Subject: Win64
Posted by mirek on Fri, 11 May 2007 13:37:17 GMT
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Subject: Re: Win64
Posted by arturbac on Fri, 11 May 2007 18:00:09 GMT
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(ise MSC8_64 builder).

Subject: Re: Win64
Posted by mirek on Fri, 11 May 2007 21:37:49 GMT
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Ops, sorry

Mirek

Subject: Re: Win64
Posted by adkiller on Tue, 15 May 2007 21:07:09 GMT
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Can we debug Win64 applications in TheIDE?

-Ad

Subject: Re: Win64
Posted by mirek on Wed, 16 May 2007 09:39:48 GMT
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adkiller wrote on Tue, 15 May 2007 17:07Can we debug Win64 applications in TheIDE?

-Ad

Not yet.

Subject: Re: Win64
Posted by arturbac on Wed, 16 May 2007 12:01:37 GMT
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luzr wrote on Wed, 16 May 2007 11:39adkiller wrote on Tue, 15 May 2007 17:07Can we debug Win64 applications in TheIDE?

-Ad

Not yet.

Hoever on WinXp64 You still can debug in Win32 mode and build to x64.
In most cases this is enough becouse App schould be as much as it is possible portable between x64 and x86. [that's my opinion]

Subject: Re: Win64
Posted by adkiller on Tue, 29 May 2007 23:38:23 GMT
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I would like to strongly recommend that the MSC8_64 name be changed to MSC8X64 to reflect the fact that it only produces X64 builds and not IA64 builds.

Win64 is available on 2 different architectures:
- X64 = x86-64, EM64T(Intel), AMD64(Athlon64)
- IA64 = Itanium

The MSC8_64 label does not differentiate among the 2 supported Win64 architectures. The MSC8 compiler could generate code for both the IA64 and X64 architectures. It is best to change MSC8_64 to MSC8X64, to clearly reflect the X64 architecture. Also it would be best in future to use MSC8IA64 for Itanium.

I've added X64 build support for the Intel C++ Compiler and the above changes in the attached diff. I've also added support for building "SO" UPP DLLs for Win64(X64) using MSC8X64.

Enjoy ,
-Ad

File Attachments
1) icl-x64-patch.diff, downloaded 435 times

Subject: Re: Win64
Posted by mirek on Wed, 30 May 2007 10:22:48 GMT
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Hopefully applied...