Subject: How to compile with MSVC... is it possible?
Posted by novak on Mon, 04 Apr 2022 18:31:13 GMT

I ran the MSVC command prompt and copied the path, include and lib directories from 'set', and added to 'Build Methods' in TheIDE. Also added the release compile flags /O2, /MT, /GR- and /D_HAS_EXCEPTIONS=0 and start my attempt to compile the UWord sample.
I quickly figured out U++ needs RTTI and it also depends on exceptions, so I removed the last two compile options. I wonder if U++ really needs exceptions or this can be removed?
But there are many compile errors. For example:

core/Defs.h line 214:
template <typename T>
auto pick(T&& x) noexcept -> decltype(std::move(x)) { return std::move(x); }
 - eror C3646: 'noexcept' : unknown override specifier
 - error C2143: syntax error : missing ';' before '->'
 ... and a few more

core/Fn.h line 13:
template <class T>
constexpr const T& min(const T& a, const T& b)
{
 return a < b ? a : b;
}
 - error C2143: syntax error : missing ';' before 'const'
 - error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
 ... and a few more

I use VS2013. Is it too old? I'm using wxWidgets and I'm looking around a bit.