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Subject: CeGCC

Posted by [mirek](#) on Sun, 03 Dec 2006 11:47:09 GMT

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Well, I have found a place where we could obtain our PocketPC mingw:

<http://sourceforge.net/projects/cegcc>

I have contacted developers and got this encouraging response:

Quote:

CeGCC started as a newlib based toolchain, much like cygwin, but without the GPL requirement. Nowadays the CeGCC project offers two toolchains, CeGCC itself, and mingwce, an unofficial (yet) port of MinGW to WinCE. Currently most users and maintainers of the CeGCC project use mingwce. I myself use it for all my projects. We fully support c++ ( + libstdc++), so Ultimate++ should be portable to it. We are currently based on gcc 4.1.0.

I recommend you join cegcc-devel to keep track of development, since we are still a young project and some things are fast moving targets.

Currently, the latest binary releases are really outdated, and people are still expected to build the toolchain themselves.

To build mingw32ce download trunk and cd into src/ and type ./build-mingw32ce.sh . That should build and install the toolchain without fuss on i386-linux (32bit) and on cygwin. 64bit hosts, or big-endian hosts will not be able to build gdb, but all the rest should be ok.

I am now still working on GTK theming mostly, so I will not be able to get to it soon. But perhaps somebody could try.

Mirek

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Subject: Re: CeGCC

Posted by [forlano](#) on Thu, 04 Jan 2007 22:37:56 GMT

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Hello,

just now I found this link dealing with free compilers/IDE:  
<http://www.freebyte.com/programming/cpp/#cppcompilers>

Among them there is the following of the microsoft:

<http://msdn.microsoft.com/windowsmobile/downloads/tools/legacy/default.aspx>

I've not understood if it is useful for PocketPC and if it is really freeware

Luigi

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Subject: Re: CeGCC

Posted by [mirek](#) on Thu, 04 Jan 2007 23:27:05 GMT

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Unfortunately, it is using MSC6.0 C++ frontend -> too poor to compile U++...

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Subject: Re: CeGCC

Posted by [forlano](#) on Wed, 08 Jul 2009 12:09:02 GMT

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luzr wrote on Fri, 05 January 2007 00:27 Unfortunately, it is using MSC6.0 C++ frontend -> too poor to compile U++...

Hello,

are there good news about compiler for pocketpc able to compile U++ ?

Luigi

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Subject: Re: CeGCC

Posted by [mirek](#) on Wed, 08 Jul 2009 12:17:06 GMT

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No.

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