Novo wrote on Tue, 02 June 2020 21:20mirek wrote on Tue, 02 June 2020 15:07Novo wrote on Tue, 02 June 2020 18:56mirek wrote on Tue, 02 June 2020 11:40Can you post .bm?

I fixed problem with clang++ by using x86_64-w64-mingw32-clang++ instead of it. Before that I was trying to use   /home/ssg/.local/soft/llvm-mingw/llvm-mingw-20200325-ubuntu-18.04/bin/clang++ as a compiler ... Plain clang++ didn't work by definition.

A new problem is that umk is passing POSIX and LINUX flags to x86_64-w64-mingw32-clang++ because it runs on Linux ... :)
Basically, this makes cross-compilation impossible with the current umk ...

Hm, we probably need to add flags override to .bm, right?

IMHO, we need an option for umk. Something like "target platform", "-t", I guess. Possible values should be "windows", "linux", "mac", "native", e.t.c.

Another useful option for umk on Windows is "use POSIX-like configuration files". I'm already doing this, but I manually change source code for that.

Well, we already can add flags via "Common fixed flags". I think all we need is "override" option that would avoid adding platform flags before adding these fixed. And then of replace any PLATFORM_ #ifdefs in GCC builder with if(HasFlag(...