

## Podcast Script: August 2008 Community Update

(Susie) Welcome to this 60 second sugar snippet. My name is Susie Williams, and today we have a guest podcaster, Sugar co-founder Clint Oram:

(Clint) Hello, this is Clint Oram and today I will be giving you an update on the SugarCRM Community for August 2008.

The lead story this month is that the Sugar development team just posted the final generally available release of Sugar 5.1. After several beta releases, the GA release of Sugar 5.1 is the latest major release to come from the Sugar development team and wraps up the new features we identified when we first set out to build Sugar 5. This release also includes hundreds of bug fixes identified since Sugar 5.0 was first released in December of last year. You can learn more about Sugar 5.1 by visiting [www.sugarcrm.com](http://www.sugarcrm.com) and clicking on the “What’s New” link.

Now over to what’s new in the community. The August SugarForge Project of the Month comes from Editha Kuske and Harald Kuske, one of the most active Sugar community members. Together they built the VeryThinClient project on SugarForge which has quickly risen to the top of the Most Active Projects list soon after being released. VeryThinClient is a redesigned version of the entire Sugar Community Edition user interface targeted at mobile devices like the iPhone and Blackberry. Using the flexible Sugar User Interface framework, the Kuske team designed the VeryThinClient application to fit nicely into the small form factor web browsers that you find on mobile phones and PDAs. Congratulations to the Kuske team for building a fantastic addition to the SugarForge family of projects.

The Sugar Developer Zone at [developers.sugarcrm.com](http://developers.sugarcrm.com) continues to gain fantastic new content with many new tutorials and useful blog posts from the core developer team. The developer team is also in the process of wrapping up the first official Sugar Developer Guide. This new guide will document the SugarCRM application framework as well as include an extensive section on customizing SugarCRM. This will be a must-read for all Sugar developers.

This concludes this month’s installment of the SugarCRM Community Update. I wish you all a good day and happy coding.

(Susie) And that's your 60 second Sugar snippet. Goodbye!