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Subject: Do we have support for Windows on ARM64?

Posted by [Tom1](#) on Thu, 09 Jan 2025 09:38:04 GMT

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Hi,

I noticed that new Windows laptops have appeared on the market with ARM64 architecture processors (e.g. Qualcomm Snapdragon X Plus X1P-42-100). Is U++ ready for this?

Best regards,

Tom

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

Posted by [mirek](#) on Tue, 04 Feb 2025 07:35:10 GMT

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Tom1 wrote on Thu, 09 January 2025 10:38Hi,

I noticed that new Windows laptops have appeared on the market with ARM64 architecture processors (e.g. Qualcomm Snapdragon X Plus X1P-42-100). Is U++ ready for this?

Tom

No. But it will probably not be an issue. CLANG-MINGW seems to support these for a long time. And ARM is not a problem - we run on MacOS M1 and Rapsberry PI without issue. Also windows emulate x86.

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

Posted by [Tom1](#) on Tue, 04 Feb 2025 11:09:25 GMT

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Thanks Mirek,

I guess this support will need to be sorted out within a couple of years, i.e. just before clients start to wonder why our apps do not install/run on their brand new Windows laptops.

Visual Studio 2022 (x64) can target ARM64 too, so could we be lucky enough to have it working by just adding a suitable BM?

Anyway, I do not have such a laptop, so I will not be able to test this yet.

Best regards,

Tom

EDIT: OK, they may run in emulation, but I mean natively...

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

Posted by [mirek](#) on Tue, 04 Feb 2025 11:44:34 GMT

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Tom1 wrote on Tue, 04 February 2025 12:09 Thanks Mirek,

I guess this support will need to be sorted out within a couple of years, i.e. just before clients start to wonder why our apps do not install/run on their brand new Windows laptops.

Visual Studio 2022 (x64) can target ARM64 too, so could we be lucky enough to have it working by just adding a suitable BM?

Yes. CLANG Toolchain we use even supports it already...

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