
Subject: Re: Using LLVM to compile U++
Posted by [phirox](#) on Thu, 21 May 2009 21:38:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

With the gcc like frontend(llvm-gcc or llvm-g++), it automatically makes compatible/linkable object binaries like any other compiler. So basically there is no difference in input, arguments or output. To create llvm bytecode you have to compile with some extra flags, but you (currently) cannot make a cross-platform binary.

This is the link to the freebsd news about the move.
