Subject: Re: 2020.1 officially released
Posted by Novo on Sat, 30 May 2020 05:13:29 GMT
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Interesting message when compiling on Windows with CLANGx64:
#0 0x0000000142abaa9c (clang-10+0x2abaa9c)
#1 0x0000000142a52a8c (clang-10+0x2a52a8c)
#2 0x0000000142a6b016 (clang-10+0x2a6b016)
#3 0x0000000142a60146 (clang-10+0x2a60146)
clang-10: error: clang frontend command failed due to signal (use -v to see invocation)
clang version 10.0.0 (https://github.com/llvm/llvm-project.git
d32170dbd5b0d54436537b6b75beaf44324e0c28)
Target: x86_64-w64-windows-gnu
Thread model: posix
InstalledDir: c:\local\apps\upp\bin\clang\bin
clang-10: note: diagnostic msg: PLEASE submit a bug report to https://bugs.llvm.org/ and include the crash backtrace, preprocessed source, and associated run script.
heapdbg.cpp
CharSet.cpp
t.cpp
z.cpp
lz4.c
xxhash.c
clang-10: note: diagnostic msg:
****

PLEASE ATTACH THE FOLLOWING FILES TO THE BUG REPORT:
Preprocessed source(s) and associated run script(s) are located at:
clang-10: note: diagnostic msg: C:\users\ssg\Temp\wkparser$blitz-44ef80.cpp
clang-10: note: diagnostic msg: C:\users\ssg\Temp\wkparser$blitz-44ef80.sh
clang-10: note: diagnostic msg:
****

plugin/bz2: 2 file(s) built in (0:00.37), 186 msecs / file
plugin/bmp: 4 file(s) built in (0:00.30), 76 msecs / file
dvlp/ctrl/about: 1 file(s) built in (0:00.33), 332 msecs / file
Painter: 28 file(s) built in (0:01.72), 61 msecs / file
dvlp/wiki/wkparser: 6 file(s) built in (0:00.47), 79 msecs / file
Draw: 35 file(s) built in (0:00.47), 13 msecs / file
RichText: 22 file(s) built in (0:00.50), 23 msecs / file
CtrlCore: 62 file(s) built in (0:00.87), 14 msecs / file
CtrlLib: 58 file(s) built in (0:02.91), 50 msecs / file
Core: 68 file(s) built in (0:05.87), 86 msecs / file
There were errors. (0:17.72)
program finished with exit code 1
elapsedTime=18.027474

And this is primarily C++98 code with a lot of templates.
I mean my own app.