Subject: Promising results from CLANG/LLVM 6.0.0 on Windows
Posted by Tom1 on Fri, 04 May 2018 08:45:36 GMT
View Forum Message <> Reply to Message

Hi,

It seems to me that for the first time ever I have managed to compile and link a working U++ application on Windows using CLANG (version 6.0.0). Of course, I received a whole bunch of compilation warnings and one linker error too from _cpuid() call in Core/Cpu.cpp, but after disabling that code, the result worked!

I used MSC17X64 builder (i.e. created a build method based on the default MSBT17x64). I had to add "-Wno-logical-op-parentheses -Wno-ignored-attributes" to "Common options" in order to slightly suppress the huge amount of warnings. Also, needed to insert "C:\Program Files\LLVM\msbuild-bin" and "C:\Program Files\LLVM\bin" to top of "Path - executable directories" in order to use CLANG instead of the default MS compiler.

Here's the download link for CLANG:

http://releases.llvm.org/6.0.0/LLVM-6.0.0-win64.exe

Could be nice to have the automatic build method detection to detect and configure the CLANG build method(s). Additional tuning and testing will be necessary to make everything work, but nevertheless it looks promising.

Best regards,

Tom

Update: Fixed second path to '/bin' above.