

## Re: MSVC 6.0 or VC++.NET

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-07/msg00716.html>

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- *From:* "Peter van der Goes" <p\_vandergoes@xxxxxxxxxxxx>
  - *Date:* Sat, 9 Jul 2005 09:16:44 -0500
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"sandSpider" <m74.piscean@xxxxxxxxxx> wrote in message  
[news:1120898523.224143.39640@xx](mailto:news:1120898523.224143.39640@xx)

> Hi,  
>  
> By the way Os and platrms are upgrading, more and more softwares and  
> codes shall require portability issues. I am a C++ developer. Last week  
> only I faced a lot of troubles in developing code sticking to the  
> basic C++ style and also using MFC.  
>  
> I have one question.  
> Do the newer IDE's and dev env, like VC++.NET provide better support  
> for portability issues. I am using MSVC 6. Will I face any portability  
> issues and optimizaion issues later.  
>  
> Maybe should I switch to VC++.NET.  
>  
> Now, as common sense says, some of the dev's here shall point out that  
> it depends on the type of codes I am writing. Well, I think that it  
> does not depend on the type of application we are writing , rather  
> depends on the way we are writing it. Is the style of coding and  
> constructs being used support increase dportability or else is it  
> hampering code changes later on.  
>  
> I want all techies to provide answers, as I am stuck between  
> portability, optimization and better code maintenance between using  
> MSVC 6.0 and VC++.NET  
>  
> sandSpiderX  
>

Accepting your assertions and ignoring present and future proprietary  
extensions, I'd want to switch to the v7.1 C++ compiler (VS .NET 2003)  
because it's far more standards-compliant than previous versions.

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Peter [MVP Visual Developer]  
Jack of all trades, master of none.

- **References:**

- ◆ **MSVC 6.0 or VC++.NET**

- ◇ *From: sandSpider*

- Prev by Date: **Re: can C++ vstudio be installed along with C#**

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