Subject: an interesting C++ compiler (supports C++0x)
Posted by unodgs on Tue, 22 Jan 2008 21:43:12 GMT
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http://www.codeplay.com/technology/vectorc.html

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by cbpporter on Thu, 24 Jan 2008 07:50:10 GMT
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unodgs wrote on Tue, 22 January 2008 22:43http://www.codeplay.com/technology/vectorc.html
Never heard about it and their description sounds a lot like propaganda. Also couldn't find a link to try, purchase or otherwise obtain any product from them, except a contact us link, where I'm supposed to contact them and talk about my company's needs in a compiler.

Also couldn't find a description of what exactly from C++0x is supported?

If you don't mind experimenting with an alpha implementation of a standard that is not yet a standard, maybe you can try ConceptGCC. The tutorial and documentation is quite intriguing, and they are pretty clear on the experimental nature of the project.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by unodgs on Thu, 24 Jan 2008 08:51:44 GMT
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VectorC is available for download (at least in theory, I didn't try it)
http://www.codeplay.com/downloads/index.html
I remember they annouced C++ edition 2-3 years ago and after this time they confirmed it's ready.
However without ability to test it indeed may seem suspicious.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by bytefield on Thu, 24 Jan 2008 10:47:35 GMT
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Post removed. (It was breaking Romanian law). Sorry.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by mr_ped on Thu, 24 Jan 2008 11:07:04 GMT
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They are attracting mostly games developers, as their powerful optimizer can help a lot with things

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like 3D calculations/etc.

It has been already used in commercial products for several years, so the tools itself is quite mature, although I think most of the developers using Codeplay's vectorc have also MSCC ready to rescue whenever some piece of source has problems and it is not performance-wise interesting.

I don't think there are many people using it because of C++0x support, the performance of resulting code is *the* reason why people use this compiler.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by Mindtraveller on Mon, 28 Jan 2008 13:58:04 GMT
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It will be interesting to see real-life execution speed, memory requirements and exe size versus ones generated by MSC8 compiler.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by cbpporter on Mon, 28 Jan 2008 14:02:18 GMT
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It would be interesting to see if it compiles U++.

Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by Mindtraveller on Mon, 28 Jan 2008 15:00:25 GMT
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This too.