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Subject: Re: Using LLVM to compile U++

Posted by [cbpporter](#) on Wed, 20 May 2009 11:15:12 GMT

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Very interesting. I've been keeping an eye out for LLVM and am waiting for clang to produce a stand alone non GCC based front-end, but it's good to see that the GCC front end is so mature.

I am going to try it out when I have some free time, but until then I have a question: what format are the intermediate files generated during compilation? Do you get LLVM bytecode which is converted to native during final link version, or is the LLVM bytecode phase not visible and after the compilation of a single translation unit you get a native object file? If object files are LLVM, maybe it would be possible to produce a platform independent compiled version of a library. This idea has IMO immense potential.

Also, I didn't know about the intentions of FreeBSD. Quite a bold move. I'll look it up on the Internet. It seems that even FreeBSD might have its uses ! (I am not trying to insult FreeBSD or it's fans here).

Thank you for trying this out.

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