

Re: Visual Studio 6 vs. .NET 2005

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2006-03/msg00330.html>

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Once again, I would have to disagree with this slamming of VC6. Actually, the C++ Standard Library/STL is very usable in VC6, provided you apply the Dinkumware patches. I have not had any trouble getting my code so it will compile in both VC6 and VC7.1. But I admit I don't make fancy use of the STL, just string, vector, map and a few algorithms. And I do not write many of my own templates.

I am not slamming VC6 by any means. It was a very good compiler for its time.

I have never used the dinkumware patches, but I can believe that they can be used to make code that compiles both on VC6 and VC7.1. If they changed the class definitions (members etc) to match the standard so that an `srd::string` in VC6 has the same functionality as an `std::string` in VC7, then that make code that uses it portable.

This doesn't change anything to the compiler itself however. I have written some special purpose template classes in VC6. When i ported that code to VC7.0 I had quite some work because template syntax that was valid in VC6 was no longer valid in VC7. Since this is a compiler issue, no amount of library patches can change this.

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Kind regards,

Bruno.

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