Subject: Re: Win32 nightly builds now using mingw
Posted by cbpporter on Thu, 07 Apr 2016 08:25:56 GMT
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Nice!

I've been trying to integrate more and more GCC in my stuff, but it is not that easy.

This is not related to U++, but me doing funky stuff on program terminate, but often with GCC I have a weird problem: the program crashes on the atexit stage, where I do a pre-global destructor cleanup. And the weird part is that this only happens on a fresh compile after a clean. I compile in optimized mode, crashes. Recompile without optimal mode, no crash. After this, no mater how many times I compile in optimized mode, no more crash and the problem goes away for hours or until I shut down everything and clean the build folder.

This happens on Windows only, and anyway I can't Valgrind, since it is in optimized mode.

But without the cleanup, GCC looks like it works well and I try to compile once a week.