Subject: Re: Possible new package or overhaul proposals for U++ in 2019
Posted by mirek on Wed, 24 Apr 2019 07:04:08 GMT
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Novo wrote on Tue, 23 April 2019 17:29mirek wrote on Tue, 23 April 2019 10:38
I was going through web investigating this and just to clarify: Even better would be using clang and its linker...

It looks like it should be possible to combine mingw libraries with clang toolchain...

I am really surprised that something like that is not already somewhere for download.

Mirek
AFAIK, no one is allowed to distribute mingw. That is the problem ...

Nonsense. Mingw (those parts except the GNU compiler) is public domain.

Quote:
clang can be combined with Microsoft SDK as well ... In this case it is called clang-cl ...
I'll try to check clang with mingw later. I need to work on my own stuff now ...

OK, so I have tried... Clang 8.0.0. does not seem to work with mingw.

However, 7.0.0 does, after fixing some issues here and there, with ld.exe. That would be more than enough, 7.0.0 is late 2018 release.

The only problem is that I am so far unable to make ldd.exe work. I am able to compile with "-fuse-ld=lld" and everything seems fine, unfortunately resulting .exe just crashes. So it all leads to nowhere - complete recompile of GUI app is 12 seconds for clang and 17 seconds for that damned slow ld.exe to link results....

I am attaching .bm....

Maybe it would be better to try in Microsoft SDK mode? Perhaps mingw Win32 libraries and headers would import to clang-cl?

File Attachments
1) CLANG.bm, downloaded 333 times