Subject: Is Skylark already working with Mingw?
Posted by [lectus](#) on Sat, 26 Jan 2013 12:49:47 GMT

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I did a clean install of Windows and I don't feel like installing the huge Visual Studio just for Skylark.

Mingw is much much more compact.

Thanks

Subject: Re: Is Skylark already working with Mingw?
Posted by [mirek](#) on Sun, 27 Jan 2013 09:07:41 GMT

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lectus wrote on Sat, 26 January 2013 07:49I did a clean install of Windows and I don't feel like installing the huge Visual Studio just for Skylark.

Mingw is much much more compact.

Thanks

You do not need Visual Studion. Just install Windows SDK...

Subject: Re: Is Skylark already working with Mingw?
Posted by [mirek](#) on Sun, 27 Jan 2013 09:12:31 GMT

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OK, my official stance on Mingw:

gcc is a good compiler, but I do not see much sense in using mingw in Win32, when Microsoft compiler is free, compiles faster, result is half in size and about as good in speed and when MSC++ is much better integrated with Windows.

Supporting mingw takes too much time for me, because it has a lot of win32 integration problems. Thus: I am not deleting "COMPILER_MINGW" from U++ sources, but I am not going to actively fix any issues w.r.t. Mingw myself. I am however willing to apply any patches submitted.

Mirek

Subject: Re: Is Skylark already working with Mingw?
Posted by [lectus](#) on Sun, 27 Jan 2013 19:29:48 GMT

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Hmm... I thought the required effort for Mingw was about the same as GCC on Linux.

BTW, which components do I need to select on the Windows SDK installer to get a MINIMUM environment for U++? (like no .NET crap)

Subject: Re: Is Skylark already working with Mingw?
Posted by mirek on Sun, 27 Jan 2013 19:39:27 GMT
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lectus wrote on Sun, 27 January 2013 14:29
BTW, which components do I need to select on the Windows SDK installer to get a MINIMUM environment for U++? (like no .NET crap)

If you install U++ in Win32, you even get a nice screenshot during installation process showing what to select.

Mirek