Subject: Re: Errors during compiling the examples
Posted by dolik.rce on Wed, 19 Feb 2014 05:50:10 GMT

Yeti86 wrote on Wed, 19 February 2014 01:58After installing Visual Studio Express 2010 and Windows SDK:

Everything compiles properly, but still my questions about the platform independency remain:

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Am I really forced to use the VC compiler?

I would be glad for a discussion about this topic!! Or is there already another one in the forum?

Good night!

Yeti
Hi Yeti,

Don't worry, U++ is as platform independent as possible. There is many people using mingw. By the way, they say that it works much better with the TDM mingw. AFAIK mingw is not officially supported on windows, but it should work. Also, I think you can use Clang compiler on windows. Even the Open Watcom compiler should have some support in TheIDE.

But the real beauty of platform independence is that once you have a working U++ code on windows, you can simply compile it on Linux or BSD, or vice versa. There are even people who develop (and even compile) Windows applications on Linux

Best regards,
Honza