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Subject: Re: 2022(?).2 beta

Posted by [zsolt](#) on Mon, 12 Dec 2022 12:24:40 GMT

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mirek wrote on Mon, 12 December 2022 12:59

Currently it is always using include paths from CLANG.bm method. There does not seem an easy solution unfortunately as other includes can be incompatible. But I guess adding include paths from current build method at the end of the list should work (will do ASAP).

This seems to me a good idea.

I can not imagine any reason to use an other compiler, than CLANG. I already converted my projects to use that one. Much better toolchain than anything other. Btw, I use MSYS2 and it's Clang toolchain on Windows. The same feeling, as coding on Linux.

And thanks for the tooltips in IDE, showing when holding the mouse pointer over a symbol while editing the source. Extremely useful.

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