
Subject: Re: GCC 4.1.2 for Windows and Ultimate++
Posted by [mirek](#) on Tue, 17 Apr 2007 06:34:30 GMT
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Well, I was trying to use that particular GCC version, but ended with a bit erratic behaviour (it reported bugs for some files, then on another compile reported nothing).

That said, testing is required.

At the same time, situation with GCC is a bit crippled as it does not support TLS (`__thread`) variables -> U++/MT is broken. I can and will fix it, but that will mean locking allocator->much worse performance than MSC/Linux-GCC.

Mirek
