

---

Subject: Re: TreeGrid Control - Update 6  
Posted by [Novo](#) on Fri, 08 Jan 2016 03:28:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

slashupp wrote on Thu, 07 January 2016 01:14

- I assume I can install Upp for Windows under Wine (else you would not have suggested Wine)

Yes, that is correct.

slashupp wrote on Thu, 07 January 2016 01:14

- what do I use for compiler/linker - are they bundled with Wine, Upp, ??

If this works it'll be brilliant!

You need to install a Microsoft Windows SDK.

SDKs include compilers, headers and libraries.

slashupp wrote on Thu, 07 January 2016 01:14

- if my Upp-apps run in Wine can I safely assume they are OK for Windows?

Yes, Wine is a subset of Windows. If your apps works with Wine it will work in Windows. Wine is just a loader of COFF executables and reimplementations of a million of different Windows DLLs.

slashupp wrote on Thu, 07 January 2016 01:14

- are there any other Upp-developers using Wine this way that can give me pointers/warn about 'gotcha's'?

Wine usually doesn't support latest .NET versions, latest D3Dxx API's, and so on. If an SDK installed uses unsupported .NET version, then you can have problems, but you can always install an older version of SDK.