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

Posted by [mdelfede](#) on Wed, 09 Jul 2008 17:31:52 GMT

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captainc wrote on Wed, 09 July 2008 18:20 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.

I've been using vmware on ubuntu host for about 1.5 years, after the \*very last\* virus attack on win xp... and I was very happy with it too.

But, it does one caveat... You must assign a ram size to the machine, which is locked by it (AFAIK...).

In particulaw with windoze guests, it becomes quickly memory hungry.

Quote:

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.

VmWare can use all processors on a single machine... but I agree that it's not the most important stuff, in particular with a build server. You don't need a lightning speed for building, IMO.

Quote:

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.

I'm using wine since I could run autocad on it, so by now I can see the difference.... and wine is usually a bit faster (and less memory hungry) than VM.

But you touched the \*only\* true caveat of wine... It's limited to 32 bit windows apps. So, no build for 64 bit on it...

Max