
Subject: Re: Upp package binding for LLVM/Clang library (libclang)

Posted by [Sender Ghost](#) on Mon, 04 Jun 2012 19:51:48 GMT

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There is new LLVM 3.1 version on 22th May 2012. The corresponding archives were updated.

In this version "CXString clang_getDiagnosticCategoryName(unsigned Category);" function was deprecated and recommended to use "CXString clang_getDiagnosticCategoryText(CXDiagnostic diag);" function instead.

Also I tried to build C/C++ applications with Clang v3.1 compiler on Windows. It was successful for Clang, compiled with GCC v4.6.1 and by using binaries, headers and libraries from GCC v4.7.0 (e.g. from nuwen.net). With following paths for TheIDE build method:

PATH - executable directories:

C:\BuildSystem\install\llvm_3_1\bin

C:\MinGWN\bin

INCLUDE directories:

C:\MinGWN\include\c++\4.7.0

C:\MinGWN\include\c++\4.7.0\i686-pc-mingw32

C:\MinGWN\include\c++\4.7.0\backward

C:\MinGWN\lib\gcc\i686-pc-mingw32\4.7.0\include

C:\MinGWN\include

C:\MinGWN\lib\gcc\i686-pc-mingw32\4.7.0\include-fixed

C:\BuildSystem\install\llvm_3_1\include

LIB directories:

C:\MinGWN\lib

C:\BuildSystem\install\llvm_3_1\lib

And "clang++" compiler name.

But there are issues with multithreading source code, such as: error: "thread-local storage is unsupported for the current target". The U++ TheIDE, compiled with GUI build flag, works well. To note: To disable various warning messages there is "-w" compiler option. To restrict various error messages there is "-ferror-limit=n" compiler option, where n is maximum number of errors; 0 - without restrictions.
