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Subject: Re: Win32 release clang now 18.1.5  
Posted by [mirek](#) on Mon, 13 May 2024 11:14:51 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.

I am afraid I will need more info about this as well - I have just tried to compile my 'major project' which is using UppHub gdal and it seems to work out of box. Do you even mean UppHub gdal? :)

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