1

00:00:00,000 --> 00:00:02,670

[Music]

2

00:00:06,190 --> 00:00:09,379

[Applause]

3

00:00:10,320 --> 00:00:13,519

welcome to another episode of qb64

4

00:00:12,719 --> 00:00:16,080

report

5

00:00:13,519 --> 00:00:18,320

i'm your host philippe and in today's

6

00:00:16,080 --> 00:00:21,279

episode we talked to kalis from rat

7

00:00:18,320 --> 00:00:22,000

basic a project that's decided to

8

00:00:21,279 --> 00:00:25,199

recreate

9

00:00:22,000 --> 00:00:26,880

visual basic 6 for modern platforms

10

00:00:25,199 --> 00:00:28,800

does that sound like a project you guys

11

00:00:26,880 --> 00:00:30,800

know and love that also decided to

12

00:00:28,800 --> 00:00:32,160

recreate a form of basic for modern

13

00:00:30,800 --> 00:00:35,120

platforms

14

00:00:32,160 --> 00:00:37,680

so you know what we have in common let's

15

00:00:35,120 --> 00:00:37,680

get to it

16

00:00:38,079 --> 00:00:42,480

so today here with me i have kalis from

17

00:00:40,559 --> 00:00:44,800

red basic hello carlos

18

00:00:42,480 --> 00:00:45,760

hello i'd like you to introduce yourself

19

00:00:44,800 --> 00:00:48,640

so our listeners

20

00:00:45,760 --> 00:00:49,280

know who we're talking to now okay i am

21

00:00:48,640 --> 00:00:52,320

from

22

00:00:49,280 --> 00:00:56,239

from spain and um i

23

00:00:52,320 --> 00:00:59,840

am at the programming field for about

24

00:00:56,239 --> 00:01:03,199

near 20 years i am

25

00:00:59,840 --> 00:01:06,720

from 80s so in 90s where

26

00:01:03,199 --> 00:01:10,000

the the visual basic was was born

27

00:01:06,720 --> 00:01:13,760

i was a child but there are a lot of

28

00:01:10,000 --> 00:01:14,560

a lot of childs that 11 12 13 began with

29

00:01:13,760 --> 00:01:17,840

programming

30

00:01:14,560 --> 00:01:21,439

and visual basic was one of the first

31

00:01:17,840 --> 00:01:24,640

language i began with g w

32

00:01:21,439 --> 00:01:27,840

basic and q basic

33

00:01:24,640 --> 00:01:30,799

but visual basic was a a falling

34

00:01:27,840 --> 00:01:30,799

love because

35

00:01:31,119 --> 00:01:37,920

the impression of you could

36

00:01:34,320 --> 00:01:41,840

do professional applications

37

00:01:37,920 --> 00:01:42,320

and this was the my first language and i

38

00:01:41,840 --> 00:01:45,360

do

39

00:01:42,320 --> 00:01:46,880

a lot of recreative application not

40

00:01:45,360 --> 00:01:50,399

professionally

41

00:01:46,880 --> 00:01:53,759

and i was very very angry when

42

00:01:50,399 --> 00:01:54,960

when microsoft killed visual basic six

43

00:01:53,759 --> 00:01:58,640

in favor of

44

00:01:54,960 --> 00:02:02,159

the net runtime and

45

00:01:58,640 --> 00:02:05,439

in this time i begin in

46

00:02:02,159 --> 00:02:08,959

working in partial times in computer

47

00:02:05,439 --> 00:02:12,160

software and we wrote

48

00:02:08,959 --> 00:02:15,520

some applications in in visual basic six

49

00:02:12,160 --> 00:02:17,520

and i see that there were a big

50

00:02:15,520 --> 00:02:18,720

market from visual basic six

