
Subject: Compilation error

Posted by [rafiwui](#) on Fri, 04 Aug 2017 10:10:07 GMT

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When I compile the library with g++ 6.3.1 on CentOS 6.9 the compilation stops at a point:
This is the (IMO) important output:

```
g++ -o "ide.out" -Wl,-s -L/lib64 -L"/usr/X11R6/lib" -L"/usr/lib" -Wl,-O,2 -Wl,--gc-sections  
-Wl,--start-group \
```

```
  _out/ide/GCCMK-Gcc-Gui-Linux-Main-Posix-Shared/BaseDlg.o \  
  ... \  
    -lbz2 \  
    -lpthread \  
    -ldl \  
    -lrt \  
    -lz \  
    -ldl \  
    -lfreetype \  
    -lfontconfig \  
    -lexpat \  
    -lgtk-x11-2.0 \  
    -lgdk-x11-2.0 \  
    -latk-1.0 \  
    -lgdk_pixbuf-2.0 \  
    -lm \  
    -lpangocairo-1.0 \  
    -lfontconfig \  
    -lXext \  
    -lXrender \  
    -lXinerama \  
    -lXi \  
    -lXrandr \  
    -lXcursor \  
    -lXfixes \  
    -lpango-1.0 \  
    -lcairo \  
    -lX11 \  
    -lobject-2.0 \  
    -lmodule-2.0 \  
    -lglib-2.0 \  
    -lX11 \  
    -lXrender \  
    -lXinerama \  
    -ldl \  
    -lXft \  
    -lnotify \  
    -lpng -Wl,--end-group
```

```
/opt/rh/devtoolset-6/root/usr/libexec/gcc/x86_64-redhat-linux/6.3.1/ld:
```

```
_out/CtrlCore/GCCMK-Gcc-Gui-Linux-Posix-Shared/CtrlCore.a(GtkApp.o): undefined reference to
symbol 'g_thread_init'
//lib64/libgthread-2.0.so.0: error adding symbols: DSO missing from command line
collect2: error: ld returned 1 exit status
gmake[1]: *** [ide.out] Error 1
```

Any ideas why this undefined reference to symbol 'g_thread_init' appears? Or did anyone face a similar error?

EDIT: It seems like the real problem is //lib64/libgthread-2.0.so.0: error adding symbols: DSO missing from command line

Tested with: 11217M, 11287, 11295, 11300

And there weren't any warnings in the rest of the building process.

I added the complete output that is generated if I run sudo make again as a file.

File Attachments

1) [upp_11287_make_error.txt](#), downloaded 338 times

Subject: Re: Compilation error

Posted by [rafiwui](#) on Tue, 08 Aug 2017 10:58:39 GMT

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Googling g_thread_init, I found that it is deprecated. So probably that is the problem and I am wondering if anyone else has the same problem?

EDIT: According to my solution this was not the real problem.

Subject: Re: Compilation error

Posted by [rafiwui](#) on Wed, 23 Aug 2017 10:43:10 GMT

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I finally found the problem or at least I did sth and now it compiled all the way through.

It would be nice if one of the admins of U++ could check this solution to solve this problem or if you could tell me what I did wrong if this is no problem of U++.

I did this with the nightly build upp-x11-src-11300 on a CentOS 6.9 machine.

So here is what I did if someone is facing a similar error:

EDIT: Check out the ways more easier solution in the next reply.

1. Run make until you see this line (the actual compilation will start after this):

DOMAKE INFO: Found make. Compiling...

Use Ctrl+C to abort the compilation.

