Subject: Removing MinGW from dev.releases
Posted by azar on Wed, 06 Jun 2007 06:40:35 GMT

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Hi all!

Is it possible to remove MinGW distribution from
development U++ releases?

There are 3 reasons for that:
- users of dev.releases in many cases have MinGW already
installed;
- the size of release decreases (always good);
- if installation of MinGW already exists (for example,
 in C:\MinGW directory),then using of "internal" U++ MinGW
can cause linker errors. (checked with upp-mingw-705-dev.3)

Alex Zar

Subject: Re: Removing MinGW from dev.releases
Posted by mirek on Wed, 06 Jun 2007 07:01:07 GMT

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THis is indeed interesting - I would like to know why... Perhaps wrong build method setup?

Subject: Re: Removing MinGW from dev.releases
Posted by ebojd on Wed, 06 Jun 2007 12:32:19 GMT

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I have been chatting up U++/MinGW for people who have straight out-of-the-box WinXP
computers and need a simple C/C++compiler and a simple GUI tool. Pre packaged is a godsend
for them. There is already a version on the download page which does not come with MinGW
preinstalled. Did you try to install that instead of the non-integrated one?

  EBo --

Subject: Re: Removing MinGW from dev.releases
Posted by azar on Wed, 06 Jun 2007 13:11:35 GMT

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I think that people, which download DEVELOPMENT (not stable)

releases not need such "godsends". They really need to save
time and (sometimes) inet traffic.
In addition, the MinGW insallation is very easy.
Just download installer and run it once.

Isn't it?

Alex

Subject: Re: Removing MinGW from dev.releases
Posted by unodgs on Wed, 06 Jun 2007 13:44:40 GMT
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There is no problem to me to release installer without mingw. I'll put two spearate installation files
on sf.net next time.

PS. I was also thinking about one installer with selecting components menu.

Subject: Re: Removing MinGW from dev.releases
Posted by mirek on Wed, 06 Jun 2007 19:09:21 GMT
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azar wrote on Wed, 06 June 2007 09:11I think that people, which download DEVELOPMENT (not
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Alex

Yes. But you will lack our linker.

OTOH, seriously, for any real Win32 development, M$ SDK is the way to go. We supply mingw
version because it is a nice out-of-box solution if you just want to try U++ (we obviously cannot
redistribute M$ stuff, even if it is free).

Mirek

Subject: Re: Removing MinGW from dev.releases
Posted by ebojd on Wed, 06 Jun 2007 21:57:42 GMT

I missed the you noting that it was a "development" version and thought you meant *any* version. That's what I get for skimming...

As for M$... I do not do enough M$ development to justify spending the $ and the *pain* on their tools. The last time I tried to help someone download their *free* version of VC, we got a warning that it would die in 30 days because we choose not to register it (and give them our email addresses, etc. -- no thank you I get enough SPAM from M$ as it is).

If you are going to break out MinGW, fine, but it would be helpful to point to the MinGW install guide (probably already there).

  EBo --

Subject: Re: Removing MinGW from dev.releases
Posted by mirek on Fri, 08 Jun 2007 07:34:35 GMT

ebojd wrote on Wed, 06 June 2007 17:57
As for M$... I do not do enough M$ development to justify spending the $ and the *pain* on their tools. The last time I tried to help someone download their *free* version of VC, we got a warning that it would die in 30 days because we choose not to register it (and give them our email addresses, etc. -- no thank you I get enough SPAM from M$ as it is).

Well, at the moment, you can download SDK which contains Win32 and Win64 compilers for free. Which in fact makes mingw sort of pointless for serious work... (of course, in reality, this can be considered as another M$ move to supress competition, but OTOH, for Win development, SDK is unfortunately way better than mingw...)