Subject: lld / windres
Posted by [mirek](#) on Thu, 05 Sep 2019 07:56:32 GMT
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In current release, mingw ld is replaced with clang's lld, which greately reduces link times.

However, I have unfortunately found a little problem with that: app icons are no longer working. Which is sort of strange, as during the build, the process is to compile .rc using windres utility into object .o file, then link with linker.

I have spent several hours with that without finding anything. Maybe somebody else would be more lucky than me?

(If there is no solution, I would go with lld anyway, this is just small glitch that can be ignored for now....)

Mirek

Subject: Re: lld / windres
Posted by [Xemuth](#) on Thu, 05 Sep 2019 10:17:45 GMT
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Hello mirek,

Indeed it don't work since v13495 (G++ -v : 8.1.0) :
https://www.ultimatepp.org/forums/index.php?t=msg&th=107 32&start=0&

The workaround I find is to use latest version of Mingw64 (G++ -v : 9.2.0) when I want ico instead of mingw toolchain built with Upp.

I still got a version of Upp (v11873)(G++ -v : 7.1.0) with working toolchain, If you want I can give you some information about version of all exe from mingw/bin

Best regard

Subject: Re: lld / windres
Posted by [mirek](#) on Thu, 05 Sep 2019 10:26:23 GMT
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Xemuth wrote on Thu, 05 September 2019 12:17Hello mirek,

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Best regard

No need. I know that the problem is between windres and lld.

So currently the choice is between very slow linking times and working icon and fast linking times with icon.

Perhaps I will find a way how to activate original slow linker just for release mode...

Subject: Re: lld / windres
Posted by cbpporter on Tue, 22 Oct 2019 12:10:12 GMT
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So that's why icons no longer work!

BTW, after a long pause on other projects, I'm back to U++ projects. Meanwhile we no longer have MS licenses, so for the last month I've been stuck with GCC. First thing I noticed was icons no longer working. Second, that the debugger is quite rough and buggy. Even watches are deleted after each step over.

Subject: Re: lld / windres
Posted by mirek on Thu, 24 Oct 2019 07:03:21 GMT
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cbpporter wrote on Tue, 22 October 2019 14:10So that's why icons no longer work!

BTW, after a long pause on other projects, I'm back to U++ projects. Meanwhile we no longer have MS licenses, so for the last month I've been stuck with GCC. First thing I noticed was icons no longer working. Second, that the debugger is quite rough and buggy. Even watches are deleted after each step over.

Watches fixed.

Subject: Re: lld / windres
Posted by cbpporter on Mon, 28 Oct 2019 09:26:21 GMT
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Thank you!

Subject: Re: lld / windres
Posted by mirek on Thu, 13 Feb 2020 09:30:20 GMT

I have got some good news. I have tried downloading the most recent clang ldd.exe and the problem with app icons seems to be fixed!

Mirek