51

00:02:17,520 --> 00:02:22,400

applications and

52

00:02:18,720 --> 00:02:25,440

there was a a travel but this time i

53

00:02:22,400 --> 00:02:29,120

don't have the normal match for do

54

00:02:25,440 --> 00:02:33,360

the project um the project of red basic

55

00:02:29,120 --> 00:02:36,720

at the at the moment it was uh kill it i

56

00:02:33,360 --> 00:02:40,640

i was establishing and doing

57

00:02:36,720 --> 00:02:44,080

another language as c plus plus

58

00:02:40,640 --> 00:02:47,200

java dot net ishark

59

00:02:44,080 --> 00:02:51,440

visual basic the net 2

60

00:02:47,200 --> 00:02:55,200

and 2006

61

00:02:51,440 --> 00:02:58,879

the project was thinking in my head

62

00:02:55,200 --> 00:03:02,879

but is now when is uh coming

63

00:02:58,879 --> 00:03:07,040

alive and you started out of the same

64

00:03:02,879 --> 00:03:10,879

urge that we at qb64 came to be

65

00:03:07,040 --> 00:03:14,480

the creator of qb64 also missed

66

00:03:10,879 --> 00:03:17,599

the the it was a nostalgic thing

67

00:03:14,480 --> 00:03:18,080

of missing quick basic and missing being

68

00:03:17,599 --> 00:03:20,800

able to

69

00:03:18,080 --> 00:03:22,319

use it in modern platforms so we kind of

70

00:03:20,800 --> 00:03:26,239

have that in common

71

00:03:22,319 --> 00:03:28,879

you and qb64 your project in qb64

72

00:03:26,239 --> 00:03:29,920

and you said you started working on this

73

00:03:28,879 --> 00:03:32,400

on the side

74

00:03:29,920 --> 00:03:33,599

so your main job is related to

75

00:03:32,400 --> 00:03:36,640

programming anyway

76

00:03:33,599 --> 00:03:39,440

yes my my first

77

00:03:36,640 --> 00:03:40,720

my first job is programming field but

78

00:03:39,440 --> 00:03:44,159

not in

79

00:03:40,720 --> 00:03:47,760

basic and not in compiler

80

00:03:44,159 --> 00:03:50,879

thing i am working for about

81

00:03:47,760 --> 00:03:54,400

13 years i think in a

82

00:03:50,879 --> 00:03:58,159

healthcare industry doing

83

00:03:54,400 --> 00:04:01,439

software in java foreign beautiful in

84

00:03:58,159 --> 00:04:03,760

in healthcare hospitals and

85

00:04:01,439 --> 00:04:04,720

yes this is a site project that's a

86

00:04:03,760 --> 00:04:08,640

project

87

00:04:04,720 --> 00:04:13,280

about a lot of years i want to do

88

00:04:08,640 --> 00:04:16,400

and the first line of code

89

00:04:13,280 --> 00:04:19,600

was right writes it in december of

90

00:04:16,400 --> 00:04:22,479

2018. yeah in your website you say you

91

00:04:19,600 --> 00:04:23,120

started working it officially in 2019 on

92

00:04:22,479 --> 00:04:26,320

your first

93

00:04:23,120 --> 00:04:26,880

blog post and this is actually a

94

00:04:26,320 --> 00:04:29,440

question

95

00:04:26,880 --> 00:04:31,280

i would like to ask you so there are

96

00:04:29,440 --> 00:04:34,639

plenty of alternatives

97

00:04:31,280 --> 00:04:37,600

and it's mainly a project driven by

98

00:04:34,639 --> 00:04:38,080

the love of visual basic 6 as it was

99

00:04:37,600 --> 00:04:41,759

