

## Doomsday Engine - Feature #1746

### Enable C++11

2014-04-10 17:59 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2014-04-10
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> 1.15	
<b>Description</b> C++11 has plenty of goodies, for instance lambdas and auto being some of the most helpful ones. Especially when migrating to Qt 5, we should also take the extra step of switching our C++ standard to C++11.	
<b>Related issues:</b> Related to Feature #1637: Switch to Qt 5 <span style="float: right;"><b>Closed</b>    <b>2013-10-23</b></span>	

### History

#### #1 - 2014-07-17 15:52 - skyjake

- Target version set to 1.15

#### #2 - 2014-08-05 15:40 - skyjake

- Status changed from In Progress to Closed

- Assignee set to skyjake

- % Done changed from 30 to 100