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Subject: Re: Do we have support for Windows on ARM64?

Posted by [Tom1](#) on Sun, 07 Dec 2025 13:07:43 GMT

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Hi Mirek,

It seems that stripping out the debugger is not quite straight forward... There are a lot of connection points for various parts. BTW: How does debugger work on new Apple hardware, or is that even comparable to ARM64 in any sense?

Also, openssl compilation seems to require more wisdom that I can offer at this time. Just wondering, if openssl could be converted into a package to make it compile along with the rest of the packages?

The third issue is that some external hardware related binary dependencies I have with my software are not (yet) available for ARM64 architecture, so that will definitely cause significant delays for migration. To summarize, the rest of the world is not there yet, but I'm pleased to see that we can indeed compile and run some U++ based programs natively already.

Best regards,

Tom

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