Subject: CLANG 3.4
Posted by Tom1 on Mon, 03 Feb 2014 15:25:46 GMT
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Hi,

Have you noticed the release of LLVM / CLANG 3.4? They seem to offer official binary builds and installers for many platforms including Windows.

Would it already be possible to compile U++ apps with clang? Or does it require a custom builder in TheIDE?

Best regards,

Tom

Subject: Re: CLANG 3.4
Posted by dolik.rce on Mon, 03 Feb 2014 16:44:01 GMT
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Tom1 wrote on Mon, 03 February 2014 16:25Hi,

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Best regards,

Tom
Hi Tom!

I don't know about windows, but on Linux Clang works very well for me at least since version 2.8. The interface is compatible with gcc, so all you need is to create a build method with GCC builder in TheIDE, just substitute g++ -> clang++ in the compiler field. There might also be a need to tweak the include and library paths a bit, but that should not be hard to figure out.

Also, I've read about new driver being developed for clang, which should be compatible with MSVC. So when that is ready, you could use also the MSVC builder to use clang in TheIDE

Best regards,
Honza

Subject: Re: CLANG 3.4
Posted by Tom1 on Wed, 05 Feb 2014 07:42:10 GMT
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Hi Honza,

I installed it on both Windows and Ubuntu Linux. As you say, it already works on Linux. There are many warnings though when compiling upp, but the executable works.

On windows it seems that compilation completes, but not linking. I guess a custom builder for clang is needed to address correct linker with correct parameters on windows. (I did not have enough time to figure this out properly, hence the guess..) Maybe we just have to wait a couple of clang releases to have this all sorted out by the clang team.

I'm dreaming about having a clang cross compiler environment with upp, targeting both Linux and windows. Maybe others over time...

Best regards,

Tom