Subject: Re: Do we have support for Windows on ARM64?
Posted by Tom1 on Mon, 08 Dec 2025 22:50:38 GMT

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Hi,

Still in trouble with commenting out debugger. Any suggestions on how to do that cleanly and efficiently?

Another issue that surfaced is libclang which is missing too. How to build or is it available readily in some location?

I think I need some #define that tells in package manager and code about ARM64 architecture so that parts can be included and excluded depending on that. Windows + ARM seems a bit different than just plain old Windows...

Best regards,

Tom