right

100

00:04:38,080 --> 00:04:45,840

yes there are alternatives

101

00:04:41,759 --> 00:04:48,960

but my my idea

102

00:04:45,840 --> 00:04:52,240

was that you could have

103

00:04:48,960 --> 00:04:55,680

your visual basic six project and with

104

00:04:52,240 --> 00:04:58,720

uh no little with no change

105

00:04:55,680 --> 00:05:03,120

you could open and uh

106

00:04:58,720 --> 00:05:06,240

compile in in the new environment so

107

00:05:03,120 --> 00:05:10,240

and the alternative right now is

108

00:05:06,240 --> 00:05:13,280

about you could open transform

109

00:05:10,240 --> 00:05:16,720

adapt but visualizing.net

110

00:05:13,280 --> 00:05:20,160

there was a with when it was

111

00:05:16,720 --> 00:05:23,680

uh worn with a utility for

112

00:05:20,160 --> 00:05:27,120

for transforming so i don't go with the

113

00:05:23,680 --> 00:05:31,440

adoption or or uh our transformation

114

00:05:27,120 --> 00:05:35,120

and the idea is 100 percent

115

00:05:31,440 --> 00:05:38,880

compatible it is hard i know

116

00:05:35,120 --> 00:05:41,120

i can imagine my path and about

117

00:05:38,880 --> 00:05:42,639

the project itself i want to get deeper

118

00:05:41,120 --> 00:05:45,360

if as far as you

119

00:05:42,639 --> 00:05:47,520

are willing to tell about the guts about

120

00:05:45,360 --> 00:05:50,639

the internals of red basic

121

00:05:47,520 --> 00:05:50,960

but uh superficially what are you using

122

00:05:50,639 --> 00:05:53,680

to

123

00:05:50,960 --> 00:05:54,320

write red basically okay no problem

124

00:05:53,680 --> 00:05:57,360

about

125

00:05:54,320 --> 00:06:01,600

talking about the internals i am using

126

00:05:57,360 --> 00:06:04,880

um c sharp okay yeah it is a

127

00:06:01,600 --> 00:06:07,919

a controversial maybe a

128

00:06:04,880 --> 00:06:11,440

controversial decision

129

00:06:07,919 --> 00:06:14,960

because a lot of compilers are

130

00:06:11,440 --> 00:06:18,240

writed in the same language but

131

00:06:14,960 --> 00:06:18,560

doing it in visual basic six a language

132

00:06:18,240 --> 00:06:21,919

of

133

00:06:18,560 --> 00:06:25,120

90s and not prepared for

134

00:06:21,919 --> 00:06:28,479

a console applications it was very

135

00:06:25,120 --> 00:06:31,960

hard c sharp is a

136

00:06:28,479 --> 00:06:35,280

present language and i used the

137

00:06:31,960 --> 00:06:39,840

antl air and antaler

138

00:06:35,280 --> 00:06:42,720

from terence power is a open shoes

139

00:06:39,840 --> 00:06:43,440

framework for doing compilers and and

140

00:06:42,720 --> 00:06:46,479

parsers

141

00:06:43,440 --> 00:06:49,759

and one of the output language is

142

00:06:46,479 --> 00:06:53,280

c sharp so the decision was about

143

00:06:49,759 --> 00:06:56,880

do it is this framework i know it i used

144

00:06:53,280 --> 00:06:59,840

it in the past so i am comfortable

145

00:06:56,880 --> 00:07:00,560

uh writing regular expressions the

146

00:06:59,840 --> 00:07:03,759

grammar

147

00:07:00,560 --> 00:07:06,960

for and doing the parser of the

