
Subject: Re: calling C++ from within IDL

Posted by [Michael Galloy](#) on Tue, 18 Aug 2015 16:04:55 GMT

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On 8/17/15 3:27 PM, Paul van Delst wrote:

> On 08/15/15 10:39, Michael Galloy wrote:

>> I don't think you have the correct compiler. Download Visual Studio

>> Community from:

>>

>> <https://www.visualstudio.com/en-US/products/visual-studio-express-vs>

>

> Totally OT - and definitely not directed at your projects, Mike - but I

> was just reading this the other day:

>

> <http://opensource.com/life/15/7/why-your-open-source-project-failing>

>

> about a talk Tom Callaway gave at OSCON. One of the points mentioned was:

>

> <quote>

> Callaway said projects fail:

> * If your code depends on Microsoft Visual Anything (you get 100
> points of fail)

> </quote>

>

> Not sure if that's tongue-in-cheek or not... :o)

>

> cheers,

>

> paulv

I agree that supporting Windows is a pain. (Actually, one of my "someday" tasks is to actually build my library on Windows. I don't think there are any roadblocks, but I have no doubt that it will take me days if not weeks or more to get it actually building.) Unfortunately, a lot of people use it though, and I'm not aware of another Windows compiler that is not even more pain. You would not believe that the steps we had to take to prepare a machine to do Windows builds via cygwin at a previous job.

Mike

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Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
