

C++ Club UK Meeting 125

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2021-03-11

Visual Studio 2019 update

- Address Sanitizer for MSVC
 - [Reddit](#)
- IntelliSense Improvements
 - [Reddit](#)

How does Modern C++ (C++20) compare with Rust?

- **Reddit**

Even if you don't use Rust learn it. It will make you a better C++ programmer. #

LIEF: Library to Instrument Executable Formats

This project aims to provide a cross platform library to parse, modify and abstract ELF, PE and MachO formats.

- [Website](#)
- [Docs](#)
- [GitHub](#) (Apache 2 Licence)
- [Profiling C++ code with Frida](#)
 - [Frida website](#)
 - [Frida on GitHub](#)
 - [Frida Profiler](#)

Enforcing Signatures On Templated Callbacks

- Philippe M. Groarke
 - [Reddit](#)

Improving Print Logging with Line Pos Info & Modern C++

- B. Filipek
 - [Reddit](#)

The perils of the accidental C++ conversion constructor

- Raymond Chen
 - Reddit

No one hates C++ more than the people who love C++. #

Making Win32 APIs More Accessible to More Languages

- Microsoft
 - C++/WinRT
 - cppwin32

C++ and game engines

- **Reddit**

Hey, I started out with C++ 3 months ago and really love it. I already have some experience in Unity, but I'd like to use C++. Is there any engine you would recommend me to try out? I know about Unreal Engine but I can't find any good tutorials for how to use C++ with Unreal Engine. Is there any other option or a tutorial series or anything you could recommend me?

Game developers, what compiler optimization setting do you use?

- [Reddit](#)

EnTT 3.6.0

Gaming meets modern C++ - a fast and reliable entity component system (ECS) and much more.

- [Announcement on Reddit](#)
 - [GitHub](#) (C++17, MIT)

Better CMake

- Videos by Jefferson Amstutz

Solving differential equations with LLVM

Heyoka is a C++ library for the integration of ordinary differential equations (ODEs) via Taylor's method. Notable features include:

- support for both double-precision and extended-precision floating-point types (80-bit and 28-bit),
- the ability to maintain machine precision accuracy over tens of billions of timesteps, batch mode integration to harness the power of modern SIMD instruction sets,
- a high-performance implementation of Taylor's method based on automatic differentiation techniques and aggressive just-in-time compilation via LLVM.

Links

- [GitHub](#) (C++17, MPL-2.0)
 - [Docs](#)
 - [Reddit](#)

TTauri: modern retained-mode GUI library in C++20

- GitHub
 - Reddit

C++20 Coroutines: sketching a minimal async framework

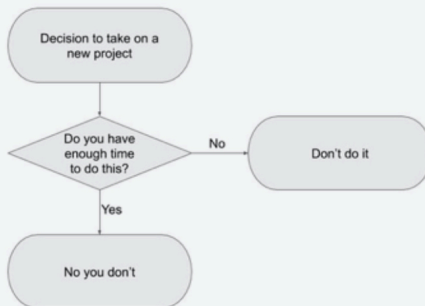
- Jeremy Ong
 - Reddit

New project flowchart



Hannah Daly @HannahEDaly

My husband sent me this 🤔



1d • 07/12/2020 • 10:18 •

