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

Posted by [cbpporter](#) on Tue, 16 Aug 2016 09:18:55 GMT

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Also, the issue of "just use classic" is not as simple.

It is not a question of using the latest compilers and using C++ pre 11 to compile "legacy" code. All done, right?

It is the issue that these new compilers WILL NOT COMPILE old code. I, and it appears a lot of people on the forum, have ton of issues when switching, with weird errors, mostly related to deleted members and what not.

I have a job to to and honestly can't be bothered to even google these errors. I have zero interest in C++ 11x and if the compilers can't handle my old code, well then I just won't use the compiler.

I will try to fix these errors, months or years down the line, when I have free time.

Until then, sometimes I can use some workarounds and will still try to make a concentrated effort to make my code compatible with Visual Studio 2014.

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