2. Open the domake file in an editor and remove the following lines:

```
log_debug_info "Configuring" uppsrc/*Makefile.in *.bm.in "with pkg-config"
```

```
if which pkg-config
then
```

```
  if [[ "$Flags" = *"NOGTK"* ]]
  then
    requires_libraries="x11 libnotify freetype2"
  else
    requires_libraries="gtk+-2.0 x11 libnotify freetype2"
  fi

  library_list=""
  for i in $requires_libraries
  do
    if pkg-config --exists $i
    then
      library_list="$library_list $i"
      log_debug_info "pkg-config: Found library $i"
    else
      log_debug_warning "pkg-config: '$i' not found in $(pkg-config --variable pc_path pkg-config).
Do you need to install $i development package?"
    fi
  done
```

```
  for i in uppsrc/*Makefile.in
  do
    sed -e "s@-I((INCLUDES))@`pkg-config --cflags-only-I $library_list` @g" -e
"s@-L\\((LIBRARIES))"@`pkg-config --libs-only-L $library_list` @g" "$i" > "${i%.in}"
  done
```

```
  for i in *.bm.in
  do
    sed -e "s@((INCLUDES))@`pkg-config --cflags-only-I $library_list|sed -e s/-l//g -e \"s/ /;/g\"` @g"
-e "s@((LIBRARIES))@`pkg-config --libs-only-L $library_list|sed -e s/-L//g -e \"s/ /;/g\"` @g" "$i" >
"${i%.in}"
  done
```

```
else
  log_debug_warning "Can't find pkg-config in PATH. Will do configuration without it. Compilation
will probably fail"
  log_debug_warning "If compilation fail because of missing include, please install pkg-config
before reporting"
```

```
for i in uppsrc/*Makefile.in
do
  sed -e "s@-I((INCLUDES))@@g" -e 's@-L((LIBRARIES))@@g' "$i" > "${i%.in}"
done
```

```
for i in *.bm.in
do
  sed -e "s@((INCLUDES));@@g" -e "s@((LIBRARIES));@@g" "$i" > "${i%.in}"
done
```

fi

This won't corrupt the compilation because the pkg-config is already done if you did the first step. You can also use the attached file instead (the pkg-config part is commented out there)

3. Open uppsrc/Makefile and uppsrc/Makefile.in and add this line:

-lgthread-2.0

here:

```
# ...
$(OutFile): build_info \
$(OutDir_ide)BaseDlg.o \
$(OutDir_ide)SelectPkg.o \
$(OutDir_ide)UppWspc.o \
$(OutDir_ide)NewPackageFile.o \
$(OutDir_ide)UppDlg.o \
$(OutDir_ide)Template.o \
$(OutDir_ide)Console.o \
$(OutDir_ide)FindFile.o \
$(OutDir_ide)FindInFiles.o \
$(OutDir_ide)Config.o \
$(OutDir_ide)ide.o \
$(OutDir_ide)idefile.o \
$(OutDir_ide)EditorTabBar.o \
$(OutDir_ide)Bottom.o \
$(OutDir_ide)t.o \
$(OutDir_ide)Cpp.o \
$(OutDir_ide)Assist.o \
$(OutDir_ide)DCopy.o \
$(OutDir_ide)ContextGoto.o \
$(OutDir_ide)GoToLine.o \
$(OutDir_ide)Swaps.o \
$(OutDir_ide)ParamInfo.o \
$(OutDir_ide)Navigator.o \
$(OutDir_ide)Annotations.o \
```

