
Subject: Re: 2020.1 officially released

Posted by [Novo](#) on Mon, 01 Jun 2020 19:35:10 GMT

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There is another unexpected problem with Clang on Windows.

If I add "-std=c++17" to cpp options, then in case of GUI app (example: tutorial/Gui01) in Debug configuration I get this (Release is fine):

Linking...

```
lld-link: error: duplicate symbol: std::__throw_bad_alloc()
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:315
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator new(unsigned long long)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:301
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator new(unsigned long long, std::nothrow_t const&)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:307
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator new[](unsigned long long)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:304
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator new[](unsigned long long, std::nothrow_t const&)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:310
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator delete(void*)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:302
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator delete(void*, std::nothrow_t const&)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:308
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator delete[](void*)
```

```
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:305
```

```
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
```

```
>>> defined at libc++.a(new.cpp.obj)
```

```
lld-link: error: duplicate symbol: operator delete[](void*, std::nothrow_t const&)
>>> defined at c:\local\apps\upp\uppsrc\Core\heap.cpp:311
>>>      c:/local/apps/upp/out/tutorial/Core/CLANGx64cpp17.Debug.Debug_Full.Gui\heap.o
>>> defined at libc++.a(new.cpp.obj)
clang-10: error: linker command failed with exit code 1 (use -v to see invocation)
```

Because STD_NEWDELETE is defined, and it gets defined in config.h here:

```
#ifdef flagCLR
#define flagUSEMALLOC
#define STD_NEWDELETE
#endif
```

I have no idea where flagCLR is coming from ...
wine umk tutorial Gui01 CLANGx64cpp17 -bu
