Subject: build methods
Posted by idkfa46 on Tue, 09 Jan 2018 11:25:54 GMT
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Hi guys,
in your opinion which is the best method to compile in Windows with UPP?

I have an old project with MSC9 ... make sense to update it (to MINGW, the one set by default for example)?

Maybe there are too many changes to do? The latest version of UPP is working with MSC9 or not?

Regards,
Matteo

Subject: Re: build methods
Posted by cbpporter on Tue, 09 Jan 2018 11:31:42 GMT
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No, MSC9 is way too old.

You will need 14 or 15.

Subject: Re: build methods
Posted by idkfa46 on Wed, 10 Jan 2018 10:38:47 GMT
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Thank you,
your suggestion is to continue using MSCXX, to move to MINGW or what else?

Regards,
Matteo

Subject: Re: build methods
Posted by cbpporter on Wed, 10 Jan 2018 11:03:49 GMT

idkfa46 wrote on Wed, 10 January 2018 12:38Thank you,
your suggestion is to continue using MSCXX, to move to MINGW or what else?

Regards,
Matteo

They both work.

MSC is a bit faster to compile and debugging is better, but otherwise you can use MINGW.

I like using MSC.