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Currently, the latest binary releases are really outdated, and people are still expected to build the toolchain themselves.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

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/lega cy/default.aspx

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

Luigi

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++...

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 00:27Unfortunately, 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

Subject: Re: CeGCC
Posted by mirek on Wed, 08 Jul 2009 12:17:06 GMT
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No.