

Forum:[Hack Forums](#)

Thread: [PSA: Visual Studio 15 \(.net 4.5.3\)](#)

Cornflower Blue ???-? — November 12, 2014, 3:49 pm

<http://www.visualstudio.com/en-us/downloads/visual-studio-2015-downloads-vs>

Preview download is up, what do you guys think?

Release notes: <http://www.visualstudio.com/en-us/news/vs2015-preview-vs>

He B TeMy - November 12, 2014, 4:21 pm

It's kinda offtopic but the difference between this and the new community 2013 is the latest is capable to cross-platform support?

I only found this:

Quote:Q: How does Visual Studio Community 2013 compare to other Visual Studio editions?

A: Visual Studio Community 2013 includes all the great functionality of Visual Studio Professional 2013, designed and optimized for individual developers, students, open source contributors, and small teams.

AEDEAD - November 12, 2014, 4:26 pm

(Nov 12, 2014 05:21 PM)HeBTeMy Wrote: [\[CITE\]](#) It's kinda offtopic but the difference between this and the new community 2013 is the latest is capable to cross-platform support?

I only found this:

.NET Framework 4.5+ does NOT support WindowsXP.

That's the biggest difference.

He B TeMy - November 12, 2014, 4:40 pm

(Nov 12, 2014 05:26 PM)AEDEAD Wrote: [\[CITE\]](#) .NET Framework 4.5+ does NOT support WindowsXP.

That's the biggest difference.

I didn't asked about .net framework, i specifically asked about the IDE and cross-platform, not backwards compatibility.

Nothing above 4.0 runs on XP, that i knew.

AEDEAD - November 12, 2014, 4:46 pm

(Nov 12, 2014 05:40 PM)HeBTeMy Wrote: [\[CITE\]](#) I didn't asked about .net framework, i specifically asked about the IDE and cross-platform, not backwards compatibility.

Nothing above 4.0 runs on XP, that i knew.

So you're implying Visual Studio (VB, C#) is available for linux? As well as the .NET Framework I'd assume? I mean I know you have to run Wine but it seems to me you are implying they've release something that's not Windows dependent.

Eternal Darkness - November 12, 2014, 5:11 pm

@HeBTemy: As for Visual Studio, it seems they are releasing Visual Studio 2013 for free. I believe it is not built to be cross platform currently. I would assume that after they make it so you can build projects for different OS's (Officially), then they would make a compiler/IDE for said machines. It is Microsoft, so they could do something confusing and not release any developer tools for said OS after making everything Cross Platform, but I have a feeling even they will see the logic in porting the IDE... Nothing has been officially stated to either side to my knowledge.

(Nov 12, 2014 05:46 PM)AEDEAD Wrote: [\[CITE\]](#) So you're implying Visual Studio (VB, C#) is available for linux? As well as the .NET Framework I'd assume? I mean I know you have to run Wine but it seems to me you are implying they've release something that's not Windows dependent. Yes. They are going Cross Platform... Next time try googling or [looking at the thread one post below yours](#) before commenting on "Visual Studio Community 2013" something you obviously have no knowledge about.

The Community Edition has support for (Note a lack of "requirement" for Windows/Microsoft Products, in the list):

Quote:Languages : Code in C++, Python, HTML5, JavaScript, and of course C#, VB, and F#.

Web : Extensive web tooling for ASP.NET, Node.js, and JavaScript

Devices : Tools for Apache Cordova and Unity to reach even more platforms.

Create apps for Windows, Android, and iOS devices with integrated tools.

<http://www.neowin.net/news/net-server-side-stack-going-open-source-new-support-for-os-x-and-linux-announced> - .Net is being ported to be cross platform. The "Core" of the Framework is being expanded on, to work on non-Windows machines. During the process they are also making it Open Source.

After that, there is no logical reason why you couldn't compile the programs on Non-Windows Machines.

Feel free to find information to the contrary. It will be of benefit to the thread... I am mostly speculating from the little I have read on the project (all of about 5 articles). More concrete information will be coming sooner or later...

(Nov 12, 2014 05:26 PM)AEDEAD Wrote: [\[CITE\]](#) .NET Framework 4.5+ does NOT support WindowsXP.

