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

Posted by [mirek](#) on Sun, 07 Dec 2025 17:52:44 GMT

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Tom1 wrote on Sun, 07 December 2025 14:07Hi 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?

It is supposed to work in the same way as on Rapsberry PI - it is posix environment, so GDB is used as (poor) debugger backend. Supposed, as to have working gdb on MacOS is not exactly easy, so there is no debugger in theide on MacOS at this time.

Quote:

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?

Maybe, but if, then it requires more wisdom than I can offer...

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