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Subject: Re: Problems compiling theide with mingw (help needed)

Posted by [Novo](#) on Wed, 06 Apr 2016 02:28:08 GMT

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mirek wrote on Sun, 03 April 2016 04:43

What is your -O setting? Are you using BLITZ?

Standard. Speed: -O3, size -Os. I'm using BLITZ only with Debug, which is fine.

mirek wrote on Sun, 03 April 2016 04:43

Have you tested long-term?

For about a year. I need gcc name demangling code.

mirek wrote on Sun, 03 April 2016 04:43

Working hypothesis is that the problem is automatic inlining of all function (which -O3 adds), perhaps linker is unable to cope with that... (naturally, I turned my attention to linker, as GCC itself should be the same as in Linux, where everything is rock stable...). Moreover, -O2 seems to be as fast as -O3.

Another difference between Linux and Windows versions is exception handling. It is always DWARF in Linux, and it is SJLJ in case of 32bit Windows apps, and SEH in case of 64bit Windows apps.

Another observation. I removed -msse2 option with 4.8.1 x86 and that fixed crashing with Optimal and Speed configurations. It looks like it is either a problem with gcc or with data alignment in Upp.

Hope this helps.

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