I am becoming uneasy about windows releases.

It would be great to

a) move to C++11
b) provide compiler toolchain as part of release

Current 'default' way is to install Win7 SDK. That is good, but not C++11...

Later Microsoft compilers need to be installed with Visual Studio and (AFAIK, please correct me) with separate SDK. And, of course, we cannot ship them with U++. Maybe it would be possible to do some sort of automated web install?

clang-cl (Microsoft compatible) seems to almost work, but is not quite mature now.

Then there is mingw-w64. This is quite close to what we need, but mingw still is slower than msc/clang and resulting binaries are quite larger than with MSC. Another issue is that most 3rd party libraries (like DB clients or openssl) are coming with MSC compatible headers/libraries. Might be fixed by providing all imaginable libraries in the release (nowadays, I would not care if U++ installer has 300MB).

It also seems possible to use clang with mingw. It however seems that clang-mingw has problems with exception in 64bit mode.

Any thoughts or suggestions?