Subject: Re: What is the highest version of U++ that does not require C++11 ?
Posted by kov_serg on Sun, 14 Aug 2016 19:22:44 GMT

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I will say more. Microsoft and Google has aim to cut out old systems.
Just try to compile program for winnt4 of even for winxp (with WINVER=0x400
_WIN32_WINNT=0x400). Even if target platfom is available. Then you try to run on target you will
unpleasantly surprise.
The same in latest android sdk application will not start on target even if it compiled for old target.
But will work on new devices.

http://louis.steelbytes.com/vs2008_vs_win40.html
https://supportxpdotcom.wordpress.com/2012/03/28/what-makes-
apps-developed-with-visual-c-11-beta-not-run-on-windows-xp
http://stackoverflow.com/questions/35618098/android-support-
libraries-23-2-0-cause-app-to-crash
...

I see no reason why my application should not work on old version of os if they run on them
before.
Why mingw has no static runtime and depends on msvcrt? Why LLVM does not support winxp?