148

00:07:03,759 --> 00:07:09,199

of the compiler what's going on

149

00:07:06,960 --> 00:07:11,440

behind the scenes with rap basic is

150

00:07:09,199 --> 00:07:14,800

you're translating visual basic code

151

00:07:11,440 --> 00:07:17,520

into c sharp for compilation no and

152

00:07:14,800 --> 00:07:19,199

the the compiler is in fischer but

153

00:07:17,520 --> 00:07:22,880

behind the sense

154

00:07:19,199 --> 00:07:23,520

the visual basic code is uh transformed

155

00:07:22,880 --> 00:07:26,800

into

156

00:07:23,520 --> 00:07:30,319

c into plane c and the

157

00:07:26,800 --> 00:07:32,880

runtime is in plane c c2 because

158

00:07:30,319 --> 00:07:33,520

is the language of the winnappi visual

159

00:07:32,880 --> 00:07:36,720

basic

160

00:07:33,520 --> 00:07:40,479

was tire and uh uh near uh

161

00:07:36,720 --> 00:07:44,000

winapi of of windows near uh

162

00:07:40,479 --> 00:07:44,000

win 32

163

00:07:47,919 --> 00:07:55,360

and plain c for me was a

164

00:07:51,759 --> 00:07:58,960

approach very useful i think

165

00:07:55,360 --> 00:08:02,160

and also the first version

166

00:07:58,960 --> 00:08:05,120

was very centric in in windows

167

00:08:02,160 --> 00:08:05,599

i am planning for further versions uh

168

00:08:05,120 --> 00:08:08,960

cross

169

00:08:05,599 --> 00:08:12,879

platform nice so uh going

170

00:08:08,960 --> 00:08:17,520

c i i could go for cross-platform

171

00:08:12,879 --> 00:08:21,039

frameworks as gtk

172

00:08:17,520 --> 00:08:23,440

or qt i i don't i don't

173

00:08:21,039 --> 00:08:24,960

make the decision yet that's awesome

174

00:08:23,440 --> 00:08:28,000

that's the great

175

00:08:24,960 --> 00:08:29,919

future you have planned for red basic

176

00:08:28,000 --> 00:08:32,320

now i would like to look back a little

177

00:08:29,919 --> 00:08:33,360

bit we kind of have a similar history i

178

00:08:32,320 --> 00:08:36,399

feel here

179

00:08:33,360 --> 00:08:38,240

so when you started you said you started

180

00:08:36,399 --> 00:08:40,800

with gw basic is that it

181

00:08:38,240 --> 00:08:41,599

yes and how was the beginning for you um

182

00:08:40,800 --> 00:08:45,200

when i

183

00:08:41,599 --> 00:08:48,320

when i was a child my my parents go for

184

00:08:45,200 --> 00:08:52,240

computer course and and was for

185

00:08:48,320 --> 00:08:55,360

msd os and i began with

186

00:08:52,240 --> 00:08:58,399

work perfect and well

187

00:08:55,360 --> 00:09:01,440

this kind of courses and

188

00:08:58,399 --> 00:09:04,640

i do every age

189

00:09:01,440 --> 00:09:08,080

course and it was a causality

190

00:09:04,640 --> 00:09:12,480

go for a programming course that was

191

00:09:08,080 --> 00:09:15,680

done in gw basic and

192

00:09:12,480 --> 00:09:16,080

as for visual basic it was a falling

193

00:09:15,680 --> 00:09:19,920

love

194

00:09:16,080 --> 00:09:22,550

because i am a person that

195

00:09:19,920 --> 00:09:23,800

loves to create things and

196

00:09:22,550 --> 00:09:27,120

[Music]

