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

Posted by [mirek](#) on Wed, 23 Apr 2014 11:18:49 GMT

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Hi,

sorry to interrupt here, but recently I am playing with the idea of creating Win32 CLANG based U++ release, probably with many 3rd party stuff included, like SDL, OpenSSL etc... Simply said, single download to get everything working...

Would that be viable? How good is clang on windows nowadays?

Mirek

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