Subject: Re: Looking for windows compiler possibilities
Posted by mirek on Sun, 05 Jul 2015 18:43:04 GMT

cbpporter wrote on Sun, 05 July 2015 16:36Clang, but don't we need an SDK?

mingw-w64 should be usable as SDK for clang.

It is sort of complicated and I am still missing details. That is why I have started this thread.

Anyway, it seems like clang can be compiled to be compatible with MSC SDK, or can be compiled to be compatible with mingw.

Now to make things even more fun, there are about 10 flavors of mingw. You can have 64/32 bit. You can have SjLj/Dwarf2/SEH exceptions (but to make it more fun, dwarf only with 32 bit and SEH only with 64 bit... :). Then you can have Win32 threads (and lack C++11 threading facilities), or POSIX threads, which are slow... :)

And you have to match the clang with all this mess somehow.. :)

Now I will probably concentrate on this in coming weeks. But in the same time, it would be great if somebody else tried too...

Mirek