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Subject: Re: Problem with custom 32-bit compilers  
Posted by [mirek](#) on Sun, 10 Jul 2022 15:04:47 GMT  
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neo\_in\_matrix wrote on Thu, 09 June 2022 16:04

Again, I want to emphasize that I have no problems with CLANG 32-bit when debugging - all breakpoints are working as expected.

Why do not you just use clang 32?

It is a bit hard to support all existing toolchains in windows in the debugger, so let us say we only support bundled clang (and I see little reason to use anything else) and as backup/alternative visual c++ compiler.

mingw is not very suitable for any real development because linker is too slow.

Mirek

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