
Subject: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [imos](#) on Mon, 21 Jan 2019 13:30:39 GMT

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Hi

When compiling a program in windows 10:

...

C:/upp/out/MyApps/plugin/jpg/MINGW.Debug.Debug_Full.Gui.Nobl itz\jpg.a (1863834 B) created in (0:01.06)

----- ScatterDraw (GUI GCC DEBUG DEBUG_FULL WIN32) (12 / 17)

ScatterDraw.cpp

DataSource.cpp

cc1plus.exe: out of memory allocating 65536 bytes

Equation.cpp

cc1plus.exe: out of memory allocating 65536 bytes

PieDraw.cpp

ScatterDraw: 4 file(s) built in (1:39.92), 24980 msecs / file, duration = 122078 msecs

There were errors. (8:03.90)

How to solve this?

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [koldo](#) on Mon, 21 Jan 2019 16:37:31 GMT

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Dear imos

I have compiled and run ScatterCtrl sample using MINGW and MINGWx64 in Windows 10. No problem.

This is a Setup/Build Methods screenshot for MINGWx64. For MINGW (32 bits) it is the same just changing "mingw64/64" with "mingw64/32". Is it similar for you?

File Attachments

1) [Captura.JPG](#), downloaded 804 times

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [imos](#) on Mon, 21 Jan 2019 21:25:03 GMT

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Yes, it is the same.

If I compile some samples they work but this project does not.

The only thing that come to my mind is that this specific project was copied from Linux e.g. the project was created in Upp in linux and now I want to see if it also works in windows (even if it needs some tuning) but the compilation error is too abstract

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [koldo](#) on Mon, 21 Jan 2019 21:31:39 GMT

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Could you upload the smallest version of your project having this problem?

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [imos](#) on Tue, 22 Jan 2019 11:19:12 GMT

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I found the problem!!

The generated .exe takes about 200MB and during compilation it needs hundreds of MB!

I was running in virtual box and although with 900MB free it was not enough to compile the big project :)

I have increased VM disk space in order to install another app and I tried to compile the app again and now with success!

I thought that the presented error was related with RAM but it seems that it is related with disk space (or not) ?! but now it compiles also over windows and over Linux

Upp is great!!

Thanks

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [koldo](#) on Wed, 23 Jan 2019 21:33:52 GMT

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Great. But, a 200MB .exe? 8o 8o

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [imos](#) on Thu, 24 Jan 2019 09:12:41 GMT

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200MB all compiled files.

Exe debug version file is 126469KB.

(Windows 10 env)

Is it odd? Is there something that could be wrong?

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [koldo](#) on Thu, 24 Jan 2019 11:21:56 GMT

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Not necessarily. I was not used to seeing exes so big. :roll:

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [mirek](#) on Fri, 25 Jan 2019 09:19:56 GMT

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imos wrote on Thu, 24 January 2019 10:12 200MB all compiled files.

Exe debug version file is 126469KB.

(Windows 10 env)

Is it odd? Is there something that could be wrong?

I would recommend using MSC. GCC is great, in Linux. MINGW has two problems:

- linker is slow (in linux, it uses ld-gold and is very fast. mingw is using old ld and is terribly slow if used with BLITZ). with 200MB .exe I think MSC would fare better
- mingw thread_local implementation is terrible - that imposes severe penalty to U++ allocator performance (e.g. your code will run 10-20% slower with mingw)

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes

Posted by [imos](#) on Fri, 25 Jan 2019 09:49:26 GMT

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The story is:

First I developed the app in Linux. It is finished and working good.

Now I want to offer the same app for windows env. Hence I installed the Ultimate in windows and started to compile it, etc etc.

I had to "tune" the socket part and service part (this part I had to use codeblocks because could not compile services on Upp) of the app and it is working on windows now too.

Yes, I am using MingW and yes it is too slow and yes the debug version of exe has ~130MB. But it works out of the box (without "installation", without DLL mess, etc etc). It behaves as a portable app which is very important for me.

Well, now that you named MSC (Microsoft C ?!) I could give it a try but my app will be free distributed and I want to rely on open things to build it.

Is MSC free? What exactly is MSC? Where can I get it? should I install Visual Studio Community, the one that has a very dark licence for commercial apps?

Thanks a lot and congratulations for the Upp.
It is Great!

Imos