Subject: GCC 4.1.2 for Windows and Ultimate++
Posted by lectus on Mon, 16 Apr 2007 23:48:24 GMT
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Can Ultimate++ use this updated GCC compiler?
http://www.develer.com/oss/GccWinBinaries

There are also these links:
http://www.tdragon.net/gcc412.html
http://forums.codeblocks.org/index.php/topic,5695.0.html

It seems it does better code generation.
Will be there other gains like speed-up linking?

Thanks

Subject: Re: GCC 4.1.2 for Windows and Ultimate++
Posted by unodgs on Tue, 17 Apr 2007 06:29:57 GMT
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I always wonder why mingw use so prehistoric version of gcc. Anyway, I agree that updaing gcc to 4.x is a good idea as new line represent much better quality and ISO conformance. The only question is which binaries to use.
As for linking we ship gcc with our ld which is a way faster than gcc ld (even the newset one)

Subject: Re: GCC 4.1.2 for Windows and Ultimate++
Posted by mirek on Tue, 17 Apr 2007 06:34:30 GMT
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Well, I was trying to use that particular GCC version, but ended with a bit erratic behaviour (it reported bugs for some files, then on another compile reported nothing).

That said, testing is required.

At the same time, situation with GCC is a bit crippled as it does not support TLS (__thread) variables -> U++/MT is broken. I can and will fix it, but that will mean locking allocator->much worse performance than MSC/Linux-GCC.

Mirek

Subject: Re: GCC 4.1.2 for Windows and Ultimate++
Posted by ebojd on Wed, 18 Apr 2007 01:07:51 GMT
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Have you tried 4.1.1? Any better success?

EBo --

Subject: Re: GCC 4.1.2 for Windows and Ultimate++
Posted by mirek on Wed, 18 Apr 2007 20:45:25 GMT
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No. Mirek
