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Subject: Re: U++/Win32 is now using CLANG toolchain  
Posted by [Oblivion](#) on Tue, 18 Aug 2020 18:31:59 GMT  
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Hello Mirek,

Can we set the definitions in config.h to:

```
#ifdef flagWIN10
#define _WIN32_WINNT _WIN32_WINNT_WIN10
#undef NTDDI_VERSION
#define NTDDI_VERSION NTDDI_WIN10_19H1
#else
#define _WIN32_WINNT _WIN32_WINNT_WINXP
#endif
```

Apparently CLANG Windows 10 api requires setting both the \_WIN32\_WINNT and NTDDI\_VERSION, to properly -fully- work. It seems that both versioning constants have to match, and the default NTDDI is set to WINXP.

The WIN10\_19H1 is the latest windows 10 upgrade that our CLANG bundle supports. (Gives better Win10 api access to driver kits, which pseudoconsole requires. It doesn't seem to break anything anyway.).

Best regards,  
Oblivion

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