Subject: Windows 7 and U++
Posted by 281264 on Sat, 23 Jul 2011 18:46:58 GMT
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Hi,

I am planning to migrate to Windows 7-64 bits. Is there any incompatibility between Windows 7 and U++? Is there any problem with Microsoft C++ compiler for 64 bits? Are there useful tips to be considered?

Thank you,

Javier

Subject: Re: Windows 7 and U++
Posted by cbpporter on Sat, 23 Jul 2011 19:30:26 GMT
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Using a 32 bit U++ I can say that I did not find any incompatibly and everything runs smoothly. Can't say anything about 64 bit except that it compiles.

Subject: Re: Windows 7 and U++
Posted by unodgs on Sat, 23 Jul 2011 19:41:04 GMT
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I'm not sure if it is a fault of visual studio 2010 sp1 but I debugger is not working in windows 7 64b. Everything else works fine.

Subject: Re: Windows 7 and U++
Posted by mirek on Sun, 24 Jul 2011 07:58:29 GMT
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unodgs wrote on Sat, 23 July 2011 15:41I'm not sure if it is a fault of visual studio 2010 sp1 but I debugger is not working in windows 7 64b. Everything else works fine.

Which debugger and for what code?

I am Win7 user, well, most of time, and theide debugger debugs 32-bit apps just fine.

64-bit debugging was never finished AFAIK. There are some patches applied for that, but I have never seen it working...

Mirek

Subject: Re: Windows 7 and U++
Posted by 281264 on Sun, 24 Jul 2011 09:26:52 GMT
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Mirek,

What you are saying is that it is not possible to debug a 64 bit compiled application with U++, is it not?

For example, let us say that you are planning to compile a program with U++, using the Microsoft 64 bit C++ compiler, is it possible to do it completely in U++, including its debugging?

Since you are working with a 64 bit environment (Win 7-64 bits), are not you making the most of it? I mean a 64 bit application, running in a 64 bit environment, has to be better compared with its equivalent developed in a 32 bit system.

Javier

Subject: Re: Windows 7 and U++
Posted by mirek on Sun, 24 Jul 2011 12:45:08 GMT
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281264 wrote on Sun, 24 July 2011 05:26Mirek,

What you are saying is that it is not possible to debug a 64 bit compiled application with U++, is it not?

For example, let us say that you are planning to compile a program with U++, using the Microsoft 64 bit C++ compiler, is it possible to do it completely in U++, including its debugging?

Yes, everything works except integrated debugger.

Quote:
Since you are working with a 64 bit environment (Win 7-64 bits), are not you making the most of it? I mean a 64 bit application, running in a 64 bit environment, has to be better compared with its equivalent developed in a 32 bit system.

Only marginally. And as the most executables I produce for my living have to work on 32-bit windows, it really does not matter much.

I guess for most win32 programmers this is the same. Perhaps this is why nobody bothered to fix that debugger yet (Even if that should be relatively easy).

Mirek

Subject: Re: Windows 7 and U++
Posted by unodgs on Sun, 24 Jul 2011 15:20:02 GMT
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mirek wrote on Sun, 24 July 2011 03:58
Which debugger and for what code?
I meant TheIde's debugger in Win7 64. Two weeks ago I had to work only on my laptop (where Win7 64 is installed) and lack of debugger was really annoying . It would be great Mirek if you could take a look at it (of course there is no rush).

Subject: Re: Windows 7 and U++
Posted by mirek on Sun, 24 Jul 2011 16:24:09 GMT
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unodgs wrote on Sun, 24 July 2011 11:20mirek wrote on Sun, 24 July 2011 03:58
Which debugger and for what code?
I meant TheIde's debugger in Win7 64. Two weeks ago I had to work only on my laptop (where Win7 64 is installed) and lack of debugger was really annoying . It would be great Mirek if you could take a look at it (of course there is no rush).

I repeat that I am running Win7 64 and debugger works just fine, for 32-bit apps.

So, are you referring to 64-bits apps (where it is known it does not work), or something bad is with 32-bit apps debugging?

Mirek

Subject: Re: Windows 7 and U++
Posted by 281264 on Sun, 24 Jul 2011 19:41:49 GMT
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Mirek,
I think he refers to the 64 bit case; it would be great if someone fixes the debugger for this case.

Anyway, I think the migration to a full 64 bit environment is unstoppable (the same as when we passed from 16 bits to 32 bits!), so it is better to joint it!.

Javier

Subject: Re: Windows 7 and U++
Posted by unodgs on Sun, 24 Jul 2011 20:29:25 GMT

mirek wrote on Sun, 24 July 2011 12:24
I repeat that I am running Win7 64 and debugger works just fine, for 32-bit apps.
So, are you referring to 64-bits apps (where it is known it does not work), or something bad is with 32-bit apps debugging?
Mirek
I'm sorry I thought it was clear . I was trying to debug 64b application. But if debugging 32-bit apps in 64bit environment works then no problem (why I didn't try it - I really don't know).

Subject: Re: Windows 7 and U++
Posted by mirek on Sun, 24 Jul 2011 21:15:00 GMT

281264 wrote on Sun, 24 July 2011 15:41Mirek,
I think he refers to the 64 bit case; it would be great if someone fixes the debugger for this case.

Anyway, I think the migration to a full 64 bit environment is unstoppable (the same as when we passed from 16 bits to 32 bits!), so it is better to joint it!.

Javier

Well, actually, as matter of fact, 16->32 bits was a big change (a big simplification), 32->64 is negligible change.

You can debug your U++ code compiled 32bit and then compile 64 and there is 99% chance it will work. I am doing that on regular basis in my work - we share code that I get developed in 32-bit windows and later it runs (without much further testing) on 64bit linux.