

---

Subject: How to work with other compilers (e. g.: Borland Turbo or Builder, DigitalMars, DJGPP, OpenWatcom)

Posted by [ajmf77](#) on Wed, 18 Jul 2007 23:57:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello!

U++ has a really good point against others GUI and IDE.

But, i wish to know how to work with other compilers, despite the MSVC8 and GNUMinGW implementations.

If exist any suggest or idea, all of them are welcome!

thanks!

Civil Eng. (PE)  
Santiago de Chile, Chile.

---

---

Subject: Re: How to work with other compilers (e. g.: Borland Turbo or Builder, DigitalMars, DJGPP, OpenWatco)

Posted by [waxblood](#) on Thu, 19 Jul 2007 21:20:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here's the little I know about working with other compilers...

The only thing I've found in the documentation so far is this

[http://www.ultimatepp.org/app\\$ide\\$ConfiguringPackagesAssemblies\\$en-us.html](http://www.ultimatepp.org/app$ide$ConfiguringPackagesAssemblies$en-us.html)

Custom Build Steps and Building packages from an ESC macro section ans

In this thread they talk about Digital Mars [in]compatibility with Upp

<http://www.ultimatepp.org/forum/index.php?t=msg&goto=6923>

Ciao,  
David

---

---

Subject: Re: How to work with other compilers (e. g.: Borland Turbo or Builder,

---

DigitalMars, DJGPP, OpenWatco  
Posted by [mirek](#) on Sat, 21 Jul 2007 19:20:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ajmf77 wrote on Wed, 18 July 2007 19:57Hello!

U++ has a really good point against others GUI and IDE.

But, i wish to know how to work with other compilers, despite the MSVC8 and GNUMinGW implementations.

If exist any suggest or idea, all of them are welcome!

thanks!

Civil Eng. (PE)  
Santiago de Chile, Chile.

You would need to add "builder" code for particular compilers, or create build script.

Anyway, the real problem is that there is only a little reason to do so. Supported compilers are free and good (C++ compliant).

There are no other C++ compilers on linux or Mac OS X. On windows, you could consider using Borland, Watcom or Digital Mars. Unfortunately, a couple of years ago they were not good enough to compile U++.

AFAIK, there are recent efforts to revive Digital Mars support. We will see how that goes...

Mirek

---

---

Subject: Re: How to work with other compilers (e. g.: Borland Turbo or Builder, DigitalMars, DJGPP, OpenWatco  
Posted by [waxblood](#) on Sun, 22 Jul 2007 07:19:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote:

Quote:There are no other C++ compilers on linux or Mac OS X.

?????

Waht about LLVM <http://llvm.org/>? Seems very promising to me. It has a number of nice features:

- written in C++, heavy use of STL (it's always better than no templates at all )
- As the name suggests, it can work as a Virtual Machine on produced RISC-like virtual code (it's

the equivalent of GCC RTL)

- offers support to run-time and off-line optimizations based on code profiling
- there's a lot of documentation
- currently builds large projects such as mozilla and Qt
- Is sponsored by Apple
- its licence is bsd-like

drawbacks:

- currently uses GCC as Front End to parse C and C++ files. translating results into LLVM assembly.
- as a consequence of previous point, LLVM front end licence is the the same as gcc (GPL)

good news:

a fast new C front-end is under-way.. It is quite complete, C++ and ObjC support will follow (but time is needed, of course)

look at

<http://lists.cs.uiuc.edu/pipermail/llvmdev/2007-July/009817.html>

Ciao,  
David