

## BornAgain - Feature #887

Feature # 418 (Rejected): === Configuration & Build ===

### Windows: provide compilation of BornAgain using MSVC2013

06 Nov 2014 09:47 - pospelov

<b>Status:</b>	Archived	<b>Start date:</b>	06 Nov 2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	pospelov	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 28		
<b>Description</b>			
<ul style="list-style-type: none"><li>• Learn how to compile in 32,64 bits</li><li>• Provide compilation in Debug, Release</li></ul>			

### History

#### #1 - 21 Nov 2014 11:29 - herck

- Description updated

Compilation for 64bit Windows might also require EIGEN\_DONT\_ALIGN\_STATICALLY  
This can just be tested by running our unit tests (they will throw exceptions with high probability >50%)

#### #2 - 17 Feb 2015 09:57 - wuttke

- Description updated

- Parent task set to #418

#### #3 - 10 Jun 2015 13:38 - pospelov

- Status changed from New to Sprint

- Target version set to Sprint 28

#### #4 - 16 Jul 2015 10:47 - pospelov

- Assignee set to pospelov

#### #5 - 16 Jul 2015 14:43 - pospelov

- Status changed from Sprint to Resolved

32 bit ok, 64 bit still have to try one day

#### #6 - 31 Jul 2015 14:50 - pospelov

- Status changed from Resolved to Archived