\$(OutDir_ide)Virtuals.o \
\$(OutDir_ide)Thisbacks.o \
\$(OutDir_ide)Jump.o \
\$(OutDir_ide)Setup.o \
\$(OutDir_ide)Custom.o \
\$(OutDir_ide)Print.o \
\$(OutDir_ide)Insert.o \
\$(OutDir_ide)idetool.o \
\$(OutDir_ide)Install.o \
\$(OutDir_ide)Android.o \
\$(OutDir_ide)idebar.o \
\$(OutDir_ide)idewin.o \
\$(OutDir_ide>About.o \
\$(OutDir_ide)Help.o \
\$(OutDir_ide)Macro.o \
\$(OutDir_ide)OnlineSearch.o \
\$(OutDir_ide)Errors.o \
\$(OutDir_ide)Calc.o \
\$(OutDir_ide)FormatCode.o \
\$(OutDir_ide)Abbr.o \
\$(OutDir_ide)Qtf.o \
\$(OutDir_ide)Xml.o \
\$(OutDir_ide)Json.o \
\$(OutDir_ide)MacroManager.o \
\$(OutDir_ide)Update.o \
\$(OutDir_ide)MethodsCtrls.o \
\$(OutDir_ide)Methods.o \
\$(OutDir_ide)AutoSetup.o \
\$(OutDir_ide)InstantSetup.o \
\$(OutDir_ide)OutputMode.o \
\$(OutDir_ide)Build.o \
\$(OutDir_ide)Debug.o \
\$(OutDir_ide)Valgrind.o \
\$(OutDir_ide)Export.o \
\$(OutDir_ide_Common)Common.a \
\$(OutDir_ide_Core)Core.a \
\$(OutDir_ide_LayDes)LayDes.a \
\$(OutDir_ide_IconDes)IconDes.a \
\$(OutDir_ide_Builders)Builders.a \
\$(OutDir_ide_Debuggers)Debuggers.a \
\$(OutDir_ide_Browser)Browser.a \
\$(OutDir_CodeEditor)CodeEditor.a \
\$(OutDir_CtrlLib)CtrlLib.a \
\$(OutDir_plugin_bz2)bz2.a \
\$(OutDir_HexView)HexView.a \
\$(OutDir_art_BlueBar)BlueBar.a \
\$(OutDir_plugin_astyle)astyle.a \
\$(OutDir_usvn)usvn.a \

```
$(OutDir_TextDiffCtrl)TextDiffCtrl.a \  
$(OutDir_TabBar)TabBar.a \  
$(OutDir_ide_Designers)Designers.a \  
$(OutDir_ide_Android)Android.a \  
$(OutDir_ide_Java)Java.a \  
$(OutDir_ide_MacroManager)MacroManager.a \  
$(OutDir_ide_SrcUpdater)SrcUpdater.a \  
$(OutDir_Esc)Esc.a \  
$(OutDir_plugin_Izma)Izma.a \  
$(OutDir_plugin_Iz4)Iz4.a \  
$(OutDir_plugin_zstd)zstd.a \  
$(OutDir_Core)Core.a \  
$(OutDir_RichEdit)RichEdit.a \  
$(OutDir_IconDes)IconDes.a \  
$(OutDir_plugin_gif)gif.o \  
$(OutDir_plugin_gif)gif.a \  
$(OutDir_plugin_jpg)jpgreg.o \  
$(OutDir_plugin_jpg)jpg.a \  
$(OutDir_Painter)PainterInit.o \  
$(OutDir_Painter)Painter.a \  
$(OutDir_Draw)Draw.a \  
$(OutDir_CppBase)CppBase.a \  
$(OutDir_PdfDraw)PdfInit.o \  
$(OutDir_PdfDraw)PdfDraw.a \  
$(OutDir_plugin_pcre)pcre.a \  
$(OutDir_CtrlCore)CtrlCore.a \  
$(OutDir_plugin_bmp)BmpReg.o \  
$(OutDir_plugin_bmp)bmp.a \  
$(OutDir_RichText)RichText.a \  
$(OutDir_plugin_png)pngreg.o \  
$(OutDir_plugin_png)png.a \  
$(LINKER) -o "$(OutFile)" -WI,-s $(LIBPATH) -WI,-O,2 $(LDFLAGS) -WI,--start-group \  
$(OutDir_ide)BaseDlg.o \  
$(OutDir_ide)SelectPkg.o \  
$(OutDir_ide)UppWspc.o \  
$(OutDir_ide)NewPackageFile.o \  
$(OutDir_ide)UppDlg.o \  
$(OutDir_ide)Template.o \  
$(OutDir_ide)Console.o \  
$(OutDir_ide)FindFile.o \  
$(OutDir_ide)FindInFiles.o \  
$(OutDir_ide)Config.o \  
$(OutDir_ide)ide.o \  
$(OutDir_ide)idefile.o \  
$(OutDir_ide)EditorTabBar.o \  
$(OutDir_ide)Bottom.o \  
$(OutDir_ide)t.o \  
$(OutDir_ide)Cpp.o \  

