

---

Subject: Re: What is the highest version of U++ that does not require C++11 ?

Posted by [mr\\_ped](#) on Sun, 17 Jul 2016 10:36:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I don't even see, how you can have problem with C++11 source.

If your own source is C++03 only, so set your compiler to build up with C++11 (14), and your code with C++03, and link it. But you should migrate to C++11 like yesterday, it's so much better.

edit: about increased productivity

For me certainly C++14 helps a lot. "auto" and "constexpr" I use daily. Unified {} initializers syntax helps me a lot, so I don't have to remember all the special quirky ways how to initialize some things to value. Things like "for (auto i : {0, 1, 2})" \*reads\* good to me. I don't use lambdas much, can't get used to their syntax yet. But just the basic stuff plus official move semantics were enough for me to switch right away in 2011, now it's 5 years later and basically every decent platform has full C++11 compiler, and almost complete C++14 one.

---