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Subject: Re: Considering different approach to Win32 release

Posted by [mirek](#) on Wed, 28 Oct 2015 06:57:27 GMT

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cbpporter wrote on Tue, 27 October 2015 10:55 Thank for the answers Mirek!

I tried with upp-win32-9087.7z.

After this step is done, maybe it is time to consider a more modern update mechanic? Big downloads and installs take away the old advantage of U++ of getting it up and running and updated using nightly builds.

Agreed, but perhaps not for this release. (It will take significant time to develop).

Quote:

I missed the VS2015 explanation. Does that mean that U++ now needs C++11? Our official compiler in 2010 :).

No, not yet. That said, we would like to move there eventually.

Anyway, it is true that with C++11, transfer semantics issues were changed, so some minimal changes to the code, backward compatible with C++98, are needed. It took about 5 minutes to fix the issue, so no big deal.

Quote:

And what about MINGW not recognizing nullptr and other things? I think that the switch to MINGW will result in a lot of compatibility patches in user's code since MSC does take its fair share of liberties.

(fixed)

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