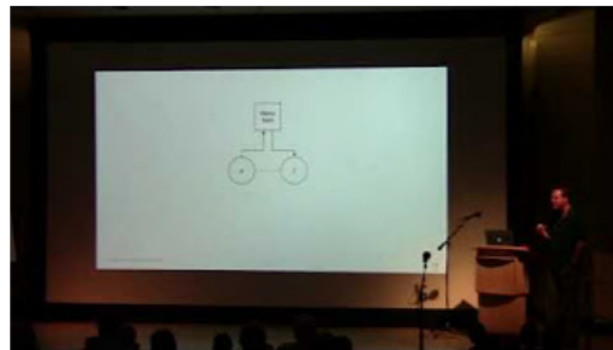
To spice up your editor's look, you can now set a custom background image. Use Find Action (Shift+Ctrl+A on Linux/Windows, ⌘⌘A on OS X), type **Set Background Image**, select an image and configure its settings in the dialog that appears:



<https://blog.jetbrains.com/clion/2016/07/clion-2016-2-released/>

C++ News

- C++Now 2016 videos online



C++Now 2016

BoostCon • 46 videos • 2,121 views • Updated 7 days ago

▶ Play all

↶ Share

+ Save

1



Sean Parent's 2016 Keynote: Better Code

by BoostCon

2



Zsolt Parragi: Typegrind - Type preserving heap profiler for C++

by BoostCon

3



Kris Jusiak: A C++14 Dependency Injection Library

by BoostCon

4



André Bergner: Flowz: towards an EDSL for digital signal processing

by BoostCon



Geller & Sermersheim: CopperSpice: The Next Generation of Signals

https://www.youtube.com/playlist?list=PL_AKIMJc4roU0F3w20Ac77YeOFyvFmaJD

C++ News

- **CppChat on Saturday @6:30pm**

↑
7
↓
CppChat this week with Bryce, Jens, and Matt is Saturday at 9:30 am West Coast Time (self.cpp)
submitted 2 days ago by JonKalb CppCon | C++Now | C++ training

Both Meeting C++ and CppCon have announced their programs online. With Bryce, Jens, and Jon in the conversation, that might just be discussed.

<http://www.slashslash.info/cppchat/>

CppChat

The next episode of CppChat will be at: 2016-07-30T16:30 UTC
Which is: 18:30:00 GMT+2

4 days 18 hours 26 minutes

<http://www.slashslash.info/cppchat/>

Code

Issues 1

Pull requests 1

Pulse

Graphs

Open-Source Vulkan C++ API

C++ News

118 commits

1 branch

0 releases

3 contributors

Branch: master

New pull request

Find file

Clone or download

- **Open-Source Vulkan C++ API**

jeaye committed with mtavenrath Change readme example to catch std::exception (#4)

Latest commit 6740df4 3 hours ago

Vulkan-Docs @ 31018cf

Update to Vulkan 1.0.17, Switch to Apache 2.0 license

12 days ago

“[...] The motivation of a low-level Vulkan C++ API is to avoid these common [C programming library] pitfalls by applying commonly known C++ features while keeping the overall structure of a Vulkan program and preserving the full freedom it provides as low-level graphics API.”

README.md

Open-Source Vulkan C++ API

Vulkan is a C API and as such inherits all common pitfalls of using a general C programming library. The motivation of a low-level Vulkan C++ API is to avoid these common pitfalls by applying commonly known C++ features while keeping the overall structure of a Vulkan program and preserving the full freedom it provides as low-level graphics API. An additional guideline we followed was not to introduce additional runtime overhead by providing a header-only library with inline functions.

<https://github.com/KhronosGroup/Vulkan-Hpp>

Have a look at the following piece of code which creates a VkImage:

Other (Tech) News



Questions Jobs Documentation **Beta** Tags Users Badges Ask Question

Documentation is now in Beta! [Take the tour](#), and [join us in chat](#).

C++ Language **dashboard** all topics

Q search C++ Language [Request Topic](#)

OVERVIEW

[Introduction to C++](#)

- 73 topics
- 58 topic requests
- 44 proposed changes
- 11 improvement requests

RECENT CONTRIBUTIONS

- Jarod42 created [Iteration over an enum](#)
- honk requested [std::mutex](#)

My Drafts

No drafts in C++ Language

[Create New Topic](#)

summary requested topics need improvement proposed changes activity my drafts

58 Requested Topics No notifications **top** newest handled dismissed

- 28** [Design pattern implementation in C++](#)
Implementation of any design pattern using the C++ language.
requested by Sean 33.9k
- 3 comments [Create Topic](#) [Dismiss](#)
- 14** [Atomic Types](#)
Information about the different types, synchronization, memory accesses.
requested by Pyves 271 [Create Topic](#) [Dismiss](#)
- 11** [Constructors / Destructors](#)
Default Constructor, Copy Constructor, Move Constructor, Destructor, etc.
requested by A. Sarid 1,479
- 3 comments [Create Topic](#) [Dismiss](#)

11 Need Improvement No notifications **recent** popular worst

- [Enumeration](#)
missing examples [Improve](#)
- [Using a function object consumer](#)
unclear [Improve](#)
- [Creating a std::thread](#)
unclear [Improve](#)
- [User-Defined Literals](#)
missing examples [Improve](#)
- [Sorting](#)
missing examples [Improve](#)