
Subject: Re: Visual Studio (Community) 2017 released

Posted by Tom1 on Mon, 03 Jul 2017 10:40:08 GMT

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Hi,

It seems the Microsoft Visual C++ compilers' version naming on U++ is not entirely accurate. For quite a while U++ used MSC15 for what is now called MSC14. Later, on top of this thread I made a mistake by calling the new compiler version MSC15. Well, according to this, it was a mistake:

https://en.wikipedia.org/wiki/Microsoft_Visual_C%2B%2B#Internal_version_numbering

This sort of implies we should have used MSC14.1 for the VS 2017 compiler. Or maybe we should have used MSC19.1 instead: Namely, when we open the VS 2017 64-bit build environment and call cl.exe and link.exe we will get:

```
*****
** Visual Studio 2017 Developer Command Prompt v15.0.26403.7
** Copyright (c) 2017 Microsoft Corporation
*****
[vcvarsall.bat] Environment initialized for: 'x64'

C:\Program Files (x86)\Microsoft Visual Studio\2017\Community>cl
Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25019 for x64
Copyright (C) Microsoft Corporation. All rights reserved.

usage: cl [ option... ] filename... [ /link linkoption... ]

C:\Program Files (x86)\Microsoft Visual Studio\2017\Community>link
Microsoft (R) Incremental Linker Version 14.10.25019.0
Copyright (C) Microsoft Corporation. All rights reserved.

usage: LINK [options] [files] [@commandfile]
```

So, in effect we have compiler version 19.10 and linker version 14.10 running on top of Developer command prompt 15.0...

This all adds up to a very confusing versioning. Would it be clearer to start using the Visual Studio versioning and call the build methods along the lines of VS2015, VS2017 to keep track of what compiler product to install to get specific build system? Or would it be better to go along with the version number of the compiler (e.g. 19.10), which is defined with `_MSC_VER` as e.g. 1910? Anyway, the MSC15 is not correct and I do not feel 14.10 is a strong identifier for the compiler either.

Best regards,

Tom