```

\$(OutDir_ide)Assist.o \
\$(OutDir_ide)DCopy.o \
\$(OutDir_ide)ContextGoto.o \
\$(OutDir_ide)GoToLine.o \
\$(OutDir_ide)Swaps.o \
\$(OutDir_ide)ParamInfo.o \
\$(OutDir_ide)Navigator.o \
\$(OutDir_ide)Annotations.o \
\$(OutDir_ide)Virtuals.o \
\$(OutDir_ide)Thisbacks.o \
\$(OutDir_ide)Jump.o \
\$(OutDir_ide)Setup.o \
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\$(OutDir_ide)Print.o \
\$(OutDir_ide)Insert.o \
\$(OutDir_ide)idetool.o \
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\$(OutDir_ide)Android.o \
\$(OutDir_ide)idebar.o \
\$(OutDir_ide)idewin.o \
\$(OutDir_ide>About.o \
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\$(OutDir_ide)FormatCode.o \
\$(OutDir_ide)Abbr.o \
\$(OutDir_ide)Qtf.o \
\$(OutDir_ide)Xml.o \
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\$(OutDir_ide)Update.o \
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\$(OutDir_ide_SrcUpdater)SrcUpdater.a \
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\$(OutDir_plugin_lzma)lzma.a \
\$(OutDir_plugin_lz4)lz4.a \
\$(OutDir_plugin_zstd)zstd.a \
\$(OutDir_Core)Core.a \
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\$(OutDir_plugin_jpg)jpgreg.o \
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\$(OutDir_Painter)PainterInit.o \
\$(OutDir_Painter)Painter.a \
\$(OutDir_Draw)Draw.a \
\$(OutDir_CppBase)CppBase.a \
\$(OutDir_PdfDraw)PdfInit.o \
\$(OutDir_PdfDraw)PdfDraw.a \
\$(OutDir_plugin_pcre)pcre.a \
\$(OutDir_CtrlCore)CtrlCore.a \
\$(OutDir_plugin_bmp)BmpReg.o \
\$(OutDir_plugin_bmp)bmp.a \
\$(OutDir_RichText)RichText.a \
\$(OutDir_plugin_png)pngreg.o \
\$(OutDir_plugin_png)png.a \
-lbz2 \
-lpthread \
-ldl \
-lrt \
-lz \
-ldl \
-lfreetype \
-lfontconfig \
-lexpat \

```
-lgtk-x11-2.0 \  
-lgdk-x11-2.0 \  
-latk-1.0 \  
-lgdk_pixbuf-2.0 \  
-lm \  
-lpangocairo-1.0 \  
-lfontconfig \  
-lXext \  
-lXrender \  
-lXinerama \  
-lXi \  
-lXrandr \  
-lXcursor \  
-lXfixes \  
-lpango-1.0 \  
-lcairo \  
-lX11 \  
-lobject-2.0 \  
-lmodule-2.0 \  
-lglib-2.0 \  
-lX11 \  
-lXrender \  
-lXinerama \  
-ldl \  
-lXft \  
-lnotify \  
-lpng \           # Here is the change  
-lthread-2.0 -Wl,--end-group # with the new part here
```

```
$(OutDir_ide):  
  mkdir -p $(OutDir_ide)  
# ...
```

I will not attach these files because they are partially generated by the pkg-config.

4. Run make again and it should compile without a problem.

File Attachments

1) [domake](#), downloaded 315 times

Subject: Re: Compilation error

Posted by [amrein](#) on Thu, 24 Aug 2017 06:25:15 GMT

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Note: You can run 'make LDFLAGS=-lthread-2.0' to force the use of gthread-2.0 at link time. It will work without having to edit files or use Ctrl-c.

Here what I found : U++ uses 'g_thread_init(NULL);' in uppsrc/CtrlCore/GtkApp.cpp (line 65). g_thread_init(); and g_thread_supported(); are deprecated, according to <https://developer.gnome.org/glib/stable/glib-Deprecated-Thread-APIs.html#g-thread-init>

There's already a work around in the source code:

```
#ifdef _MULTITHREADED
#if !GLIB_CHECK_VERSION(2, 32, 0)
    if(!g_thread_supported())
        g_thread_init(NULL);
#endif
    gdk_threads_set_lock_functions(EnterGuiMutex, LeaveGuiMutex);
    gdk_threads_init();
    EnterGuiMutex();
#endif
```

So, my question is, why does it still compile those lines if your library is greater than 2.32.0?

Subject: Re: Compilation error
Posted by [rafiwui](#) on Thu, 24 Aug 2017 06:37:22 GMT
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Intersting. My glib is version 2.28.8 according to yum.

```
glib2.x86_64      2.28.8-9.el6   @anaconda-CentOS-201703281317.x86_64/6.9
glib2-devel.x86_64 2.28.8-9.el6   @base
```

Does that mean that the source code should be updated to check on older versions as well?

Subject: Re: Compilation error
Posted by [amrein](#) on Thu, 24 Aug 2017 07:11:19 GMT
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It already does that. If it's an older version, U++ uses g_thread_supported() and g_thread_init().

In your case, g_thread_init is not part of /lib64/libgthread-2.0.so.0 for an unknown reason.
