

U++ - Bug #731

ide: Preprocess should use C++ options (otherwise std=c++11 does not work) - GCC builder only

04/01/2014 09:17 PM - Miroslav Fidler

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|------------------------|-----------------|------------------------|------------|
| Status: | Approved | Start date: | 04/01/2014 |
| Priority: | Normal | Due date: | |
| Assignee: | Zbigniew Rebacz | % Done: | 0% |
| Category: | IDE | Estimated time: | 0.00 hour |
| Target version: | Release 2017.2 | Spent time: | 0.00 hour |
| Description | | | |

History

#1 - 03/18/2017 09:05 PM - Zbigniew Rebacz

- Category set to IDE
- Status changed from New to Ready for QA
- Assignee set to Miroslav Fidler
- Target version set to Release 2017.2

Fixed by:

<https://github.com/ultimatepp/mirror/commit/bc463b3973c5a3847481b307ec901be0bb610338>

Please check and closed (Works with MinGW and GCC).

#2 - 05/06/2017 06:51 PM - Zbigniew Rebacz

- Status changed from Ready for QA to Approved
- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

#3 - 05/06/2017 06:51 PM - Zbigniew Rebacz

- Subject changed from ide: Preprocess should use C++ options (otherwise std=c++11 does not work) to ide: Preprocess should use C++ options (otherwise std=c++11 does not work) - GCC builder only

#4 - 05/06/2017 06:52 PM - Zbigniew Rebacz

Now, it is using builder settings, so there is no issues possibilities when migrating to newer standard in the future.