
Subject: Re: How to work with other compilers (e. g.: Borland Turbo or Builder, DigitalMars, DJGPP, OpenWatco

Posted by [waxblood](#) on Sun, 22 Jul 2007 07:19:52 GMT

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luzr wrote:

Quote:There are no other C++ compilers on linux or Mac OS X.

?????

Waht about LLVM <http://llvm.org/>? Seems very promising to me. It has a number of nice features:

- written in C++, heavy use of STL (it's always better than no templates at all)
- As the name suggests, it can work as a Virtual Machine on produced RISC-like virtual code (it's the equivalent of GCC RTL)
- offers support to run-time and off-line optimizations based on code profiling
- there's a lot of documentation
- currently builds large projects such as mozilla and Qt
- Is sponsored by Apple
- its licence is bsd-like

drawbacks:

- currently uses GCC as Front End to parse C and C++ files. translating results into LLVM assembly.
- as a consequence of previous point, LLVM front end licence is the the same as gcc (GPL)

good news:

a fast new C front-end is under-way.. It is quite complete, C++ and ObjC support will follow (but time is needed, of course)

look at

<http://lists.cs.uiuc.edu/pipermail/llvmdev/2007-July/009817.html>

Ciao,
David