197

00:09:23,800 --> 00:09:30,320

gw basic uh make

198

00:09:27,120 --> 00:09:34,080

me to create uh applications for

199

00:09:30,320 --> 00:09:36,959

for my computer so it was a

200

00:09:34,080 --> 00:09:38,720

a great discovery for me and what

201

00:09:36,959 --> 00:09:40,480

version of visual basic was the first

202

00:09:38,720 --> 00:09:43,600

one you came across

203

00:09:40,480 --> 00:09:47,040

um visual basic my my first version

204

00:09:43,600 --> 00:09:50,399

was uh the four that was for

205

00:09:47,040 --> 00:09:54,399

windows 95 had you had

206

00:09:50,399 --> 00:09:58,640

any contact with visual basic for dos

207

00:09:54,399 --> 00:10:02,480

no but it was an uh interesting

208

00:09:58,640 --> 00:10:06,240

project but for this i do only

209

00:10:02,480 --> 00:10:10,079

q basic and another version of

210

00:10:06,240 --> 00:10:13,920

of basic power basic

211

00:10:10,079 --> 00:10:17,200

that i i love a lot because

212

00:10:13,920 --> 00:10:20,720

don't have quick basic or pds

213

00:10:17,200 --> 00:10:23,920

it was the first version of basic for me

214

00:10:20,720 --> 00:10:25,519

that could generate uh x files without

215

00:10:23,920 --> 00:10:29,120

interpreter oh yeah

216

00:10:25,519 --> 00:10:32,320

and i love because as i said it

217

00:10:29,120 --> 00:10:34,720

feels me that i i could create a

218

00:10:32,320 --> 00:10:35,440

professional's application because it

219

00:10:34,720 --> 00:10:38,640

was an

220

00:10:35,440 --> 00:10:41,200

exa without an interpreter so you uh

221

00:10:38,640 --> 00:10:42,240

the the history of coming in contact

222

00:10:41,200 --> 00:10:44,160

with programming

223

00:10:42,240 --> 00:10:45,920

is similar between us and between most

224

00:10:44,160 --> 00:10:46,480

people who will be listening to us i'm

225

00:10:45,920 --> 00:10:48,880

sure

226

00:10:46,480 --> 00:10:50,560

and at some point you decided this is

227

00:10:48,880 --> 00:10:53,279

what i want for my life

228

00:10:50,560 --> 00:10:56,720

and how did you go about it what did you

229

00:10:53,279 --> 00:11:00,000

study for example did you go that route

230

00:10:56,720 --> 00:11:03,040

well my root was

231

00:11:00,000 --> 00:11:07,200

doing it in partial time

232

00:11:03,040 --> 00:11:10,800

but i go with university

233

00:11:07,200 --> 00:11:14,640

and in a computer software

234

00:11:10,800 --> 00:11:18,320

grades so there was a a very

235

00:11:14,640 --> 00:11:21,360

simple but um because here

236

00:11:18,320 --> 00:11:22,480

a lot of people with computer grade

237

00:11:21,360 --> 00:11:25,600

software

238

00:11:22,480 --> 00:11:28,399

found an a job in software

239

00:11:25,600 --> 00:11:29,279

in software field you're working on rad

240

00:11:28,399 --> 00:11:32,640

basic

241

00:11:29,279 --> 00:11:33,600

on your own i understand and do you plan

242

00:11:32,640 --> 00:11:36,959

to expand

243

00:11:33,600 --> 00:11:38,640

your development team because i

244

00:11:36,959 --> 00:11:40,320

understand you're starting a kickstarter

245

00:11:38,640 --> 00:11:42,880

zone so that you can

246

00:11:40,320 --> 00:11:43,839

get funding for the project and yes the

247

00:11:42,880 --> 00:11:47,200

idea

248

00:11:43,839 --> 00:11:50,959

is to do a quick starter campaign very

249

00:11:47,200 --> 00:11:54,240

soon in on october or november

250

00:11:50,959 --> 00:11:57,279

and um depending on the

251

00:11:54,240 --> 00:12:00,480

fund raising i could go

252

00:11:57,279 --> 00:12:03,680

with a small team

253

00:12:00,480 --> 00:12:06,720

or maybe i could go

254

00:12:03,680 --> 00:12:11,279

alone and expanding later but

255

00:12:06,720 --> 00:12:14,800

the core of that basic will be

256

00:12:11,279 --> 00:12:18,000

open source okay and a small

257

00:12:14,800 --> 00:12:21,360

part the the part and

258

00:12:18,000 --> 00:12:25,279

some plugins will be closed

259

00:12:21,360 --> 00:12:27,920

