mirek wrote on Wed, 06 May 2020 12:45That is rather looking like compiler bug. #include " is supposed to look into the current directory first.

Really weird. I have got #include "begin_code.h" in SDL_platform.h and everything works just fine, no fixes nor include paths added anywhere....
Below is what I have on my machine (Ubuntu 20.04):

#include <SDL2/_real_SDL_config.h> (SDL_config.h)
_real_SDL_config.h is located in /usr/include/x86_64-linux-gnu/SDL2/
It contains #include "SDL_platform.h", which is supposed to be located in
/usr/include/x86_64-linux-gnu/SDL2/
And it can be found there. It is just a link: SDL_platform.h -> ../../SDL2/SDL_platform.h
So, compiler is looking for "begin_code.h" in /usr/include/x86_64-linux-gnu/SDL2/, but it is supposed to be looking in /usr/include/SDL2/ ...
I doubt this is a bug with Clang ...