
Subject: Re: U++ 2017.2 released

Posted by [mirek](#) on Mon, 15 Jan 2018 10:24:54 GMT

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cbpporter wrote on Mon, 15 January 2018 10:37My tests were with a self-compiled TheIDE, but I was using a 64bit to debug 32, like I usually do. Updating to nightly didn't help.

But I figured that my upp folder was compromised and indeed, after a fresh install, it works. As an added bonus BLITZ works again. It didn't on my broken setup. Autodection works too, at least for 2017.

So everything is a go. Thank you!

Which reminds me: it is probably time to stop using 32 bit for good.

How do you manage both 32 and 64 bit binary releases? Not for U++, but in general. Two packages? One package with both 32 bit and 64 binaries, with different names? Is there some lightweight .bat or .exe or something to autodection and launch the proper version?

Uhm, I have tree cases I can comment on:

- U++ itself. I provide theide32.exe as backup option.
 - My commercial app1: intended for many users with sometimes low-spec HW, app is not performance limited: We provide 32-bit only .exe
 - My commercial app1: intended for many users with usually hi-spec HW, app is very performance limited: We provide 64-bit as standard, 32-bit on demand (which is very low).
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