
Subject: Re: Releasing in Win32 xp
Posted by [bytefield](#) on Tue, 27 May 2008 12:31:36 GMT
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luzr wrote on Tue, 27 May 2008 14:00mdelfede wrote on Tue, 27 May 2008 01:54
Maybe he meant if he should include mingw on release (which makes it quite big file to download) or without it, not if he should release both mingw and MS compiled versions.

FYI, Win32 U++ is ALWAYS compiled with MSC (because it produces much smaller .exe).

Mirek

It is always compiled with MSC if maintainer do that(this version is also compiled with MSC), but guess distributing mingw with every svn builds is inutile and guess we cannot have on server more than 15 packages because of low storage space.

Alternatively we can have a single mingw installer near svnbuilds and who need it to can download it from there, and btw which programmer make programs without having a compiler installed on system?!?, let be serious and a new programmer doesn't begin using U++ until he know C++ and he cannot learn C++ without a compiler. And the mainly used compilers on windows are MSC ones and MinGW.

And i think every newcomer to U++ which use windows is reading this, where is explained clearly that you must have installed a compiler on your system.

So my proposal are to have mingw distributed with stable and official releases and one mingw package (installer) in svnbuilds for programmers who use latest svn builds (have it as a separate packages not bundled with upp svn packages), in fact the mingw is always the same, just the upp and theide is changing, so we must provide just the changes.