Subject: Re: Want to use CLANG with MSBT64 toolchain
Posted by UHuHH on Sat, 09 Jan 2021 16:22:42 GMT
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Novo,
thank you for your answer.

But, of course, this was the first I tryed.
I did not succseeded with this. Neither with my LLVM clang install nor with upp/bin/clang.

I looked in uppsrc, but I do not understand enough to change anything I wish for.

But now, I decided it is not worth the time.
You hardcoded so many stuff what I always would have made text-file configrurable.
No thanks.

I am fine with my derivate of MS build tools.
(remark: the windows-installation, where I had the build tools installed, crashed.
I did copy the, for me, relevant directorys: just 1.3GB. The rest I do not need.)

Remark for my C++:I never used the std::...! I can use C++ only with upp core and so on.
And I use C++ only, when I have to.
Example: I want to use Sciter (.com, a good desktop html5 engine, better and small than a
browser-engine include). But his header-file is not C-compatible. So I used upp to make it work.
Done!

I plan to use Skylark in some time. What I readed about, I like.

I like Assembler and pur C and some scrip-languages like lua and more.
I like fasm and the PellesC compiler without the ide.
Adding from forum.pellesc.de Frankies win-headers (every MS-header C-compatible) it is together
less than 100 MB.
That makes a difference for me to all C++ compilers above 1 GB.

Thanks for upp at all.

Best wishes for everyone,
UHu