

---

Subject: Re: What is the highest version of U++ that does not require C++11 ?

Posted by [kov\\_serg](#) on Sun, 14 Aug 2016 19:22:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I will say more. Microsoft and Google has aim to cut out old systems.

Just try to compile program for winnt4 or even for winxp (with WINVER=0x400

\_WIN32\_WINNT=0x400). Even if target platform is available. Then you try to run on target you will unpleasantly surprise.

The same in latest android sdk application will not start on target even if it compiled for old target.

But will work on new devices.

[http://louis.steelbytes.com/vs2008\\_vs\\_win40.html](http://louis.steelbytes.com/vs2008_vs_win40.html)

<https://supportxpdotcom.wordpress.com/2012/03/28/what-makes-apps-developed-with-visual-c-11-beta-not-run-on-windows-xp>

<http://stackoverflow.com/questions/35618098/android-support-libraries-23-2-0-cause-app-to-crash>

...

I see no reason why my application should not work on old version of os if they run on them before.

Why mingw has no static runtime and depends on msvcrt? Why LLVM does not support winxp?

---