

---

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

Posted by [Tom1](#) on Thu, 26 Mar 2020 16:26:41 GMT

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

---

And here's finally the solution to this game. Had to add fake functions to satisfy the dependencies. I know these functions do not do anything, but I decided not to really need those anyway...

```
#ifdef __MINGW32__
extern "C"{
void __cdecl __GSHandlerCheck() { }
void __cdecl __security_check_cookie(uintptr_t i) { }
void __cdecl __chkstk() { }
void __cdecl __report_rangecheckfailure() { }
void __cdecl __fltused() { }
WINBOOL WINAPI EnumPrintersA(DWORD Flags,LPSTR Name,DWORD Level,LPBYTE
pPrinterEnum,DWORD cbBuf,LPDWORD pcbNeeded,LPDWORD pcReturned) { return false; }
WINBOOL WINAPI OpenPrinterA(LPSTR pPrinterName,LPHANDLE
phPrinter,LPPRINTER_DEFAULTSA pDefault) { return false; }
WINBOOL WINAPI SetPrinterA(HANDLE hPrinter,DWORD Level,LPBYTE pPrinter,DWORD
Command) { return false; }
WINBOOL WINAPI ClosePrinter(HANDLE hPrinter) { return false; }
}
#endif //__MINGW32__
```

One more library to go... with a different challenge.

Best regards,

Tom

---