
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Sun, 20 Oct 2024 12:01:13 GMT

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Tom1 wrote on Sun, 20 October 2024 13:45mirek wrote on Sun, 20 October 2024 10:55

Maybe we should move to gcc?

Hi,

I hope that 'moving to gcc' does not mean dropping support for clang.

My policy with platforms (including compilers) is to try to support more than one. When intermittent issues appear on one compiler, it is then easier to switch to another working compiler until the issue is resolved. When the code base is built to be compatible with MSC, CLANG and GCC (avoiding the known weak spots and/or bugs of each), the capability to handle new issues and avoid down time in such situations is far better.

Best regards,

Tom

Definitely not. Just swap preference in POSIX install script from clang to gcc.

```
if clang++ --version >/dev/null; then
  echo $UMK ./uppsrc ide CLANG -brs ./theide
  $UMK ./uppsrc ide CLANG -brs ./theide
  $UMK ./uppsrc umk CLANG -brs ./umk
else
  echo $UMK ./uppsrc ide GCC -brs ./theide
  $UMK ./uppsrc ide GCC -brs ./theide
  $UMK ./uppsrc umk GCC -brs ./umk
fi
```

->

```
if g++ --version >/dev/null; then
  echo $UMK ./uppsrc ide GCC -brs ./theide
  $UMK ./uppsrc ide GCC -brs ./theide
  $UMK ./uppsrc umk GCC -brs ./umk
else
  echo $UMK ./uppsrc ide CLANG -brs ./theide
  $UMK ./uppsrc ide CLANG -brs ./theide
  $UMK ./uppsrc umk CLANG -brs ./umk
fi
```

Still install both build methods. Also keep CLANG in win32 where we do have a control about clang version.
