

## **MPW C++ 3.1 E.T.O. 2**

### ***Release Notes***

MPW C++ 3.1 final is packaged with the MPW 3.2b1 C compiler. Elsewhere on this CD there is a 3.2b3 C compiler. We recommend that you use it instead—it fixes several bugs that occurred in 3.2b1 C.

The “Tools” folder for MPW C++ contains CFront, but the C compiler is not in it; it is in a subfolder called “Tools:C3.2b1”. You can simply ignore this and use the 3.2b3 C compiler instead.

Here are your three alternatives, if you’re using MPW C++ 3.1 final:

1. Use the MPW 3.1 C compiler. This is the most conservative choice. This will work all right, except for load/dump. There is no support in C 3.1 for load/dump.
2. Use 3.2b1 C. There is no reason to do this, really, unless 3.2b3 does not work for you and 3.2b1 does. I think this is unlikely. The two compilers are only a month or so apart in the development cycle and it is more likely that 3.2b3 will work better.
3. Use 3.2b3 C. This is the riskiest choice, but also potentially the most rewarding. We are using this combination inside Apple and recommend that you use it if you are using MPW C++ 3.1 final at all.

△ You should be aware of a CFront bug which was discovered at the last minute. This bug may cause a bus error. It has to do with the reuse of a typedef name as an identifier; an example follows:

```
typedef struct { } fooStruct;  
void fooBar(int fooStruct); // i.e. reuse of fooStruct as an ID
```

DO NOT DO THIS! △