Subject: Re: Upp package binding for LLVM/Clang library (libclang)
Posted by Sgifan on Tue, 28 Dec 2010 00:44:23 GMT
View Forum Message <> Reply to Message

nice explanation.

works as explained.

it works if the goal is to contribute to llvm or clang.

but using clang to compile u++ samples does not work.

to use the compiled clang the explanation about the build method should also include to enter clang as the compiler name.

in this case it is really clang and not gcc that is invoked to compile.

but then it fails to compile all samples
examples with PainterSVGDemo:

In file included from C:\upp\bazaar\PainterSvg_demo\SvgDemo.cpp:1:
In file included from C:\upp\bazaar\PainterSvg_demo/Examples.h:4:
In file included from C:\upp\uppsrc/CtrlLib/CtrlLib.h:4:
In file included from C:\upp\uppsrc/CtrlCore/CtrlCore.h:4:
In file included from C:\upp\uppsrc/RichText/RichText.h:4:
In file included from C:\upp\uppsrc/Draw/Draw.h:6:
C:\upp\uppsrc/Core/Core.h:39:10: fatal error: 'typeinfo' file not found
#include <typeinfo>
         ^
1 error generated.
PainterSvg_demo: 1 file(s) built in (0:01.07), 1076 msecs / file, duration = 1139 msecs,
parallelization 0%

is there a way to use clang to compile u++ code ??

thanks