luzr wrote on Mon, 24 April 2006 15:29unodgs wrote on Mon, 24 April 2006 13:29jmansion wrote on Mon, 24 April 2006 09:34

BTW have you considered working with Walter Bright to use Digital Mars C++ under Win32?

I tried to build upp libs with dm c++. Unfortunately even with newset beta it fails to compile main upp lib - core (problems with templates).
Hopefuly Walter is fixing his compiler to be able to compile boost so maybe it will help to compile upp too (main reason I want to use dmc is speed of compilation...)

I hope some day we will gather enough resources to resolve this problem forever (I mean, C++ compiler is HARD thing to implement, but that makes it wonderful task to do, does not it?

Mirek

Once I had to write something similar to c compiler (using bison and flex) and it even worked (it produced 16-bit asm output for tasm). I remeber that I spent lots of houres working on it..
Probably it would take you about 3 years to implement full C++ compiler (and once you get it you will have to reimplemnt this to be compatabile with new 0x standard...)
Of course I wish you a luck !

PS: Personally I would switch to sth similar to D but without gc and with multiple inheritance (That may seem silly but the worst thing in D for me is that I have to use new syntax to create object..)