
Subject: Re: Problems in growing up from newbie
Posted by [jerson](#) on Sun, 05 Sep 2010 01:01:59 GMT
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gprentice wrote on Sun, 05 September 2010 04:42A linker shouldn't lock up no matter what input it's given.

What does "linking phase" mean?

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.

BTW - did you try "rebuild all"?

Hi Graeme

I agree - the toolkit shouldn't end up tied in its own shoelaces.
Linking phase means - the output window of the IDE says Linking..... and stays there forever. The cpu slows to a crawl and the process explorer says ld.exe is eating 99% of the cpu time. Oh, and ending the build doesn't help either as the IDE is satisfied that it has ended the build, but it hasn't. Ld is still running in the background. Perhaps the IDE signals ld to stop, but ld ignores it?

I tried everything I could think of including a rebuild all, restarting the IDE and rebuilding, building in Debug mode, Optimal mode. Just nothing would link. Even the standard example codes would not link. That's when I realized something's broken and decided to not waste time on why, but just move on.

I wish I had the foresight to have done what you suggested, but...

I do not know if this is related to the problem, but, the last thing I did before this problem occurred was to read the .info files in the MinGW/doc directory using my text editor. Perhaps inadvertently, I must've saved a .info file.

Regards
