Subject: Re: U++/Win32 is now using CLANG toolchain
Posted by mirek on Wed, 04 Mar 2020 13:16:08 GMT

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koldo wrote on Wed, 04 March 2020 14:09TheIDE compiled with CLANG in Windows 10. It works well :)

Yeah, I am actually working in clang compiled ide for about 14 days now. After some initial fixes (e.g. chrono does not seem to work, so I have to revert to olde msecs implementation) everything seems to be rock stable.