Subject: Re: Considering different approach to Win32 release
Posted by mirek on Mon, 26 Oct 2015 11:23:12 GMT

Tom1 wrote on Mon, 26 October 2015 09:51Hi Mirek,

I'm having trouble getting started with this new portable version:

First, unpacking the 7z file takes quite a long time because of mingw is there. (How about a non-mingw variant of Upp? I think I will never use mingw anyway.)

Second, U++ can not find my installed MSC9 and MSC10 SDK compilers (32 nor 64 bit variants). Selecting Setup>Instant setup.. does not help.

Third, I tried compiling UWord with both MINGW32 and MINGW64. Both work in DEBUG mode, but when compiled in Optimal mode, both UWord executables crash on start.

Can you help with these? Edit: I mean especially with getting MSC9 and MSC10 back to work. Dropping MINGW would be a nice option extra...

Best regards,

Tom

Thanks for testing and comments.

Instant setup indeed ignores pre MSC15 compilers. The primary reason is simple: VS 2015 is the first real Win32 C++11 compiler. As we would eventually like to move to C++11, I have decided to force this upon poor users a bit :)

However, current U++ still supports MSC9 etc, including autosetup: It is hidden behind "Verbose" flag. Activate Verbose you will get legacy autosetup in Setup menu.

Thanks for archive size comment. I seemed OK to me, but this is perhaps the sign that more work is needed there... I guess I can significantly reduce the size, there is a lot of unused stuff there.

Mirek