Subject: Add a new build method
Posted by whiffee on Wed, 15 Feb 2023 04:14:53 GMT
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Hi All,

Just getting started with U++, 16660 Windows. I wanted to add the minGW compiler into The IDE

via >Setup>Build_methods, but it didn't work. That is, using the default attributes for minGW and the
path for it, no .bm file was written. When I quit the application and restarted it, the original information
was still listed in the dialog box, it's just that no .bm file was written for it.

Since it looked like U++ is good at sniffing out compilers when first run, I tried to get it to find minGW
by letting it configure16270 and 16721. However, neither version succeeded in finding the compiler and
writing a .bm file for it. When I tried with 16721 I made sure that minGW occupied a prominent branch
in the system tree, and that it was recorded in the environment PATH.

It almost seems that the app is limited to seven compilers. If this is the case, let me know and I'll try
to get rid of a couple of the MSBTs.

thanks
Gary

Subject: Re: Add a new build method
Posted by mirek on Sun, 19 Feb 2023 09:23:51 GMT
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whiffee wrote on Wed, 15 February 2023 05:14Hi All,

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You can use mingw, but you have to manually setup build method.

It is not supported because mingw toolchain has no advantage to clang-mingw shipped with U++.
The most important disadvantage is that linker is like 20 times slower, which makes it borderline
unusable. Not worth of trouble trying to detect it presence.

Mirek