Subject: Want to use CLANG with MSBT64 toolchain
Posted by UHuHH on Fri, 08 Jan 2021 16:21:31 GMT
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As this is my first, hope I am in the right place for this wish.

TheIde only accept bm-files for predefined Builders.
My C++ is so limited, that I can not do this on myself.
Anyway I like to believe, others would like this to.

Begin with Clang11 it can binary downloaded from LLVM even for Windows.
So if using your upp-Clang or my separat downloaded, what I would perfer...?
I am in hope.

As a design-update I would wish a user-defined bm, where one can directly input:
C++ compiler
C compiler
Assembler
resource compiler
linker
,...
and, if possible, even different includes and librarys for the different compilers,
meaning C++ and C and ... can have different includes.
Sometimes I would use for pure C PellesC (vers.10 is good without ide) and fasm for asm.

And the possibility of writing own highliters.
Sadly you do not highlite asm-files.

UHu from Hamburg Germany

Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by Novo on Fri, 08 Jan 2021 18:12:51 GMT
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You can create your own BM files. You can do that via GUI or by editing of a plain text file.
Below is my own BM file.

```
BUILDER = "CLANG";
COMPILER = "clang++";
COMMON_OPTIONS = "-fno-omit-frame-pointer -fstrict-enums";
COMMON_CPP_OPTIONS = "-std=c++17 -Wno-logical-op-parentheses";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
```

```
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "nemiver";
ALLOW_PRECOMPILED_HEADERS = "1";
DISABLE_BLITZ = "0";
PATH = "";
INCLUDE = "";
LIB = "/usr/lib/x86_64-linux-gnu/";
LINKMODE_LOCK = "0";
```

Some of the stuff in it is unneeded. I just need to clean it up at some point in time.
Assembler and resource compiler are hard-coded, AFAIK.

Hope this helps.

Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by UHuHH on Sat, 09 Jan 2021 16:22:42 GMT
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Novo,
thank you for your answer.

But, of course, this was the first I tryed.
I did not succseeded with this. Neither with my LLVM clang install nor with upp/bin/clang.

I looked in uppsrc, but I do not understand enough to change anything I wish for.

But now, I decided it is not worth the time.
You hardcoded so many stuff what I always would have made text-file configrurable.
No thanks.

I am fine with my derivate of MS build tools.
(remark: the windows-installation, where I had the build tools installed, crashed.
I did copy the, for me, relevant directorys: just 1.3GB. The rest I do not need.)

Remark for my C++:I never used the std::...! I can use C++ only with upp core and so on.
And I use C++ only, when I have to.
Example: I want to use Sciter (.com, a good desktop html5 engine, better and small than a browser-engine include). But his header-file is not C-compatible. So I used upp to make it work.
Done!

I plan to use Skylark in some time. What I readed about, I like.

I like Assembler and pur C and some scrip-languages like lua and more.
I like fasm and the PellesC compiler without the ide.
Adding from forum.pellesc.de Frankies win-headers (every MS-header C-compatible) it is together less than 100 MB.
That makes a difference for me to all C++ compilers above 1 GB.

Thanks for upp at all.

Best wishes for everyone,
UHu

Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by Novo on Sat, 09 Jan 2021 20:51:55 GMT
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I use vim for pretty much everything
I was using TheIDE for debugging in the past, but, fortunately, discovered a good gdb plugin for vim a couple of weeks ago.

Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by UHuHH on Sun, 10 Jan 2021 08:32:38 GMT
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I am on Windows only. My 5 trys using Linux failed for me. Not my philosophy.
I am in Germany. The cheap Hardware I buy comes always with Win10x64pro, can't change this.
I know, the manufacturers pay so 25 bucks to MS. But so everything works out of the box.

I have my tools and I am writing my own ide, but not for C++ and not ready to publish.
And I do not use upp for it.

I like TheIde for C++. When I unpack upp.7z, I open it, go in the upp-directory and copy everything but -bin-. The contents of bin, is worthless for me. The remaining size is OK.
For my MSBuildTools it is good. Using macros I can build my some C and ASM when I need.

Best for everyone ,UHu

Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by UHuHH on Sun, 10 Jan 2021 08:39:02 GMT
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One more...
My own code, I never need to debug. I log, what I need to know, that's enaugh.