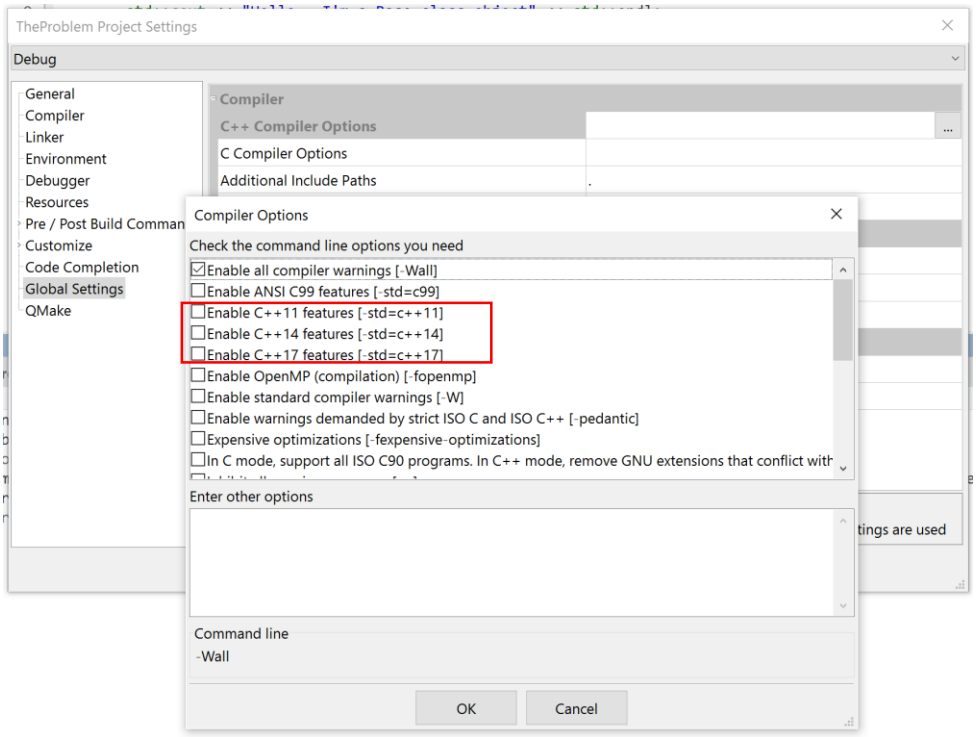
MinGW has updated the MinGW C++ compiler in late December 2018 from version 6.3.0 to version 8.2.0 of the C++ compiler. This is great, but there is a problem with the compiler recognizing the

-std=c++11, -std=c++14 and –std=c++17 compiler switches as it did in previous versions.

By default version 8.2.0 of the MinGW C++ compiler will use the C++14 standard. So, in order to get the compiler working, you should NOT check any the C++ compiler switches that change the version of C++ used by the compiler. Please see the image below.



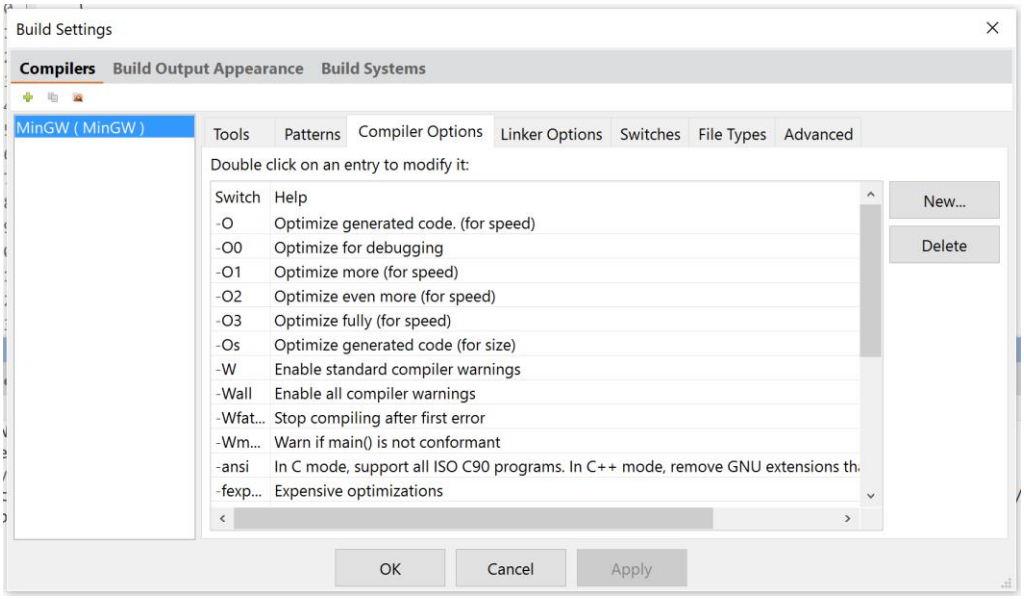
If you wish to use another C++ standard besides the C++14 standard, you can use the following compiler switches:

