Subject: Re: U++/Win32 is now using CLANG toolchain
Posted by Oblivion on Thu, 13 Aug 2020 10:13:19 GMT
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Hello Mirek,

One problem I've noticed about CLANG on windows: Windows 10 api doesn't seem to be supported by Upp. They cant't be compiled because some of them are conditionally included (ver >= 0x0A00, ver >= 0x0700, etc.)

(I've noticed this while implementing the windows 10 pseudoconsole API support for terminal ctrl.)

The headers, and prototypes are already included in CLANG bundle but It requires manual intervention in Core/config.h to change _WIN32_WINNT from 0x0501 to 0x0A00. (redefining it elsewhere doesn't seem to work either; or at least I couldn't find a simple way)

If I set the version number to 0x0A00 everthing compiles fine on CLANG.
(Also, there is no such problem with MSVC 19. It does not require any intervention.)

Is there a workaround for this problem? (may be a flag in TheIDE's main configuration, etc. ?)

Best regards,
Oblivion