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Subject: Re: Win64

Posted by [adkiller](#) on Tue, 29 May 2007 23:38:23 GMT

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I would like to strongly recommend that the MSC8\_64 name be changed to MSC8X64 to reflect the fact that it only produces X64 builds and not IA64 builds.

Win64 is available on 2 different architectures:

- X64 = x86-64, EM64T(Intel), AMD64(Athlon64)
- IA64 = Itanium

The MSC8\_64 label does not differentiate among the 2 supported Win64 architectures. The MSC8 compiler could generate code for both the IA64 and X64 architectures. It is best to change MSC8\_64 to MSC8X64, to clearly reflect the X64 architecture. Also it would be best in future to use MSC8IA64 for Itanium.

I've added X64 build support for the Intel C++ Compiler and the above changes in the attached diff. I've also added support for building "SO" UPP DLLs for Win64(X64) using MSC8X64.

Enjoy ,  
-Ad

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#### File Attachments

1) [icl-x64-patch.diff](#), downloaded 354 times

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