Subject: Re: Errors during compiling the examples
Posted by Edward on Sat, 21 Feb 2015 17:39:53 GMT

Yeti86

Quote:Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independent?
Am I really forced to use the VC compiler?

I am setting up to convert multiple 13 year old healthcare VB6 apps to C++, and I'm determined to break away from Microsoft, the upgrade frenzy, and the .Net Framework overhead. So my updated apps will be running on Linux boxes, micro/nano ATX boards, small Windows free installs that we could make 1,000,000 of without being required to buy a windows license fee to be legal.

So the apps you develop on U++ can be built/compiled for/on Linux or Windows or OSX, either. So I send you a project folder and you choose which platform to build/compile, and deploy the app.

I believe our future is platform neutral, like Net Neutrality, able to run on any platform.

This is why I have fought so strongly to get a couple example projects debugged using MinGW while everyone is suggesting I get MS VS and my problems will be over.