
Subject: Re: Quick start issues for new users
Posted by [unodgs](#) on Wed, 11 Oct 2006 12:27:02 GMT
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lancelaneway wrote on Wed, 11 October 2006 05:58 First I would like to express my thanks to all who are trying to make this the ultimate compiler for C++ developers.

I have attempted to use this compiler at various stages of development and here are the issues I have with it:

<1> INSTALLATION: Install dialogs need to be updated. Microsoft Visual C++ free edition 2003 is no longer available (replaced by 2005); but I don't like the Microsoft bloatware anyway and prefer MinGW. And although the latest build comes with the compiler pre-installed, the confusing message about downloading and installing another MinGW copy makes install painful for newbies.

Is there Visual C++ TOOLKIT 2005?? (I'm not talking about express with ide)

Quote:

<2> SPEED: Building programs is SSSLLLOOOWWW... .. (slow) I would like to build my program at least twice a day so I can make corrections. DevC++ can build small applications in less than 1 second, instead of several long minutes with Ultimate++.

What compiler do you use? Do you build in BLITZ mode? Anyway only first compiling should be longer because of fact that all needed up libraries need to be built. Lately I was compiling qt 4.2 - it took over 20 minutes..

Quote:

<3> SIZE: They say that bigger is better, but applications that are small can run almost entirely in cache ram of the processor. Even when optimized for size, final programs are 3 times larger than VC6 (Yes this comparison includes statically linked and embedded runtimes on both compilers).

Do you compare pure win32 api program with up, or you're talking about MFC app?

Up adds some kilobytes to you app, but it is only about 500-1000Kb - it's up to numbers of packages in your app.
Later size of your app grows slowly - proportionally to lines of code you wrote.