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Subject: Re: mingw?

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

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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))
            #ifdef 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.

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