
Subject: Compilers: Microsoft vs GCC (or MinGW)
Posted by [281264](#) on Mon, 21 Jun 2010 17:10:23 GMT
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Folks:

I would like know the pros and cons of the different compilers. Have you any preference?

I think that the Microsoft compiler is available gratis; is it correct?

Subject: Re: Compilers: Microsoft vs GCC (or MinGW)
Posted by [koldo](#) on Mon, 21 Jun 2010 19:15:39 GMT
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Hello 281264

Yes, Microsoft compiler is gratis, more complete and better supported in U++ than MinGW.

However I would like that U++ will be always MinGW compatible, because perhaps some day Microsoft could decide to have a closer license.

I do not like my job to depend on one company. I have much more confidence in an Open Software project, and yet more in Gcc.

Subject: Re: Compilers: Microsoft vs GCC (or MinGW)
Posted by [andrei_natanael](#) on Mon, 21 Jun 2010 19:34:08 GMT
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Hello,
GCC is more strict and follow C++ standards better than MS compiler does. I use both but prefer GCC.

Andrei

Subject: Re: Compilers: Microsoft vs GCC (or MinGW)
Posted by [koldo](#) on Mon, 21 Jun 2010 20:43:38 GMT
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An advantage of using two compilers is that sometimes one of them detect a problem do not detected by the other one.

Subject: Re: Compilers: Microsoft vs GCC (or MinGW)
Posted by [tojocky](#) on Tue, 22 Jun 2010 06:44:21 GMT
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The performance of the latest releases of Gcc, seems to be the most preferred compiler. Gcc is everywhere: Linux, Windows, MACOS,

Subject: Re: Compilers: Microsoft vs GCC (or MinGW)
Posted by [mr_ped](#) on Tue, 22 Jun 2010 09:18:23 GMT
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I prefer GCC (MINGW) because I tend to work both in linux and windows. But I'm also using MSCC8 just to make sure my code does not have some hidden ill side-effects, which don't show up in gcc.

Also debugging in U++ is a bit more stable with MSCC, another good read reason to have installed both of them, if you have windows machine.
