
Subject: Re: 2020.1 officially released

Posted by [mirek](#) on Thu, 04 Jun 2020 08:37:09 GMT

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Novo wrote on Mon, 01 June 2020 21:35 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):

[code]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)
```

I have checked this one and unfortunately it seems like another instance of weak symbol bug

<https://github.com/mstorsjo/llvm-mingw/issues/91>

so the options are:

- USEMALLOC flag (this will switch off U++ allocator completely)
- STD_NEWDELETE flag (this will keep U++ allocator and use it where possible but will use standard new/delete - this is default on MacOS BTW)
- Try with GIT head, as Martin claims this is now fixed. This would be most interesting option for me (Being there, you could check msvcr version too).

Mirek