That's the biggest difference.

I would not have expected that they "make it work" on a 15 year old OS. Mainly due to the fact that they have made an administrative decision that .Net 4.0+ Frameworks will not be compatible with XP...

[img]<http://s2.quickmeme.com/img/bf/bf5b22eb30c408f22c69b35acdfb747706c476e75e1a756da4b0734caeb0499d.jpg>[/img]

He B TeMy - November 12, 2014, 5:51 pm

(Nov 12, 2014 05:46 PM)AEDEAD Wrote: [\[CITE\]](#) So you're implying Visual Studio (VB, C#) is available for linux? As well as the .NET Framework I'd assume? I mean I know you have to run Wine but it seems to me you are implying they've release something that's not Windows dependent.

As post above said, they're going cross-platform, open-source and a new free IDE, do you even googled the question you "answered" me?

Wtf.

SaketSaket - November 12, 2014, 10:53 pm

Quote: Visual Studio 2015 Preview contains many new and exciting features to support cross-platform mobile development, web & cloud development, IDE productivity enhancements, and more.

This is something amazing. i think i need to upgrade my system before this comes out ;)

Nikey646 - November 13, 2014, 12:28 am

Can't wait for the official release to see what people do w/ the new compiler for C#/VB. Not to mention that C# 6.0 is going to bring in some long wanted features (Being able to set default values on Auto Properties, the entire Required Arguments for classes, and declaring variable's while passing it to an Out Parameter (EG: `Int32.TryParse("555", out var oInt)`);..Or was it var out? Idc, it's epic either way ^_^)

AgedPeanuts - November 13, 2014, 6:06 am

(Nov 13, 2014 01:28 AM)Nikey646 Wrote: [\[CITE\]](#) Can't wait for the official release to see what people do w/ the new compiler for C#/VB. Not to mention that C# 6.0 is going to bring in some long wanted features (Being able to set default values on Auto Properties, the entire Required Arguments for classes, and declaring variable's while passing it to an Out Parameter (EG: `Int32.TryParse("555", out var oInt)`);..Or was it var out? Idc, it's epic either way ^_^)

I believe that last feature was removed, along with the primary constructors:

<https://roslyn.codeplex.com/discussions/568820>

Edit: VB/C# Feature list here:

<https://roslyn.codeplex.com/wikipage?title=Language%20feature%20status>

Nikey646 - November 13, 2014, 6:14 am

(Nov 13, 2014 07:06 AM)AgedPeanuts Wrote: [\[CITE\]](#) I believe that last feature was removed, along with the primary constructors: <https://roslyn.codeplex.com/discussions/568820>
awweeh! D:

Atleast they weren't completely dropped or only partially implemented!

Foursenal - November 13, 2014, 7:23 pm

The 2015 is looking absolute crap right now. It can't even do basic stuff VS13 can do. Most times, when you debug your application and you try to edit something, it won't let you, you're only allowed to enter in stuff. So I then had to debug again and quickly delete something so I can delete and write at the same time. So many issues with this new Visual Studio, hopefully they fix up the things that should've been there in the preview.

Corios - November 14, 2014, 1:40 am

(Nov 13, 2014 08:23 PM)4rsenal Wrote: [\[CITE\]](#) The 2015 is looking absolute crap right now. It can't even do basic stuff VS13 can do. Most times, when you debug your application and you try to edit something, it won't let you, you're only allowed to enter in stuff. So I then had to debug again and quickly delete something so I can delete and write at the same time. So many issues with this new Visual Studio, hopefully they fix up the things that should've been there in the preview.

Every new version has issues for some users for a few weeks. For instance mine has worked fine thus far.

Cornflower Blue ???-?— - November 14, 2014, 2:24 am

(Nov 13, 2014 08:23 PM)4rsenal Wrote: [\[CITE\]](#) The 2015 is looking absolute crap right now. It can't even do basic stuff VS13 can do. Most times, when you debug your application and you try to edit something, it won't let you, you're only allowed to enter in stuff. So I then had to debug again and quickly delete something so I can delete and write at the same time. So many issues with this new

Visual Studio, hopefully they fix up the things that should've been there in the preview.
It's a preview release, not the full release, there will be bugs.