Subject: Re: Win32 nightly builds now using mingw
Posted by mirek on Fri, 08 Apr 2016 07:04:21 GMT
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cbpporter wrote on Thu, 07 April 2016 23:39mirek wrote on Thu, 07 April 2016 23:48I have found that -O3 mode does not work with mingw. I suspect linker issue....
So it is not just me then?

Anyway, I might be able to circumvent the problem.

Well, this one can be "circumvented" by using -O2 instead :) (It seems that the speed is similar).

Quote:
What I'm doing in the atexit method is basically leak detection. How did you manage to do leak detection in U++, since such code needs to run after global destructors, right?

Check the code :) It is at the end of heapdbg.cpp and near then end of Core.h.

MSC and GCC have some means to achieve it. If that does not work, universal approach is to make it the first (or likely first) constructor (Core.h 337).

Mirek