
Subject: Re: cross compile from win32 to Linux
Posted by [Andy2222](#) on Tue, 04 Dec 2007 12:36:32 GMT
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Thx for the infos, that was what i was afraid of. Seems really working cross compilers + ide is still at the state it was 10 yea hrs ago

At least we have MinGW

I guess i will have to work on windows and simply setup a second compile environment on my remote linux server.

At least im happy i stumbled around Ultimate++ i cant wait to test out the UI and Container stuff Im also surprised how easy UTF-8 vs WideChar's are handled, i still have nightmares working on a directshow project with mixed interfaces.

PS: What is the recommend way to have 16 byte aligned memory for a container or all internal storage? Need this for propper SSE intrinsics? The silly way was always globally override new... and route it to `_aligned_malloc` or use my own `stl_aligned_allocator`.
