Subject: Re: So many preprocessor defines for platform !
Posted by dolik.rce on Fri, 12 Apr 2013 06:21:39 GMT

It all depends on what exactly you need to do, i.e. what platform specific code you need to write. U++ in itself is ready to be used in multiplatform applications. And if you plan to use some low level stuff, which can be very specific, you can always use directly the macros defined by the compiler (e.g. _WIN32 in MSVC or __linux for GCC on linux).

Also, you mention compiling on various systems vs. cross-compiling. I think these days the best choice is to use virtualbox, wmware or some other virtualization tool and just create virtual machines for all the target systems. In some cases you don't even have to go as far using virtualization, e.g. windows builds can be easily done using Wine + windows version of TheIDE.

Honza