Subject: Re: Clang now fully supports U++
Posted by dolik.rce on Fri, 08 Oct 2010 14:59:04 GMT

luzr wrote on Fri, 08 October 2010 12:45unodgs wrote on Thu, 07 October 2010 15:05That's a really good news! I must recompile my clang compilator .Hope to see your patches posted here soon

What patches? dolik.rce has theide open for commits... (At least I hope so..)

Yes, I have - but this time, theide doesn't require any patch

The changed files are from Core and references. Mostly the changes required for clang are marked with #ifdef __clang__ to not disturb other compilers, but it probably wouldn't hurt anything anyway.

I tested by compiling everything from tutorial, examples, reference plus theide. Clang compiles everything that GCC does. Also I found few bugs in reference apps. Fix for SocketServer and Xmlize_std is included. XmlRpcCall is broken too, but I couldn't fix that.

Best regards,
Honza

EDIT: I got some more time so I changed the file from diff to archive with complete files.

File Attachments
1) clang.zip, downloaded 425 times