Subject: Problem compiling 32-bit apps with 64-bit MINGW
Posted by Novo on Wed, 01 Apr 2015 02:42:36 GMT
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I'm using TDM-GCC-64 (64-bit compiler on 64-bit Windows) and trying to compile a 32-bit version of my app.
I'm using the -m32 option with both compiler and linker.
The problem is with the resource compiler. It compiles into 64-bit resources.

windres.exe takes a --target option, which can be one from the list: pe-x86-64 pei-x86-64 pe-bigobj-x86-64 elf64-x86-64 elf64-l1om elf64-k1om pe-i386 pei-i386 elf32-i386 elf64-little elf64-big elf32-little elf32-big srec symbolsrec verilog tekhex binary ihex.

There is no way to pass an option to the resource compiler, and there is only one GCC builder (I believe, TheIDE use to have both 32 and 64 bit builders for GCC).

Is there a way to fix that? I really need MINGW because I need GCC symbol demangling.

TIA