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Subject: Re: Considering different approach to Win32 release

Posted by [cbpporter](#) on Fri, 30 Oct 2015 09:13:03 GMT

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Great idea with separating the nightly MINGW from the nightly UPP. Now at least one can update in a reasonable time.

So the "porting" to MINGW is done for both my console and GUI apps. The GUI optimal mode one do crash on startup on Windows 7, but otherwise I am fine and running out of the box UPP. Once MINGW is fixed for GUI, I'll use MINGW. But in some early testing, it is a bit slower.

Out of the box except for CodeEditor. But I found a "hack" for it. I copied it over from uppsrc to MyApp and merged my custom changes into it and I'm linking with it. CodeEditor is really great and the bread and butter for one of my GUI apps, the IDE, but it is not exactly customizable, so I was not able to provide general patches for it.

But I do have plans for it. I want to refactor it and instead of having languages and hard coded behavior for each, it will have about 6-7 new flags. A language will set keyword and a combination of flags, allowing CodeEditor to be decoupled from knowing about languages.

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