
Subject: Re: Problems in growing up from newbie
Posted by [gprentice](#) on Sat, 04 Sep 2010 23:12:40 GMT
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Quote:All of a sudden last night, I realised none of the projects, be it mine or from any of the assemblies compiles and links. The linking phase was getting hung with 99% processor time. Out of frustration, I reinstalled the latest MinGw32 package 4.5.1 and Upp2625 which was working on my machine (I need the changes of Controls4u). Now, everything is back to normal and things are compiling and linking. I'm not sure if that can answer what I posted in another thread about problems in linking and compiling.

Since I don't post here much and probably don't know what I'm talking about, I'm reluctant to comment but I'm curious.

If the linker locks up, I don't see what that's got to do with being a U++ newbie or having advanced C++ knowledge. A linker shouldn't lock up no matter what input it's given.

What does "linking phase" mean? Does U++ go into a loop somewhere? If so, I guess you would have said so, and posted the output.

If re-installing the tools fixes the problem, then it doesn't seem likely that the problem is in the setup of your project... ah, but you said no projects will link - they all lock up. I guess a U++ expert could comment on what might cause this. If it happens again, I guess you could do a new install of firstly just U++ in a different folder, build a simple project and if it builds, compare files across the U++ directories to see what is different. If it doesn't build, then make a copy of your MingW folder, re-install MingW and compare the two MingW folders and try and build from the original folder. i.e. change just one thing at a time.

Googling for "Mingw linker hang" doesn't turn up much but I guess linkers hang occasionally, but if re-installing fixes the problem, it suggests something was corrupted somewhere.

Graeme

BTW - did you try "rebuild all"?
