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Subject: Re: MT with speed optimization fails  
Posted by [mirek](#) on Mon, 01 Feb 2010 12:53:55 GMT  
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dolik.rce wrote on Sun, 31 January 2010 16:26Hi!

I encountered a MT related bug while building theide. In speed mode, with flags GUI, NOGTK and MT flags, linking fails with undefined reference to 'Upp::ReadMemoryBarrier()'.  
With optimal mode, there is no problem. Also adding SSE2 removes the problem.

The function ReadMemoryBarrier() is defined in Core/MT.cpp, on line 266 as inlined. As far as I can tell that is the problem. If I remove the inline keyword, everything compiles correctly.

OK, 'inline' removed. Thanks.

The question is whether SSE2 should not be default... (and NOSSE2 exist instead).

Quote:

Additional info: I have i386 processor (Intel Atom)

How does it run U++?

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