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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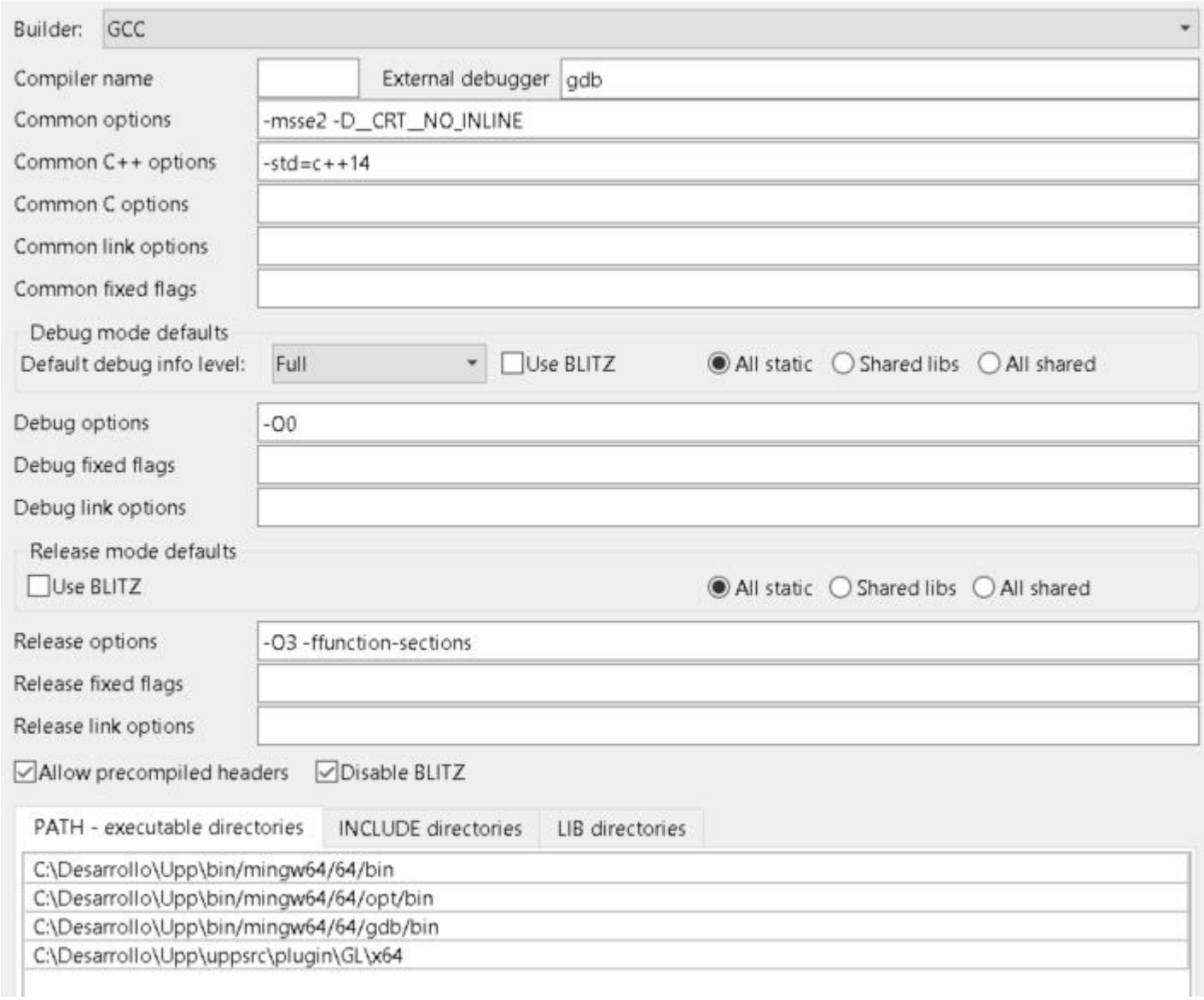
Dear imos

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 1443 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 tunning) but the compilation error is too abstract

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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 genearated .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 enought to compile the big project
I have increased VM disk space in order to install another app and i tried to compiled upp app gain and now with success!

I thought that presented error was related with RAM but it seems that it is realted 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?

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

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

Subject: Re: cc1plus.exe: out of memory allocating 65536 bytes
Posted by mirek on Fri, 25 Jan 2019 09:19:56 GMT

imos wrote on Thu, 24 January 2019 10:12200MB 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

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 is 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 distributted and I want to rely on open things to build it.

Is MSC free? What exaclty 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
