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

Posted by [Tom1](#) on Tue, 09 Dec 2025 16:55:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 09 December 2025 09:15Tom1 wrote on Mon, 08 December 2025 23:50Hi,

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

IDK, I guess the best option is to fix it :) I guess he is unhappy about CPU registers...

Quote:

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

<https://github.com/llvm/llvm-project/releases>

You install win arm64 and fetch libclang.dll from files...

Thanks Mirek,

libclang.lib, libclang.dll, etc. can be found just there.

I managed to block all calls to debugger parts and comment them somewhat out and TheIDE even started natively. Of course as that was a quick and dirty test only, I reverted to the original and started to figure out the Debugger.

Yes, the debugger battle starts with registers. The cvconst.h file is missing ARM64 registers, but they can be found in:

<https://github.com/microsoft/microsoft-pdb/blob/master/include/cvconst.h>

Actually, the above file is MIT licensed, so could that possibly be used instead of the original (LGPL)? Don't know about the other consequences though...

The registers are different and Context needs ARM64_NT_CONTEXT in place of CONTEXT.

Next, a arm64.cpu needs to be created, but that's not straight forward.

After this everything gets dark... there are a lot of #ifdef s around the code and we should add a whole bunch more to have it go the ARM64 way. But I need better understanding about the Debugger and ARM64 registers to figure out how everything is supposed to be dealt with. I will return if I get something useful done here. Currently I'm not so sure I will get anywhere with this...

Best regards,

Tom
