

The new future of Xbase for .NET



The X-Sharp Project

What is XSharp (X#)

- XSharp is an open source XBase language for .NET
- The XSharp project was founded by familiar people:
 - Robert van der Hulst
 - Fabrice Foray
 - Nikos Kokkalis
 - And others that want to remain anonymous (for now)

Why XSharp ?

- We were unhappy with the speed of progress in Vulcan.NET and wanted to make the customer base of the product larger
- There are many XBase developers outside the VO/Vulcan world that have no migration path to DotNet. Vulcan is too closely linked to VO and does not offer an easy migration path for those developers
- The world is moving to Open Source software. By creating an open source XBase language for DotNet we hope to attract people from different XBase dialects.

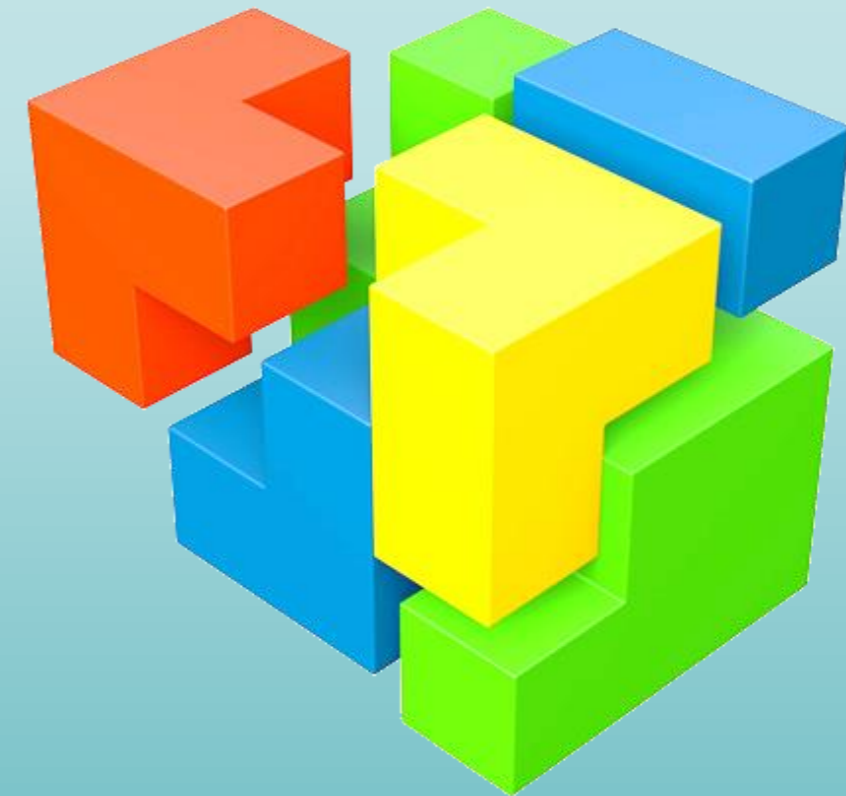
Who are we targeting?

- Current Vulcan.NET users
- Other xBase developers
 - Visual Objects
 - FoxPro
 - Xbase++
 - dBase
 - (x)Harbour



X# - What is it

- The X# product will consist of various components
 - A Compiler that supports different dialects of XBase
 - Runtime libraries for each of the dialects
 - Visual Studio integration
 - Documentation
 - Online forums
 - Support Contract

