Subject: Re: Compilation warnings and random crashes
Posted by mirek on Mon, 21 Oct 2024 20:54:42 GMT
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Oblivion wrote on Mon, 21 October 2024 20:07Hello Mirek,

I have attached the new logs.

Assuming that this is a compiler bug, I still wouldn't change the default on Linux. My reasons:

1) I didn't encounter it anywhere else. I have a lot of apps, tests etc, some have heavy inlining, and built with the same clang config. They are all stable (at least, they have yet to crash because of a really puzzling error.)
2) I tend to use ArchLinux on my machines (and other distros on VM), which ships the latest LLVM/clang, so this might be a bug in the latest version of the compiler. (At least, I did not have such crashes several months ago.)
3) GCC has significantly slower compilation speed.
4) I don't know of anyone else complaining about this bug, and I am fine with using the GCC build, it works as expected.

Best regards,

Oblivion

======== LOAD
i = 39
i = 39
i = 39
i = 39
i = 39
i = 335
i = 335

Yep, out of range...

What is clang --version?

Should we file this in clang's bugzilla?

I have also pushed a bunch of changes which I suppose should fix this. Can you try master?