Subject: Re: mingw?
Posted by Sender Ghost on Sat, 20 Jun 2009 10:10:41 GMT
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koldo wrote on Sat, 20 June 2009 00:36
In all cases Bombs menus have worked properly. No crash. And the only change between versions is the -msse2 or /arch:SSE2 compiler option.

Ok, I just said about SSE2 build flag and O3 compiler option. Without SSE2 build flag (and with, but O2) all works fine.
The SSE2 build flag in TheIDE expanded by "-msse2 -mfpmath=sse" compiler options, not just "-msse2".
There is no issue.