Subject: Re: Small note...

Posted by mdelfede on Mon, 05 May 2008 12:21:58 GMT

View Forum Message <> Reply to Message

luzr wrote on Mon, 05 May 2008 13:42mdelfede wrote on Mon, 05 May 2008 07:19luzr wrote on Mon, 05 May 2008 09:43Novo wrote on Mon, 05 May 2008 00:52On both Windows and Linux? It always was "All static" on Windows ...

In linux, of course. Now it is "shared" in debug and "static" in release.

hmmm... where is it in .bm file?

RELEASE\_LINKMODE="1"

It was already there in my build scripts... was it wrong in your setup?

Quote:

Quote:

Quote:

Also, it looks like we will have to drop to -O2, as latest deep trouble with new Ubuntu appears to be compiler optimizer bug... (but still investigating).

Done in latest svn and deb build. I added -fno-inline-functions to O3 optimization, taking of only the offending option.

Btw, as I told in other forum, if you want to build directly from svn you must change manually the option in build methods.

Ciao

Max

Well, not sure about that, I would rather played it safe with -O2

Also, please, I still have not located the bug so it is not "final" that it is really the compiler....

Well, I did test it wit -O3 -fno-inline-functions and it works, but if you prefere I can change it on next build

BTW I've seen on a bug report that the option -finline-functions has been reported as a probable bug's cause on GCC4.2.3... I'll try to create a small testcase about it if I can.

This optimization should "embed" on where to look for the bug?	short, static function inside caller's code	. That can maybe an hint
Max		