

Re: C programmers (particularly those who use LCC32).

Source: <http://sci.tech-archive.net/Archive/sci.lang.japan/2004-06/1354.html>

From: Paul Blay (ranma_at_saotome.demon.co.uk)

Date: 06/24/04

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<jim_breen@idontreadhotmail.com> wrote ...
> Paul Blay <ranma@saotome.demon.co.uk> dixit:
> ><jim_breen@idontreadhotmail.com> wrote ...
> >> Srin Tuar <SrinTuar@example.net> dixit:
> >> >Hrm, thats fairly horrid, for a compiler to do, imo.
> >>
> >> I agree. An English-centric view; typical of programmers with limited
> >> world experience.
>
> >He's French. :-P
>
> I meant the person who wrote the compiler that barfed on encountering
> 8-bit characters.

So did I.

<http://www.cs.virginia.edu/%7Elcc-win32/>

"lcc-win32: A Compiler system for windows by Jacob Navia"

<mailto:xxxxxx@xxxxx.xxxxxxx.fr>

> >Cygwin was fine 'n' dandy with a related project that had a prepared
> >auto-configuring makefile system. It's much less user friendly
> >when I have to sort that bit out myself.
>
> It's great for porting Unix-style packages into the Windows world.
> I impressed everyone, including myself, by getting a slab of
> Tcl/Tk/C ported to run on Windows without too much drama (this was
> in Japan in 2001). It needed the tcl.dll and tk.dll which were
> about 1Mb each to run in environments without Tcl/Tk installed, but
> it worked.

The 'related project' _was_ an (mostly) port from *nix style packages.