
Subject: Re: Compiling on Linux...

Posted by [waxblood](#) on Sat, 09 Jun 2007 15:55:39 GMT

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Now that I have my new virtualized WindowsXP with Upp 705 dev3 I can taste the Windows bugs too...

Using MINGW all static debug with full debug info

1) ABOUT MINGW

mingw sometimes works, sometimes not.

When I first attempted to compile Bombs, it didn't even tell me why it failed, on the second, after having compiled UWord I got this

```
----- Bombs ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
```

```
Linking...
```

```
(option '-O 2' ignored)
```

```
__main: duplicate
```

```
-> used: libmingw32.a:gccmain.o:1
```

```
-> discarded: libgcc.a:__main.o:1
```

```
1 undefined symbol(s):
```

```
_WinMain@16 (referenced from libmingw32.a:main.o:1; _main; .text)
```

```
linking aborted due to fatal errors
```

```
collect2: ld returned 1 exit status
```

There were errors. (3:35.13)

The third time it magically run Bombs, although complaining about the same problem, it seems

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
```

```
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 9)
```

```
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 9)
```

```
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 9)
```

```
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 9)
```

```
----- plugin/bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 9)
```

```
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 9)
```

```
----- plugin/png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 9)
```

```
----- Bombs ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
```

```
main.cpp
```

```
bombs.rc
```

```
Bombs: 2 file(s) built in (0:11.60), 5803 msecs / file, duration = 11677 msecs
```

```
Linking...
```

```
(option '-O 2' ignored)
```

```
__main: duplicate
```

```
-> used: libmingw32.a:gccmain.o:1
```

```
-> discarded: libgcc.a:__main.o:1
```

C:\bin\upplout\MINGW.Debug_full.Gui\Bombs.exe (13327580 B) linked in (0:03.49)

OK. (0:16.88)

2) ABOUT UWORD

When I try to drag&drop text in UWord I get this (it happens quite always) :

Assertion failed in uppsrc\Draw\DrawOpWin32.cpp, line 96 q != ERROR

note that in the error box it's impossible to select text (cursor turns to a hourglass over it), this way errors must be copied by hand - not very handy

David