source but with free editions the idea

260

00:12:25,279 --> 00:12:31,279

is for developing further versions i o

261

00:12:27,920 --> 00:12:36,399

or my team need

262

00:12:31,279 --> 00:12:39,680

income so there there have to be

263

00:12:36,399 --> 00:12:42,800

some way to get income that there is the

264

00:12:39,680 --> 00:12:45,600

paid version with support sure

265

00:12:42,800 --> 00:12:46,320

but the idea of the project of red basic

266

00:12:45,600 --> 00:12:49,440

is

267

00:12:46,320 --> 00:12:52,480

fix a mistake so i don't

268

00:12:49,440 --> 00:12:55,600

want to make the same mistake

269

00:12:52,480 --> 00:12:58,959

okay the basic visual basic or

270

00:12:55,600 --> 00:13:02,240

rad basic could not get killed again

271

00:12:58,959 --> 00:13:05,040

and one of a way for don't be

272

00:13:02,240 --> 00:13:07,200

killed is open sourcing it i totally

273

00:13:05,040 --> 00:13:08,959

agree yeah of course if you can get

274

00:13:07,200 --> 00:13:11,279

people interested in contributing

275

00:13:08,959 --> 00:13:12,079

you get it living forever linux is over

276

00:13:11,279 --> 00:13:15,120

there to

277

00:13:12,079 --> 00:13:15,600

to show us that right sure this is the

278

00:13:15,120 --> 00:13:18,639

idea

279

00:13:15,600 --> 00:13:21,680

but and get balance

280

00:13:18,639 --> 00:13:24,959

between open source between

281

00:13:21,680 --> 00:13:28,320

a part of closed source and getting calm

282

00:13:24,959 --> 00:13:31,600

is the the hard part because the

283

00:13:28,320 --> 00:13:35,040

very large projects aren't

284

00:13:31,600 --> 00:13:37,440

free free as in beer

285

00:13:35,040 --> 00:13:38,480

linux there are a lot of paid

286

00:13:37,440 --> 00:13:41,600

programmers

287

00:13:38,480 --> 00:13:45,279

and patches and a lot of

288

00:13:41,600 --> 00:13:48,560

open source applications have

289

00:13:45,279 --> 00:13:53,680

paid programmers by

290

00:13:48,560 --> 00:13:57,120

foundation or by donations or by

291

00:13:53,680 --> 00:14:00,160

other other bs right red hat with

292

00:13:57,120 --> 00:14:01,600

support paid accounts etc so we have

293

00:14:00,160 --> 00:14:04,240

some videos that you

294

00:14:01,600 --> 00:14:05,279

have been advertising on your twitter

295

00:14:04,240 --> 00:14:09,120

account

296

00:14:05,279 --> 00:14:12,720

at red basic and it looks pretty solid

297

00:14:09,120 --> 00:14:16,639

from what we can see how far do you

298

00:14:12,720 --> 00:14:19,760

think red basic is from being available

299

00:14:16,639 --> 00:14:23,120

the the road map is

300

00:14:19,760 --> 00:14:25,600

get the general available version in

301

00:14:23,120 --> 00:14:25,600

about

302

00:14:26,240 --> 00:14:33,360

12 or 50 months

303

00:14:29,680 --> 00:14:34,320

but in the kickstarter campaign there

304

00:14:33,360 --> 00:14:39,040

were a

305

00:14:34,320 --> 00:14:42,639

type of a kind of reward that will be

306

00:14:39,040 --> 00:14:45,760

in access for alpha version

307

00:14:42,639 --> 00:14:46,720

that there is a an alpha now it's

308

00:14:45,760 --> 00:14:50,160

pre-alpha

309

00:14:46,720 --> 00:14:53,600

okay and in one two

310

00:14:50,160 --> 00:14:56,639

three months i feel that

311

00:14:53,600 --> 00:14:59,120

i feel comfortable with an uh version

312

00:14:56,639 --> 00:15:02,320

that it could be released to the

313

00:14:59,120 --> 00:15:03,199

to the public there is a lot of lack of

314

00:15:02,320 --> 00:15:07,680

features

315

00:15:03,199 --> 00:15:11,120

and edge and and problems but

316

00:15:07,680 --> 00:15:12,639

there there will be uh the first public

317

00:15:11,120 --> 00:15:16,160

public version

318

00:15:12,639 --> 00:15:19,760

but i want to be tired with

319

00:15:16,160 --> 00:15:20,320

a kickstart campaign and a kind of

320

00:15:19,760 --> 00:15:22,880

reward

321

00:15:20,320 --> 00:15:25,760

awesome we're looking forward to having

322

00:15:22,880 --> 00:15:28,720

