Subject: Re: U++/Win32 is now using CLANG toolchain
Posted by mirek on Wed, 25 Mar 2020 12:00:45 GMT

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Tom1 wrote on Wed, 25 March 2020 12:52Hi,

I use some special devices that are accompanied by static libraries to be used to access those devices. When I add those specific libraries (lib files) into the project, the requirement for these two (old) Windows libraries appear.

Best regards,

Tom

Understood. Does it work with original U++ shipped mingw? (I am asking because mingw AFAIK is using msvcrt and the clang toolchain we are using should be possible to be recompiled to use msvcrt as well, something I was considering anyway but postponed because of other issues to solve first).

Mirek