

## CrystaX NDK - Task #967

### Build Boost with LLVM libc++

06/16/2015 06:23 PM - Dmitry Moskalchuk

<b>Status:</b>	Closed	<b>Start date:</b>	06/16/2015
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Dmitry Moskalchuk	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	10.3.0	<b>Toolchain:</b>	
<b>CPU Architecture:</b>		<b>Android version:</b>	
<b>Host OS:</b>			

#### Description

Currently, Boost libraries are built against GNU libstdc++, which is not binary compatible with LLVM libc++. This makes impossible usage of prebuilt Boost libraries in projects where LLVM libc++ used as APP\_STL. We need build two versions of Boost libraries (with GNU libstdc++ and with LLVM libc++) and choose proper one depending on APP\_STL value.

#### History

##### #1 - 06/17/2015 04:18 PM - Dmitry Moskalchuk

- Target version set to 10.3.0

##### #2 - 09/03/2015 03:33 PM - Dmitry Moskalchuk

- Priority changed from Normal to High

##### #3 - 09/06/2015 01:36 PM - Dmitry Moskalchuk

- Status changed from Open to In Progress

##### #4 - 09/08/2015 05:48 PM - Dmitry Moskalchuk

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

"Done": <https://github.com/crystax/android-platform-ndk/commit/a2b33077aec39f099f31c1f15afce26ec4e0b31b>