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Subject: Re: Compile for Unix on Windows?!?!?!?  
Posted by [lectus](#) on Mon, 10 Dec 2012 17:10:20 GMT  
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I dual boot Windows and Linux, so I develop on both platforms.

But there are other alternatives:

- 1) Run Linux U++ and Windows U++ under Wine and compile for both.
- 2) Run Windows and compile for Windows. Run Linux inside VirtualBox and compile there for Linux.

Virtual machines are good option. They provide a clean, isolated development environment. You can test for example different linux distributions and see how your application behaves.

You can support for example:

Windows x86/x64

Linux x84/x64 .deb, .rpm, .taz.gz packages.

In this case definitely go for Virtual Machines!

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