
Subject: Re: mingw?

Posted by [Sender Ghost](#) on Thu, 18 Jun 2009 22:23:49 GMT

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

Ok, I found the cause. This is O3 GCC compiler optimization option which set by default in Build methods.

```
void BuildMethods::NewBuilder()
{
String b = ~builder;
if(IsNull(speed_options)) {
    if(IsGccBuilder(b))
#ifndef PLATFORM_WIN32
        speed_options <<= "-O3 -ffunction-sections";
#else
        speed_options <<= "-O3";
#endif
    else
        speed_options <<= "-O2";
}

if(HasFlag("SSE2"))
    cc << " -msse2 -mfpmath=sse";
```

The O2 instead of O3 compiler option works without crashes with SSE2 flag in GUI applications.

Thank you Koldo for testing.
