

The First Week of Haiku Alpha 1.

Contributed by DaaT
Tuesday, 22 September 2009

Over at the Haiku website Nielx posted a write-up on Haiku's Alpha 1 first week. In it he goes over the media and press coverage, which was quite extensive, with sites from Brazil to China picking the news up and also gives us some numbers on the downloads and website hits. The numbers are impressive with, not counting the torrent option and first day grabs, over 32k downloads in this first week.

Work is never done and of course development continues. Bug reports have naturally increased with the also increased visibility and testing so the squashing continue, along with improvements and additions, Gallium3D is being worked on for example. Everyone should get a pat on the back, the Alpha is a very good first release and demonstration of what can be achieved in the future.