

---

Subject: Re: How to work with other compilers (e. g.: Borland Turbo or Builder, DigitalMars, DJGPP, OpenWatco

Posted by [mirek](#) on Sat, 21 Jul 2007 19:20:32 GMT

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

---

ajmf77 wrote on Wed, 18 July 2007 19:57Hello!

U++ has a really good point against others GUI and IDE.

But, i wish to know how to work with other compilers, despite the MSVC8 and GNUMinGW implementations.

If exist any suggest or idea, all of them are welcome!

thanks!

Civil Eng. (PE)  
Santiago de Chile, Chile.

You would need to add "builder" code for particular compilers, or create build script.

Anyway, the real problem is that there is only a little reason to do so. Supported compilers are free and good (C++ compliant).

There are no other C++ compilers on linux or Mac OS X. On windows, you could consider using Borland, Watcom or Digital Mars. Unfortunately, a couple of years ago they were not good enough to compile U++.

AFAIK, there are recent efforts to revive Digital Mars support. We will see how that goes...

Mirek

---