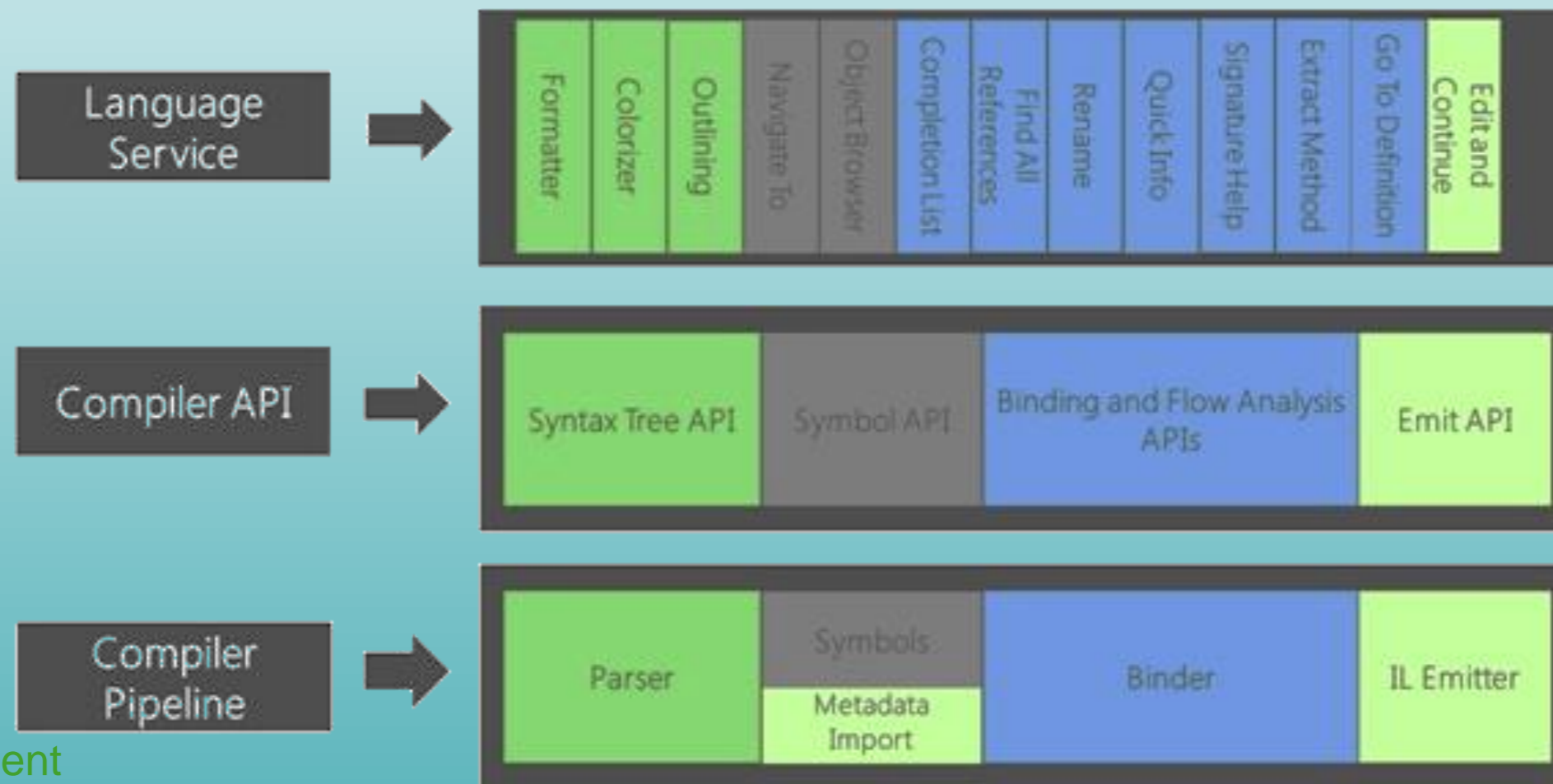


The X# Compiler -1

- Will support many dialects of XBase
 - Core
 - Visual Objects / Vulcan
 - Xbase++
 - FoxPro
 - dBase
 - (X)Harbour
- The Core dialect could be seen as a C# compiler with Xbase syntax.
- The other dialects will add datatypes and language constructs that are Xbase specific, such as USUAL, DATE, CODEBLOCK, FUNCTION, METHOD, GLOBAL etc.

The X# Compiler - 2

- The compiler front is coded with Antlr (like the Vulcan.NET compiler)
- The compiler backend is based on the Open Source Roslyn compiler from Microsoft
- So the code generation uses proven Microsoft technology



The X# Runtime -1



- The core dialect will generate code with (almost?) no runtime support (like the C# compiler generates).
- The code will run on all platforms, so also Modern Windows, Universal apps etc.
- The other dialects will add functionality that may be specific to certain platforms

The X# Runtime -2



- Runtime libraries will contain:
 - XBase functions, (Left, Right, Substr, Val, Str, DBUseArea() etc.)
 - XBase specific datatypes such as DATE, FLOAT, ARRAY etc.
 - XBase RDD system with support for all RDD types (including all FoxPro and dBase types and all many known index formats (CDX, NTX, NDX, NSX, DBT, FPT, SMT etc) and also SDF, DELIM
 - Macro Compiler
 - Class libraries such as GUI Classes, RDD Classes etc.
We will deliver a UNICODE compatible version of GUI based on Winforms and UNICODE compatible SQL classes on top of ADO.NET.
- All runtime libraries will be in managed code only and will run on **anycpu**

The X# IDE solution

- X# will come with Visual Studio IDE integration based on the Common Project System, a new set of tools from Microsoft that makes it much easier to integrate a new language into Visual Studio
- Our target is to support all known Visual Studio project elements that C# supports. For example for dataAccess this means .XSD, .DBML and .EDMX support
- Because our compiler will be based on Roslyn Technology it should also be possible to add similar editor support (Intellisense) as the C# and VB languages have. Our language service uses the same API
- Chris Pyrgas will also come with IDE for X# (XIDE)

X# Open source ?



- Our open source plans are as follows:
 - The source code for the runtime components will be published under the Apache 2 license and available through one of the well known open source channels, such as GitHub.
 - This allows customers to fix urgent issues and contribute to the product and help it move forward.
- The source code for the compiler and Visual Studio Integration are available for paying customers only.

X# what does it cost



- The product is open source, so you can use it for **free**
- We also provide a free online forum system where (registered) developers can support each-other (peer to peer support)
- To fund the development we also have a subscription system where customers can get priority support from the development team and will have access to the source code of the compiler and Visual Studio Integration
- The pricing for the support system (XPS?) is not known yet, but it will most likely be similar to what VPS costs

What happens with Vulcan.NET ?

- We have talked with Brian Feldman (GrafX) and tried to acquire the product to support the existing Vulcan.NET customers
- Unfortunately the negotiations were not a success
- We have no idea what GrafX will do....



What's next ?

- In the coming months we will work on the first release of X#, which will most probably be the core dialect only and will have (limited) Visual Studio support
- You can expect support for the VO/Vulcan Language in the course of 2016, as well as the VO/Vulcan Runtime support.
- Apart from the work on the product we will also setup the website, support forums, Support system and sales infrastructure so we can start our X# Paid Support on Jan 1, 2016.

How can you help ?

- You can help us in various ways:
 - As an author
 - As sponsor
 - As promotor / ambassador
 - As subscriber once we open our subscription plan

Where do you find Xsharp ?

- The official website for XSharp is

www.xsharp.eu

Watch this website for more information

And you can also visit

www.facebook.com/xBaseNet

And twitter: @xBaseNet

Questions - Ideas ?

Please talk to us,
We welcome all your comments.