Subject: Re: Gearing up for 2022.1 release...
Posted by Klugier on Thu, 07 Apr 2022 10:55:27 GMT
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Hello Mirek,

I still think that we should bump c++ version everywhere. There are some features that could be use within Upp code base such as structural binding, nested namespaces or declaring variable in if, switch statement. There are also a lot of features in the standard library like std::optional. Anyway, we should go forward. C++20 is a head of us with much more important feature such as modules and concepts. If we do not want to switch to c++17 right now, so when we will switch to c++20. In 2030?

If the POSIX bundle will do not compile on the oldest system you could always back to previous stable release which supports older standards and you could always install newer compiler version to overcome the problem. In reality to support c++17 we need compiler from 2016/2017.

I am not sure introducing CLANG17 will give us something instead of additional configuration file. You could switch standard by modifying CLANG inside TheIDE after installation and replacing it by -std=c++17. Very easy, however it would be good to have it by default.

Klugier