Subject: Re: How to compile with MSVC... is it possible?
Posted by novak on Sun, 10 Apr 2022 21:00:13 GMT

You need to run Visual Studio at least once, and register it, and let it set up things before the compiler will work. Also it's better to do this installation on another computer and extract it from there to keep things clean because it has it's tentacles everywhere on the disk and in the registry. It's not too much of a problem but I dont feel like doing this now and I'm happy for the moment with MSVC 13 and wxWidgets and Clion on Windows 7.

I like small filesizes, a minimal wxWidgets program is, after removing the obvious bloat (like exceptions), 1.5 MB. With PureBasic, the same program is 50kb. So there must be a lot of things in between there that wxWidgets has that I probably don't need. And in any case with Clang there is a 4 MB "entry fee" just for trying.

But after they start waving this Ukrainian flag on the website (this business is just a continuance of the Covid cult) together with some dumb and ignorant commentary, I'm not too proud to be using wxWidgets and I wonder if there's anything better, but I haven't found anything yet... the other options, including U++, all have too many downsides, and I'm probably not capable of writing my own "OS abstraction library".