
Subject: Re: Win32 release clang now 18.1.5
Posted by [mirek](#) on Sun, 12 May 2024 12:12:17 GMT
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Tom1 wrote on Sat, 11 May 2024 17:40Hi,

Thanks Mirek!

I came across a compilation issue with gdal after switching to this new clang. For some reason, open/close/read/write cannot be found -- as if <io.h> was not read. Then got fed up with tracing the includes where they end up and simply added those declarations to the failing component in gdal, and it worked.

In the queue..

Quote:

Another (unrelated) issue I'm having is:

...

GUI1.exe

FAILED: mt.exe -manifest manifest.xml

-outputresource:C:\upp-git\out\p5\CLANG.Blitz.Gui\GUI1.exe;1

C:\upp-git\out\p5\CLANG.Blitz.Gui\GUI1.exe (24372736 B) linked in (0:00.20)

As most of you probably already know, mt.exe is for adding manifest to the exe and works with MSBT22x64. However, as it turned out, CLANG does not have mt.exe like MSBT does. So far I have gathered that the manifest is supposed to be compiled in as a resource in some special way, but have not figured it out yet how it is actually done. So, if you have any ideas or better yet, solutions, I'm all ears...

Thanks and best regards,

Tom

Confused here. CLANG builder code does not seem to be using mt.exe. GUI1 is tutorial GUI1 example?

Mirek
