
Subject: Re: Gearing up for 2022.1 release...
Posted by [Klugier](#) on Tue, 05 Apr 2022 10:21:36 GMT
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mirek wrote on Sun, 03 April 2022 19:36Klugier wrote on Sun, 03 April 2022 15:43Hello Mirek,

I also proposed bumping C++ standard from c++14 to c++17. However, this could be done in the next release. There are a lot of risks here in context of compilation on various platforms.

Even if we do not have any features that particularly targets c++17 we should compile with that standard and our users should have access to it by default. Also, maybe this is a bug, but for MSVC we do not force any standard. It is always latest. I think it should change and we should target exactly the same standard as for GCC and CLANG.

Klugier

Yeeah, I was thinking about it a lot, problem is we have so far universal package for Posixes and we are not 100% sure c++17 compliant compiler is there. I think we would need to add detection code before adding -std=c++17 to options, which is sort of complicated and quirky.

Hello Mirek,

What about changing approach? If it doesn't compile you could always back to older stable release of Upp. The old systems shouldn't hold us back and keep with old standard. We could make 2022.1 last official release with c++14 and the next one will be c++17.

The C++14 was introduced in 2017 in our code base. 3 years after official standard announcement. Right now we are 5 years after c++17. There is no consistency here.

Klugier