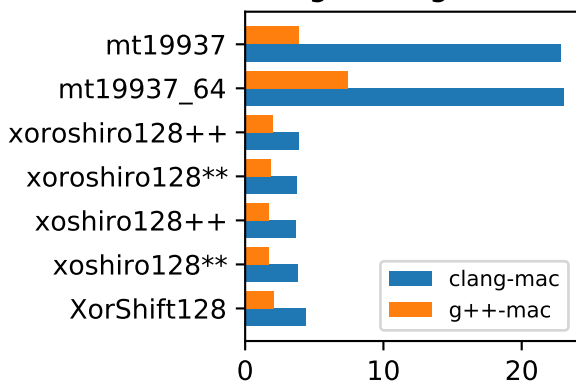
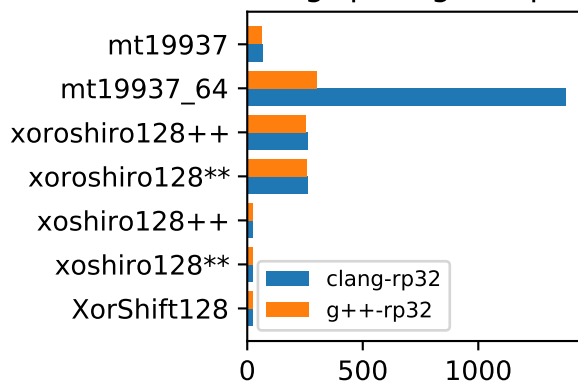


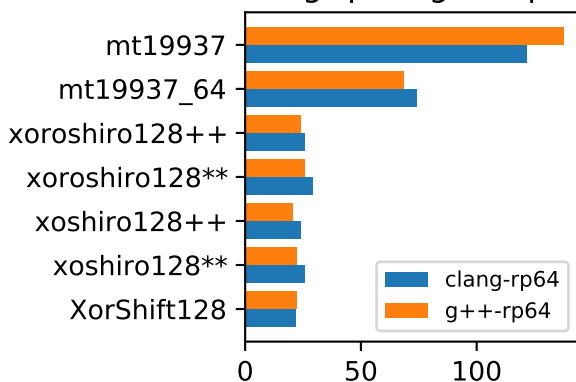
clang-mac, g++-mac



clang-rp32, g++-rp32



clang-rp64, g++-rp64



cl32-win, cl64-win

