
Subject: Re: U++ and MinGW 4.7 (-std=c++11) issues
Posted by [Ptomaine](#) on Sun, 22 Jul 2012 19:13:45 GMT
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Hello, Mirek.

Yes, you're right! I've used the MinGW package that can compile x86-64 and x86-32 binaries using just the -m64 and -m32 compiler flags. But, by default, the compiler produce x86-64 binaries since I've downloaded the x64 compiler version from this URL.

So, anyway, why not to make some x64 related fixes to let compile U++ in x86-64 mode just smooth and flawless?