rad basic available too because i myself

323

00:15:25,760 --> 00:15:30,320

although i i've already mentioned this

324

00:15:28,720 --> 00:15:33,120

on other episodes i've

325

00:15:30,320 --> 00:15:35,360

i got stuck with q basic with the q

326

00:15:33,120 --> 00:15:37,680

basic and quick basic mentality

327

00:15:35,360 --> 00:15:39,360

which is why i fell in love with qb64

328

00:15:37,680 --> 00:15:41,519

when i found out about it

329

00:15:39,360 --> 00:15:42,880

and which led me to eventually become a

330

00:15:41,519 --> 00:15:46,240

contributor to

331

00:15:42,880 --> 00:15:49,440

to be part of the team but i've

332

00:15:46,240 --> 00:15:51,440

been in touch with visual basic i also

333

00:15:49,440 --> 00:15:52,639

had a love relationship with visual

334

00:15:51,440 --> 00:15:54,320

basic six

335

00:15:52,639 --> 00:15:57,360

and so i'm really looking forward to red

336

00:15:54,320 --> 00:15:59,680

basic coming up i i like it so much that

337

00:15:57,360 --> 00:16:02,880

one of my projects in qb64

338

00:15:59,680 --> 00:16:04,480

is actually a recreation of a red

339

00:16:02,880 --> 00:16:06,240

environment a rapid application

340

00:16:04,480 --> 00:16:10,639

development which is my inform

341

00:16:06,240 --> 00:16:13,759

project so i i look at your project with

342

00:16:10,639 --> 00:16:17,920

very fond eyes too thank you so

343

00:16:13,759 --> 00:16:20,880

your project was a visual basic

344

00:16:17,920 --> 00:16:22,000

for this yeah it's kind of a a way to

345

00:16:20,880 --> 00:16:25,120

also recreate

346

00:16:22,000 --> 00:16:28,079

i mean i hadn't heard about you before

347

00:16:25,120 --> 00:16:29,920

uh when i started creating it so i was

348

00:16:28,079 --> 00:16:33,279

like i want something

349

00:16:29,920 --> 00:16:35,199

i want to have visual basic for qb64

350

00:16:33,279 --> 00:16:36,720

so that's how it came to be and now i

351

00:16:35,199 --> 00:16:38,639

found about you and it was like

352

00:16:36,720 --> 00:16:41,040

i have to get this guy on the show it's

353

00:16:38,639 --> 00:16:43,040

gonna be cool it might be too soon to

354

00:16:41,040 --> 00:16:44,560

ask this question but

355

00:16:43,040 --> 00:16:46,320

since you already have plans for

356

00:16:44,560 --> 00:16:49,920

multi-platform do you have

357

00:16:46,320 --> 00:16:50,720

any idea of going mobile not at this

358

00:16:49,920 --> 00:16:54,560

moment

359

00:16:50,720 --> 00:16:58,480

because desktop and mobile

360

00:16:54,560 --> 00:17:02,079

are very different platforms but

361

00:16:58,480 --> 00:17:05,360

i like to go into mobile too i

362

00:17:02,079 --> 00:17:05,760

i know there are uh basic environments

363

00:17:05,360 --> 00:17:09,600

for

364

00:17:05,760 --> 00:17:12,640

mobile out of the net

365

00:17:09,600 --> 00:17:15,919

but i like to be

366

00:17:12,640 --> 00:17:19,120

for all level means for desktop

367

00:17:15,919 --> 00:17:22,160

mobile and if i could

368

00:17:19,120 --> 00:17:25,120

web too but there is

369

00:17:22,160 --> 00:17:25,839

a far right now yeah of course that's

370

00:17:25,120 --> 00:17:28,480

into the far

371

00:17:25,839 --> 00:17:30,840

future carlos thank you so much for

372

00:17:28,480 --> 00:17:33,840

being with us it was a pleasure

373

00:17:30,840 --> 00:17:33,840

gracias

374

00:17:37,360 --> 00:17:41,440

it was a pleasure so uh best of luck

375

00:17:40,160 --> 00:17:44,799

with the project

376

00:17:41,440 --> 00:17:46,799

thank you so much bye thank you very

377

00:17:44,799 --> 00:17:47,679

much for listening and see you next

378

00:17:46,799 --> 00:17:52,440

episode

379

00:17:47,679 --> 00:17:55,120

catch us at qb64.org forum

380

00:17:52,440 --> 00:18:00,560

discord.qb64.org and join the talk

381

00:17:55,120 --> 00:18:05,809

see you next time

382

00:18:00,560 --> 00:18:05,809

[Music]

383

00:18:07,930 --> 00:18:15,410

[Music]

384

00:18:19,840 --> 00:18:21,919

you