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## Wine 1.7.32 Updates Its Mono Engine

It's time for another bi-weekly development release of Wine, but if you're looking forward to the [Direct3D Command Stream work](#), better D3D10/D3D11 support, or any integration of [Gallium3D Nine support](#), you'll be sadly disappointed.

On the aforementioned features, there isn't anything new to report with regard to their completion or upstreaming. While the upcoming Mesa 10.4 release introduces the Direct3D 9 state tracker to Gallium3D drivers, [Wine developers aren't yet ready to support it](#).

In terms of the changes that did happen over the past two weeks for the new Wine 1.7.32 release, the highlights include:

- New version of the Mono engine.
- A few more functions implemented in MSHTML.
- Improved support for restoring display mode.
- Font metrics improvements in DirectWrite.
- Various bug fixes.

There's 46 known bug fixes to this 1.7.32 release. More details on the new development version of Wine can be found at [WineHQ.org](#).

## Python 3 Support Added To The GNOME Shell

While [GNOME 3.15.2 was released](#) yesterday, GNOME Shell 3.15.2 was just tagged this morning.

The GNOME Shell 3.15.2 release fixes some visual glitching, improves the layout of the extension installation dialog, supports the CSS margin property, and offers other bug fixes and minor enhancements. Most notable to GNOME Shell 3.15.2 though is there's finally Python 3 support.

Many GNOME components have long ported their Python 2 code to Python 3 while GNOME Shell's Python support has just received the Py3 treatment. Details on GNOME's overall Python 3 porting work can be found via [this Wiki page](#).

GNOME Shell's Python usage mostly comes down to their extension tool, perf tool, and other small code while the shell itself is mostly written in C and JavaScript. The bug report related to the GNOME Shell Python 3 porting is Bug #732478 and dates back to August

The other GNOME Shell 3.15.2 changes can be found via [this Git change](#).

## Qt 5.4 Release Candidate Does Thanksgiving Day Debut

For those in the US not busy with Thanksgiving today, the [Qt 5.4](#) release candidate is now available for testing.

The Qt 5.4 RC is out today with plans then to [release Qt 5.4 in early December](#) with its numerous new features. Today's Qt 5.4 release candidate now uses OS X 10.10 on the packaging side, features an updated version of the Android SDK, MinGW 4.9.1 is used for building on Windows, ICU was updated, and the QtWebEngine was separated out.

More information on the Qt 5.4 RC release can be found via [the Digia blog](#).

## Git 2.2.0 Released With 550+ Changes

Junio Hamano released Git 2.2.0 this evening with more than 550 changes from seventy-seven

contributors since the Git 2.1 release.

Git 2.2 brings numerous improvements to Git's many sub-commands, a new anonymize option for fast-export to help in reporting Git bugs but found for private/confidential repositories, new API calls, and various performance optimizations. Of course, there's many fixes too.

Learn more about the many features to Git 2.2 via the very lengthy release [announcement](#).