
Subject: Re: CLANG 3.4

Posted by [dolik.rce](#) on Mon, 03 Feb 2014 16:44:01 GMT

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Tom1 wrote on Mon, 03 February 2014 16:25Hi,

Have you noticed the release of LLVM / CLANG 3.4? They seem to offer official binary builds and installers for many platforms including Windows.

Would it already be possible to compile U++ apps with clang? Or does it require a custom builder in TheIDE?

Best regards,

Tom

Hi Tom!

I don't know about windows, but on Linux Clang works very well for me at least since version 2.8. The interface is compatible with gcc, so all you need is to create a build method with GCC builder in TheIDE, just substitute g++ -> clang++ in the compiler field. There might also be a need to tweak the include and library paths a bit, but that should not be hard to figure out.

Also, I've read about new driver being developed for clang, which should be compatible with MSVC. So when that is ready, you could use also the MSVC builder to use clang in TheIDE

Best regards,
Honza
