Subject: Can Ultimate++ support Digital Mars Compiler? Posted by lectus on Mon, 04 Dec 2006 22:33:18 GMT View Forum Message <> Reply to Message

Hi!

I think a support for Digital Mars compiler would be great, because Digital Mars compiler is a smaller package than VC++ Express + PSDK, and it is a very fast compiler, so would be better than Mingw.

So, would please include support for it?

Thanks

Subject: Re: Can Ultimate++ support Digital Mars Compiler? Posted by mirek on Tue, 05 Dec 2006 01:20:12 GMT View Forum Message <> Reply to Message

lectus wrote on Mon, 04 December 2006 17:33Hi! I think a support for Digital Mars compiler would be great, because Digital Mars compiler is a smaller package than VC++ Express + PSDK, and it is a very fast compiler, so would be better than Mingw.

So, would please include support for it?

Thanks

We would like to. Unfortunately, DMC++ does not support U++

In other words, is standard non-compliant in a way that makes its use with U++ impossible. What a pity Walter wastes his time with D rather than fixing it

Mirek

Subject: Re: Can Ultimate++ support Digital Mars Compiler? Posted by unodgs on Tue, 05 Dec 2006 07:49:33 GMT View Forum Message <> Reply to Message

Quote:What a pity Walter wastes his time with D rather than fixing it I wouldn't call it so. D has potential IMO. As for DMC last time I tried to compile a file from Core and it failed - templates problems. Maybe we could prepare some test cases and send it to Walter so he could fix them. Subject: Re: Can Ultimate++ support Digital Mars Compiler? Posted by Mindtraveller on Sat, 17 May 2008 16:18:54 GMT View Forum Message <> Reply to Message

Could you please add \*experimental\* support for Digital mars compiler builder within TheIDE? For now it doesn`t compile U++, but DM C++ itself is good. TheIDE and DMC++ compiler is great solution i.e. for programming embedded systems which are DOS16-compatible binaries.

Subject: Re: Can Ultimate++ support Digital Mars Compiler? Posted by mirek on Fri, 30 May 2008 16:01:45 GMT View Forum Message <> Reply to Message

I guess we can accept the patch.

Mirek

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