Subject: How do you develop in U++?
Posted by koldo on Mon, 23 Jan 2012 22:34:44 GMT
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Hello all

I wanted you to say here how do you develop using U++.

For example my favorite environment is MSC9 over XP as debugging works very well: I can read variable values and change breakpoints at runtime. To develop in Linux I usually use Ubuntu under VirtualBox. However lasts VirtualBox versions are terribly slow so I have returned to pure Ubuntu and probably Wubi and/or Portable Ubuntu (now it supports until 10.04) in PCs where I cannot install a Linux partition.

Subject: Re: How do you develop in U++?
Posted by mirek on Tue, 24 Jan 2012 07:28:26 GMT
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I have had similiar problems with VirtualBox in windows. Now I am using vmware player, which is just as free (albeit not open-source) and runs smooth in Win7.

Right now I have too computers, one Desktop with ubuntu only, second, my "main", notebook with Win7 and vmware. Curiously, notebook is much more powerful than desktop But sometimes I like to enjoy pure Linux environment with big keyboard.

Subject: Re: How do you develop in U++?
Posted by mr_ped on Tue, 24 Jan 2012 08:32:55 GMT
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I use mostly WinXP and Kubuntu, GCC everywhere, sometimes MSC8 to verify code. I don't debug anymore (takes too much time). When I want just to check something in different environment, I use VirtualBox (then the speed is usually not an issue).

Subject: Re: How do you develop in U++?
Posted by Novo on Wed, 25 Jan 2012 04:22:08 GMT
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Desktop: Kubuntu 11.04 (going to update it to Lubuntu), AMD (because of the CodeAnalyst profiler, which is free and fast), no VMs. Still couldn't find a decent debugger, so, I do not debug either

Laptop: Win7, old two-core Intel CPU. Actually, I got attracted to TheIde/Upp because it allows me to compile pretty big projects on this laptop (and watch TV at the same time). This was huge pain before. Debugger: VS 2008. No VMs (this laptop barely runs Windows itself). Will, probably,

upgrade it if AMD releases new decent CPU AMD has decent free tools, Intel's tools are not cheap and extremely slow (at least on Windows).

Subject: Re: How do you develop in U++?
Posted by dolik.rce on Wed, 25 Jan 2012 06:16:01 GMT
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Two Arch Linux laptops, 64bit notebook for work, 32bit Intel Atom netbook for personal use. Funny thing is that I develop most things on the weaker Atom machine For windows I use portable installation of U++ + MSC9 + MinGW, most of the time in wine, sometimes on my girlfriends notebook for some real testing. I'm quite happy with the gdb for debugging, but most things is easily resolved with well placed DUMP anyway

Subject: Re: How do you develop in U++?
Posted by unodgs on Wed, 25 Jan 2012 06:39:01 GMT
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Desktop: Windows 7 32b
Laptop: Windows7 64b and ArchLinux64 (on second partition)

On both configurations I use TheIde + Visual C++ 10.0 (sometimes gcc to check compilation issues).

I prefer desktop a lot more because of two monitors and comfortable desk and chair, but I use laptop recently. My younger daughter sleeps in the "desktop room" for now

Subject: Re: How do you develop in U++?
Posted by cbpporter on Wed, 25 Jan 2012 22:42:54 GMT
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Visual C++ 10? Why do I have 8?

Anyway I am having troubles with some precompiled DLLs with 9.

MY desktop fried recently so now I'm coding on an ASUS laptop with a i5 inside. Pretty good machine, but I miss my 22 inch screen.

Subject: Re: How do you develop in U++?
Posted by ratah on Thu, 26 Jan 2012 08:44:18 GMT
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Desktop : Windows 7 64bits, sometimes XP 32bits

I use MingW32, no Visual C++.
Instead i prefer CodeBlock to do pure c++ projects.

All applications I developp with u++ are destinated for old desktop with processor Pentium II/III where are installed win NT/2000/2003 server. No major problems have been encountered expect with win NT.

I would like to one day test u++ project portability on linux or mac os.

Subject: Re: How do you develop in U++?
Posted by koldo on Thu, 26 Jan 2012 10:03:38 GMT
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Hello all

I have compiled Examples/Clock. This are the required compiling time in my PC with XP:

- XP native:
-- MSC9: 1:25
-- MinGW: 1:35

- Ubuntu 11.10 virtualized
-- VirtualBox: 23:20
-- Vmware Player: 1:50

Vmware result is very good but VirtualBox is terrible. And this problem does not come from last version... so I will uninstall it.
Thank you Mirek for the advice .

Subject: Re: How do you develop in U++?
Posted by Didier on Thu, 26 Jan 2012 20:54:06 GMT
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Hi all,

I develop everything under fedora with gcc and debug with gdb (works perfectly) and also use valgrind to verify that everything works fine.

To compile Windows versions, I use wine with Upp under wine + MSC free edition (very easy to set up with wine-tricks).

I don't use mingw because the final apps need the mingw32 dll to run, ...

And for final testing under windows, I have some VMs under QEMU: windows works perfectly on my machine Q6600 (Quad core at 2.6GHz).

And when I wan't a real test, there still is my wife's Atom notebook

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Subject: Re: How do you develop in U++?
Posted by BioBytes on Sat, 28 Jan 2012 10:13:34 GMT
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Hi all,

Last year, I moved from CodeBlocks+wxWidgets to U++ I had tried in 2008. I should say that U++ is a superb development tool and that community is very kind and helpful.

I develop my projects (mainly ISO management & biology fields) under Windows XP and 7 using MSC9 and GCC under Kubuntu (Maverick) using a laptop (I love to code in my bed).

Cheers

Biobytes
