Minutes of the EuroLLVM 2016 "How to make LLVM more friendly to out-of-tree consumers ?" BoF
Scope:

Library users are people who are *not modifying LLVM itself.* They are simply using (possibly pre-built binaries) LLVM libraries via public interfaces (whatever that means).

Requirements?

- Who is trying to use LLVM as a library?
  - OpenCL/OpenGL library use LLVM backend + JIT
  - Out-of-tree backend
  - Use MC get binary information
  - Out-of-tree optimization pass
  - Disassembly
  - Binary translation
- What parts of the API surface are useful?
  - LLVM 3.4 - 3.5: silent failure, compiles fine, but breaks during runtime

Open questions:

- Deprecation policy?
- Migration documentation?
  - prefer this one
  - Why those API changes: if using this, replace it with that because ...
- Automated refactoring tools (go fix equivalents using the clang rewriter?)
  - helpful
- Legacy namespace mode?
  - not much enthusiasm
- API breaks intentional? http://ebb.org/bkuhn/blog/2014/01/26/llvm.html
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