
Subject: Re: Win32 release clang now 18.1.5
Posted by [Tom1](#) on Sun, 12 May 2024 13:09:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek,

Sorry for my confusing naming with GUI1.exe. It's just one of my own programs which I renamed for the forum post.

And no, clang builder does not call it. It's a post compilation processing step needed to attach the manifest. The issue just surfaced as I tested if my program(s) can be compiled with the new clang...

Anyway, in most cases I use the following or similar manifest bundled to the exe using Microsoft's mt.exe:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">
  <compatibility xmlns="urn:schemas-microsoft-com:compatibility.v1">
    <application>
      <supportedOS Id="{e2011457-1546-43c5-a5fe-008deee3d3f0}"/> <!--app support for
Windows Vista -->
      <supportedOS Id="{35138b9a-5d96-4fbd-8e2d-a2440225f93a}"/> <!--app support for
Windows 7 -->
      <supportedOS Id="{4a2f28e3-53b9-4441-ba9c-d69d4a4a6e38}"/> <!--app support for
Windows 8 -->
      <supportedOS Id="{1f676c76-80e1-4239-95bb-83d0f6d0da78}"/> <!--app support for
Windows 8.1 -->
      <supportedOS Id="{8e0f7a12-bfb3-4fe8-b9a5-48fd50a15a9a}"/> <!--app support for Windows 10,
11 -->
    </application>
  </compatibility>
  <trustInfo xmlns="urn:schemas-microsoft-com:asm.v2">
    <security>
      <requestedPrivileges xmlns="urn:schemas-microsoft-com:asm.v3">
        <requestedExecutionLevel level="asInvoker" uiAccess="false"/>
      </requestedPrivileges>
    </security>
  </trustInfo>
</assembly>
```

mt.exe does it for MSBT22x64, but I do not know how this is supposed to be done with clang tool chain.

Best regards,

Tom
