Subject: Re: mingw?
Posted by Sender Ghost on Fri, 19 Jun 2009 21:05:36 GMT
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Hello, Koldo.

TheIDE in Optimal mode will compile packages and selected files with "Optimize for speed" option using defined compiler string (by default: "-O3 -ffunction-sections") and other files with "Optimize for size" compiler string (by default: "-Os -finline-limit=20 -ffunction-sections") as installed in Build methods for GCC builder.
When we use SSE2 flag in main package configuration TheIDE will add "-msse2 -mfpmath=sse" string to compiler options (both for speed and size).
I suggested to use O2 compiler option instead of O3 when using SSE2. Because in my configuration, e.g. TheIDE and AddressBook, U++ GUI application crashes when started. The cause can exists in following areas:
- GCC compiler itself;
- U++ algorithms which used in GUI applications (area can be limited by "Opimize for speed" files);
- Operating system;
- Hardware configuration.

Yes, I can run Bombs U++ GUI application, but it crashes when I click on "Game" submenu.