Subject: Targeting platforms
Posted by jstemper on Wed, 30 Sep 2015 03:36:02 GMT
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I am investigating multi-platform development. I have many years C/C++, but all in Windows. How is the source compiled for the different platforms? Can I create code that targets Linux/OSX from my Windows machine?
Thanks...

Subject: Re: Targeting platforms
Posted by koldo on Wed, 30 Sep 2015 06:48:55 GMT
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Hello jstemper

As compilers in Windows and Linux follow approximately the same standards, command line programs are almost the same in Linux and Windows.

However, certain low level details and complex areas as user interface programming depend on libraries that are not always the same in Windows and Linux. For example, if you want to program 3D applications using DirectX, you could not port it to Linux.

To solve that, libraries and frameworks as U++ let you use the same source in Windows and Linux. This is amazing but true. You can code a full featured GUI program in Windows, copy your sources to a Linux computer, and compile and run them without any change. U++ does the magic transparently.