
Subject: Re: Porting U++ to Blackfin DSP
Posted by [kohait00](#) on Fri, 03 Jul 2009 07:29:45 GMT
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hi mirek, now thats quick. if other linux posts were that quick

to std::wstring:

i'd like to change the least of code if possible. only what is really not avoidable, like the fork stuff. the support is there, but maybe you should consider, to genrelly have unicode stuff switchable on/off, but i am not much in that thing, as you do..anyway. if you have me a short idea how you mean expell std:: stuff (which is actually there, other thing compile fine, using std), i'd apriate

to the thread thing:

actually, the uClinux progs on BF can just be normal multithreaded progs, only run w/o MMU, on bare memory. so i think this is the major problem in getting that thing to work.

maybe you could explain why and what for, each thread needs have its own Heap, where you use it.

to the srcimp:

i'll check what is in there.. basicly, i am pretty familiar with the upper layer code, containers, bit of Core stuff, the CtrLib, great job, BTW, super readable (besides having no comments, but thats the reason maybe, self explainable code). but the porting layer and the work under the hood seem a bit invisble.

anyway, i'll be persuing that. would be great to have a real lightweight IDE like TheIDE having compile all the projects..eclipse and the others also support BF toolchain, but they are kind of bloated, and here we got a whole Helper class collection "for free" and can manage created projects.

cheers
