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
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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
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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/appideConfiguringPackagesAssembl ies$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=692 3

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

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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
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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