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Subject: Re: Win32 nightly builds now using mingw  
Posted by [cbpporter](#) on Mon, 16 May 2016 11:27:06 GMT  
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cbpporter wrote on Thu, 07 April 2016 11:25Nice!

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. There are two problems here.

First, a TheIDE related linking error. If you change the build method from MSC it can happen.

But sometimes it persisted no matter what.

But I finally found something: removing a single inline from a function fixed this. It appears that maybe TDM has some problems with too aggressive inline-ing. The following code crashes:

```
inline void _free(void** p) {  
    if (*p) {  
        STDLIB_GC--;  
        free(*p);  
    }  
    *p = 0;  
}
```

Do you guys see anything wrong with this code? It crashes when freeing some members from global variables.

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