Subject: Re: 2020.1 officially released
Posted by mirek on Sat, 30 May 2020 06:57:48 GMT

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Novo wrote on Sat, 30 May 2020 07:13Interesting 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.

It would be good to narrow that down to single file / construct and send them report.

For what is worth, for me CLANG was rock stable so far, except maybe some issues with debugger info (but those unfortunately exist with msc as well).

Mirek