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

Posted by [Tom1](#) on Thu, 26 Mar 2020 15:55:07 GMT

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Hi,

One step forward...

when: WIN32 CLANG

Link options: -Xlinker /NODEFAULTLIB:OLDNAMES -Xlinker /NODEFAULTLIB:LIBCMT

This prevents those default libs to be linked.

However, this comes with a price tag:

Linking...

lld-link: error: undefined symbol: __GSHandlerCheck

lld-link: error: undefined symbol: __security_check_cookie

lld-link: error: undefined symbol: __report_rangecheckfailure

lld-link: error: undefined symbol: __chkstk

lld-link: error: undefined symbol: _fltused

lld-link: error: undefined symbol: EnumPrintersA

lld-link: error: undefined symbol: OpenPrinterA

lld-link: error: undefined symbol: SetPrinterA

lld-link: error: undefined symbol: ClosePrinter

clang-10: error: linker command failed with exit code 1 (use -v to see invocation)

There were errors. (0:00.61)

Best regards,

Tom