-std=gnu++11
-std=gnu++14
-std=gnu++17

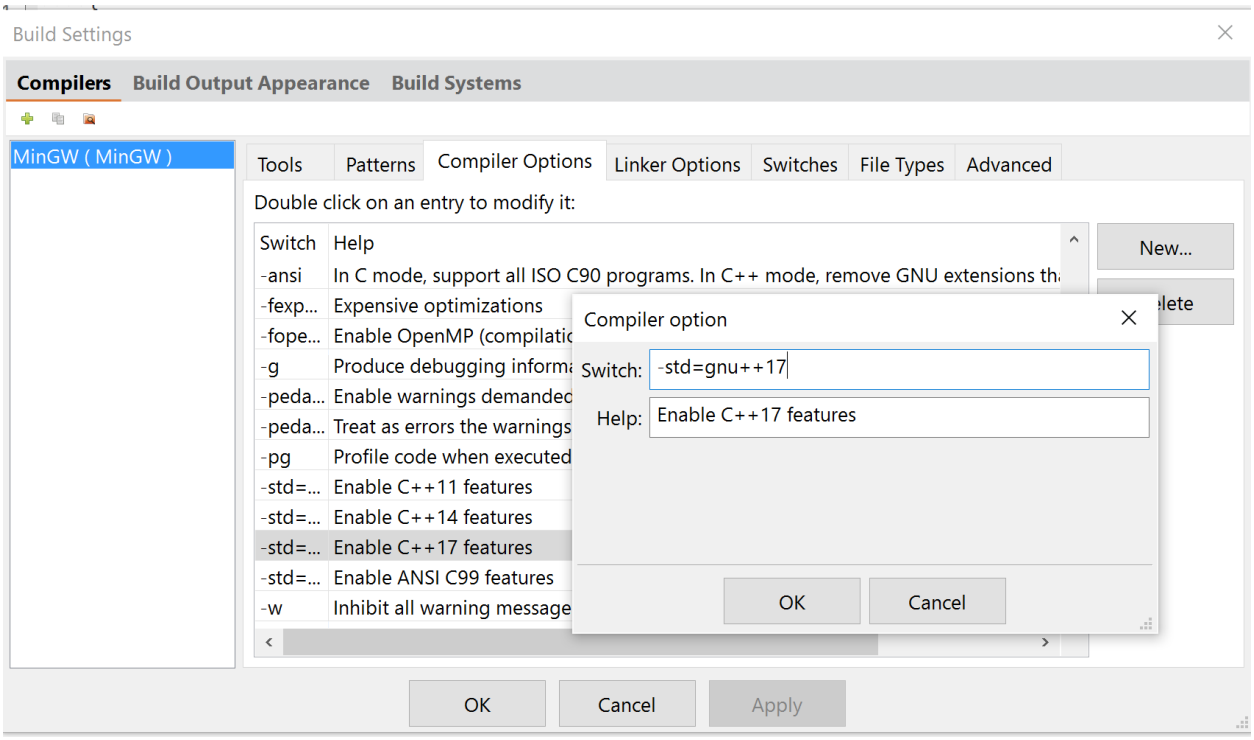
You can enter these switches manually in the project settings (and then save the changes to another template) or you can modify the switch commands generated by CodeLite as follows:

Select Settings->Build Settings

Then select the MinGW compiler from the left side and Compiler Options from the right side.
See the image below:



Then select the compiler switch you want to modify and change it. For example, for C++17 you would change the switch from –std=c++17 to –std=gnu++17. See the image below:



Hopefully the MinGW developers will again support the standard switches in a future release.

If you are using the command-line to compiler, please provide the updated compiler switch as you normally would.

Best regards,
Frank