
Subject: Re: Problem compiling 32-bit apps with 64-bit MINGW

Posted by [mirek](#) on Wed, 01 Apr 2015 15:59:18 GMT

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Novo wrote on Wed, 01 April 2015 04:42I'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

Hi,

thanks for the info.

I guess the quick fix and sufficient is to change the build method. I can do that, but it should be relatively easy to do (and I do not want to download/install mingw-tdm right now). If you succeed, please let me know, I will patch trunk. If you have problems, please report as well - I will try to fix it myself ASAP.

On related note, how is mingw-tdm working for you? Which version have you downloaded? I am (for some time now) interested in bundling it with U++ once again....

Mirek
