
Subject: Re: VC++ on Linux?

Posted by [mr_ped](#) on Sat, 02 Apr 2016 22:20:26 GMT

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If I understand your question correctly, you misunderstood the thing.

Nobody cares about VC9 under linux, we simply use GCC or Clang. For some time I also did build windows binaries with TDM (gcc for win fork), but nowadays I don't have to support win anymore, so I'm not aware of current windows compilers situation.

If you are starting some project from scratch, the best way is to set up the project from the start on all platforms (for example VC9+win vs GCC+linux), and compile everything each day or so (or to have CI server). And write the source in compatible way, so it's compilable also under VC9, although sometimes it's a bit of pain.

If you have legacy code, which doesn't compile under GCC, then maybe you should fix it, but where to get the budget and not steal... no idea, sorry.

Anyway, Ultimate++ is cross platform framework, so for many OS things and similar it will provide you with unified solution (a bit limited when compared to native specialized thing, but most of the time fully sufficient). So you have to develop only inner parts of app, and just build it on all supported platforms from the same source. That's already super convenient, if you ask me (But I have to support android, so I actually build in TheIDE only for linux, then I run android NDK build externally, so for me there's some hassle involved, but negligible to things like JNI and Java hell).
