
Subject: Re: Clang now fully supports U++
Posted by [unodgs](#) on Fri, 05 Nov 2010 09:13:26 GMT
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Yesterday I rebuilt my clang in Win7 64 (one cmakefile.txt must be change manually to get clang compiled in 64b mode). Unfortunately clang still have problems with win api headers (but it's better than it was before) so I was not able to compile and run any upp gui application . I hope they will fix it soon.
