

---

Subject: Re: U++/Win32 is now using CLANG toolchain

Posted by [mirek](#) on Wed, 04 Mar 2020 13:16:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 msec implementation) everything seems to be rock stable.

---