
Subject: Re: Looking for windows compiler possibilities
Posted by [cbpporter](#) on Tue, 07 Jul 2015 08:16:15 GMT
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mirek wrote on Mon, 06 July 2015 14:09Well, but AFAIK that one particular clang is not compatible with mingw SDK...

Anyway, the idea about prerequisites is now bad - I just did not knew it is possible in Windows... :)
(is it possible, right?)

Sure, it is possible. Like I said, it won't be easy.

How about if we try it in steps. How about if the build methods detector detects clang? Then we add a check box with "override compiler" to the right of the build methods dropdown? So we can build a package with MSC10 or MSC10 with Clang.

And how about we leave that check box on on as default for a couple of weeks and see if Clang with MS SDK is up to par? Production ready?
