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Subject: Re: So many preprocessor defines for platform !

Posted by [jibe](#) on Fri, 12 Apr 2013 07:14:30 GMT

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Hi,

dolik.rce wrote on Fri, 12 April 2013 08:21 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).

Ok, so there is no more complete list than `Core/config.h` ? Well, I'll have to look for the ones I need... and to complete the C++ build flags page !

dolik.rce wrote on Fri, 12 April 2013 08:21 I think these days the best choice is to use virtualbox, vmware or some other virtualization tool

Yes, it's surely the best way when you have to compile and test. I was thinking to use cross-compiling because I'll have all the systems to test, and it was to avoid to install UPP on each one, and make changes on various machines that must be centralized at the end...

But my question was more especially about the flags to use for every specific part.

Well, I'll study all that and do some testing. Thank for your help

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