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Subject: Win32 release clang now 18.1.5  
Posted by [mirek](#) on Wed, 08 May 2024 13:19:46 GMT  
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I have updated win32 clang shipped with release to 18.1.5 version.... Should be in tomorrow's nightly.

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [koldo](#) on Wed, 08 May 2024 15:28:23 GMT  
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Thank you!

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [Tom1](#) on Sat, 11 May 2024 15:40:23 GMT  
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Hi,

Thanks Mirek!

I came across a compilation issue with gdal after switching to this new clang. For some reason, open/close/read/write cannot be found -- as if <io.h> was not read. Then got fed up with tracing the includes where they end up and simply added those declarations to the failing component in gdal, and it worked.

Another (unrelated) issue I'm having is:

...  
GUI1.exe  
FAILED: mt.exe -manifest manifest.xml  
-outputresource:C:\upp-git\out\p5\CLANG.Blitz.Gui\GUI1.exe;1  
C:\upp-git\out\p5\CLANG.Blitz.Gui\GUI1.exe (24372736 B) linked in (0:00.20)  
As most of you probably already know, mt.exe is for adding manifest to the exe and works with MSBT22x64. However, as it turned out, CLANG does not have mt.exe like MSBT does. So far I have gathered that the manifest is supposed to be compiled in as a resource in some special way, but have not figured it out yet how it is actually done. So, if you have any ideas or better yet, solutions, I'm all ears...

Thanks and best regards,

Tom

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Subject: Re: Win32 release clang now 18.1.5

Posted by [mirek](#) on Sun, 12 May 2024 12:12:17 GMT

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Tom1 wrote on Sat, 11 May 2024 17:40Hi,

Thanks Mirek!

I came across a compilation issue with gdal after switching to this new clang. For some reason, open/close/read/write cannot be found -- as if <io.h> was not read. Then got fed up with tracing the includes where they end up and simply added those declarations to the failing component in gdal, and it worked.

In the queue..

Quote:

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Thanks and best regards,

Tom

Confused here. CLANG builder code does not seem to be using mt.exe. GUI1 is tutorial GUI1 example?

Mirek

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Subject: Re: Win32 release clang now 18.1.5

Posted by [Tom1](#) on Sun, 12 May 2024 13:09:22 GMT

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Hi Mirek,

Sorry for my confusing naming with GUI1.exe. It's just one of my own programs which I renamed for the forum post.

And no, clang builder does not call it. It's a post compilation processing step needed to attach the

manifest. The issue just surfaced as I tested if my program(s) can be compiled with the new clang...

Anyway, in most cases I use the following or similar manifest bundled to the exe using Microsoft's mt.exe:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">
  <compatibility xmlns="urn:schemas-microsoft-com:compatibility.v1">
    <application>
      <supportedOS Id="{e2011457-1546-43c5-a5fe-008deeee3d3f0}"/> <!--app support for
Windows Vista -->
      <supportedOS Id="{35138b9a-5d96-4fbd-8e2d-a2440225f93a}"/> <!--app support for
Windows 7 -->
      <supportedOS Id="{4a2f28e3-53b9-4441-ba9c-d69d4a4a6e38}"/> <!--app support for
Windows 8 -->
      <supportedOS Id="{1f676c76-80e1-4239-95bb-83d0f6d0da78}"/> <!--app support for
Windows 8.1 -->
      <supportedOS Id="{8e0f7a12-bfb3-4fe8-b9a5-48fd50a15a9a}"/> <!--app support for Windows 10,
11 -->
    </application>
  </compatibility>
  <trustInfo xmlns="urn:schemas-microsoft-com:asm.v2">
    <security>
      <requestedPrivileges xmlns="urn:schemas-microsoft-com:asm.v3">
        <requestedExecutionLevel level="asInvoker" uiAccess="false"/>
      </requestedPrivileges>
    </security>
  </trustInfo>
</assembly>
```

mt.exe does it for MSBT22x64, but I do not know how this is supposed to be done with clang tool chain.

Best regards,

Tom

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [mirek](#) on Sun, 12 May 2024 18:54:37 GMT  
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Maybe you can use mt.exe from msc?

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [Tom1](#) on Mon, 13 May 2024 07:23:13 GMT

Hi,

Surely I can use MSBT as is, like I have for many years now, but I'm constantly looking at CLANG to potentially replace it. (Just to make sure I have an alternative long term solution.)

Luckily, I just found out how to embed the manifest into the exe using resource compiler instead of mt.ext. Just append this line to your .rc file and provide the manifest.xml in the same main package directory as the .rc file exists in:

```
1 RT_MANIFEST "manifest.xml"
```

That's it! This works with both CLANG and MSBT.

Best regards,

Tom

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [mirek](#) on Mon, 13 May 2024 11:14:51 GMT  
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Tom1 wrote on Sat, 11 May 2024 17:40Hi,

Thanks Mirek!

I came across a compilation issue with gdal after switching to this new clang. For some reason, open/close/read/write cannot be found -- as if <io.h> was not read. Then got fed up with tracing the includes where they end up and simply added those declarations to the failing component in gdal, and it worked.

I am afraid I will need more info about this as well - I have just tried to compile my 'major project' which is using UppHub gdal and it seems to work out of box. Do you even mean UppHub gdal? :)

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Subject: Re: Win32 release clang now 18.1.5  
Posted by [Tom1](#) on Mon, 13 May 2024 12:21:13 GMT  
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Well, it's based on the plugin you originally created years ago (before UppHub) and thereafter I have updated it with some later gdal release and tweaked it to get it work and provide the format support I needed. It has evolved into a complex mess... So, this is not really your problem.

The file that now fails on open/close/read/write is:

gdal/ogr/ogrsf\_frmts/geojson/libjson/json\_util.c

If you really wish have a look, I can send you the package over wetransfer...

Best regards,

Tom

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