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Subject: Re: U++ infrastructure server...

Posted by [captainc](#) on Wed, 09 Jul 2008 16:20:14 GMT

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While I'm not an official Upp developer, I suggest the use of VMs. I have built Upp and Upp apps with great success using Windows XP in a VirtualBox VM with Ubuntu as the Host. Compilation speeds are close to native. The only snag is that the VM only allows for using a single core per operating system. Other VMs might be able to take advantage of multi-core processors. In any case, this won't be an issue if you have multiple VMs running, which would then be able to utilize the dual-core processor.

VirtualBox has the fastest VM solution I have seen when using a UI. It beats the pants off of VMWare for this, but I believe a Xen like solution would be best if you didn't use the desktop UI capabilities.

On a final note, I have Vista 64-bit running on one machine and a 20mbit/5mbit internet connection. I would not be opposed to setting something up if you require a build for Vista 64 platform.

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