
Subject: Re: Linking problem

Posted by [dolik.rce](#) on Sun, 27 Feb 2011 11:57:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sun, 27 February 2011 09:42I am a little bit confused - what project is this? Looks like ide, but what is rdppm.o?

And what exactly CLANG means?

Yes, it is the linking of ide. File rdppm.o comes from plugin/jpeg/lib/rdppm.c, but I have no idea how it got in the linking command line... It should have been inside jpg.a :-/

Sorry for the CLANG, it's a build method using clang as compiler. It shouldn't really matter as it uses GCCBuilder in the very same way as gcc. What could matter is that I compared debug and optimal build in the last post... So to be sure I tried again, this time with equal settings and to my great surprise, now both linking commands look the same (apart from file types) as on natty. I wonder why is there different ordering for debug builds, does it have some important reason?

Anyway, it still holds that putting the libraries (-lxyz) after archives (xyz.a) fixes the problem...

About the --(no-)whole-archive option: It might solve the issue as well, but it could also introduce some overhead by linking unnecessary objects... I'm not 100% sure, but we sure can try that too

Honza

File Attachments

- 1) [arch](#), downloaded 588 times
 - 2) [natty](#), downloaded 671 times
-