Subject: Re: Using DMC
Posted by cbpporter on Tue, 10 Mar 2009 11:07:45 GMT

Yes, String has a lot of compilation issues. I had to turn things like:
friend ...() {}
into:
friend ...();
//outside of the class, at the end of the file
template <...>
inline ...() {}

This is quite the hack and I don't know if it works in linked file. Also tchar from AString which is tchar from String0 or WString0 could not be found by the compiler. But ofter I fixed these and other such friends, I started betting hundreds of mangled names without any readable error message.

But I agree. Letting him know would be good. While with the current issues DMD has and Walter focusing on D, I doubt we will have a DMC capable of compiling U++ in any practical timespan, Walter fixing DMC would be quite useful not only for us, but for other projects. As you said, DMC is very fast, especially if your testing something, and the only reason I would use D is for the compiler performance.

There is also another option. I think that D can load DLLs built with other compilers. But here we have U++'s issues with dlls.