mirek wrote on Mon, 21 September 2015 17:23timsky wrote on Mon, 21 September 2015 16:09mirek wrote on Sun, 23 August 2015 11:18I would like to make another release this year.

- mingw-w64 should come with it (to create better out-of-box experience)
Will you add MinGW to nightly builds too? Probably MinGW will significantly increase installer size. Right now it is great that U++ is so small and there is no need to wait for hours donloading it on slow connections.

Yes. I think mingw will add about 30MB to the download. I do not think it is a problem. But I can be persuaded to have "mingw-free" version...

Quote:
mirek wrote on Sun, 23 August 2015 11:18- To simplify things, I am considering to remove some toolchains from Win32 auto-setup. Ideally, only VS2015 and SDK7 (which is the only SDK still coming with C++ compiler) should be supported. Detection method should also be changed to rather scan directories than read from registry.
Are you going to remove build methods for VS 2005 - 2013?
Please do not do that 8o

I am not going to remove build methods, just automatic setup. Or, as things are developing, "portable setup" (it looks like there will be no install, theide will reconfigure upon starting).

OTOH, at some point in the future, C++11 will likely lure us to require C++11 compiler. At that point, U++ will not be able to compile with pre VS2015 MS compilers...

Mirek

Hi!

I'm all for portable installation, but I'm still dependent on MSC9: As I recall it, the Protect package from Max is dependent on that, and I'm dependent on Protect package... Is there any way to solve this issue? Looking forward, it would be great to have 64-bit support for Protect, but that's not possible with the current protection mechanism because of the compiler not supporting it.

Best regards,

Tom